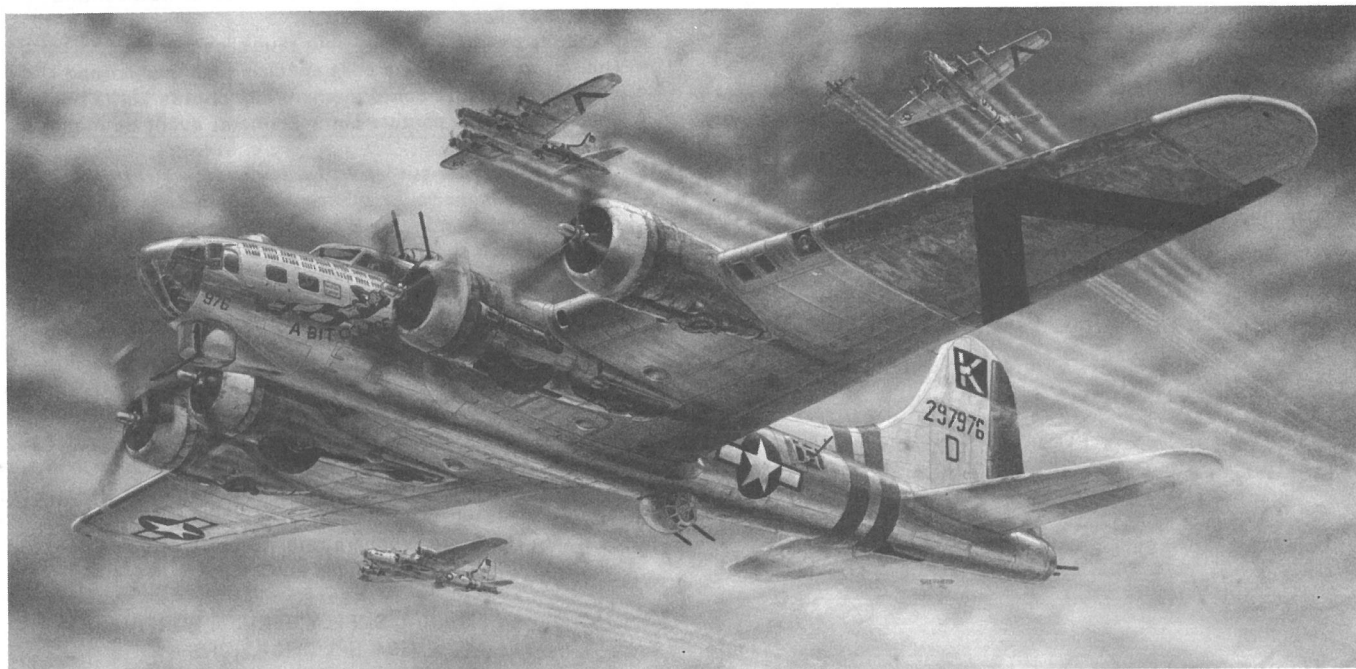


# PRO MODELER

BY MONOGRAM

## B-17G FLYING FORTRESS

1/48 SCALE MASSTAB 1:48 ESCALA 1/48 1/48 ECHELLE



The B-17G heavy bomber was the definitive version of Boeing's famous Flying Fortress of World War II. Although very similar to the earlier B-17F in most respects, the distinctive feature of the B-17G was the chin turret mounted just under the nose of the aircraft. This turret, which mounted two .50-caliber machine guns, was installed as an answer to deadly head-on attacks flown against earlier B-17s by Luftwaffe fighter pilots. The Germans had discovered that the defensive armament of the Flying Fortress was weakest from the front, because the single machine guns in each side of the nose could not be fired directly ahead of the aircraft. Only the top turret gunner could engage an attacking aircraft from the front. Many Flying Fortresses were lost as a result of these frontal attacks before the B-17G became available.

But the new chin turret was operated from a control yoke at the bombardier's position in the plexiglas nose, and it could fire very effectively ahead of the B-17G. This added firepower made it just as risky for an enemy fighter to attack the Flying Fortress from the front as from any other direction.

The cruising speed of a B-17G was 160 miles-per-hour, but it could reach a maximum speed of 302 miles-per-hour at 25,500 feet. It had a service ceiling of 35,600 feet and could

deliver a 4,000 pound load to ranges up to 1,800 miles.

Numerous B-17s were retrofitted with Cheyenne tail turrets, so named because they were often installed in Cheyenne, Wyoming. Other Cheyenne tail turrets were installed in the field. This turret provided a better field of fire to the rear of the aircraft as compared to the original standard tail gun installation.

Your ProModeler kit of the B-17G has both the chin turret in the nose and the Cheyenne turret in the tail of the aircraft. In between is a highly detailed interior, including the nose section, cockpit, bomb bay, radio compartment, and aft fuselage section. This detailed, 24-page instruction booklet, complete with photographs of real B-17Gs, will help you build and detail your model as a very realistic replica of the real Flying Fortress.

Markings for two B-17Gs are provided in this ProModeler kit. One of the Flying Fortresses was named *A Bit O' Lace*, and was flown by the 709th Bomb Squadron of the 447th Bomb Group. This B-17G was a veteran of eighty-three missions. The second aircraft was assigned to the same unit, and was named *Milk Wagon*. It survived an incredible one hundred and twenty-eight combat missions.

### READ THIS BEFORE YOU BEGIN

- Study the assembly drawings.
- Each plastic part is identified by a number.
- Check the fit of each piece before cementing into place.
- Do not use too much cement to join parts.
- Use only cement for polystyrene plastic.
- Model may be painted to match photos on box.
- Scrape paint from areas to be cemented.
- For better paint and decal adhesion, wash the plastic parts in a mild detergent solution.

### ALLGEMEINE HINWEISE

- Die Anordnung der Bauteile ist aus den Zeichnungen der Anleitung ersichtlich.
- Jedes Plastikteil ist durch eine Nummer gekennzeichnet.
- Die Teile vor dem Verkleben ungeleimt zusammenhalten, um ihren Passitz zu prüfen.
- Klebstoff nicht zu dick auftragen.
- Nur Modellbaukleber für Polystyrol verwenden.
- Man kann das Modell nach den Fotos auf der Schachtel anstreichen.
- Bemalte Teile vor der Weiterverwendung gut trocken lassen.
- Die Farbe muss von allen späteren Klebestellen abgeschabt werden.
- Damit die Farbe und die Abziehbilder besser kleben, sind die Plastikteile in einer milden Seifenlauge zu waschen.
- Dann abspülen und an der Luft trocken lassen.

### LEA ESTO ANTES DE EMPEZAR

- Estudie los dibujos de ensamblaje.

- Cada pieza de plástico se identifica por un número.
- Verifique que cada pieza encaje bien antes de pegar en posición.
- No use demasiado pegamento para unir las piezas.
- Use únicamente pegamento para plástico de poliestireno.
- El Modelo puede pintarse de acuerdo con las fotografías de la caja.
- Permita que se seque la pintura completamente antes de focar las piezas.
- Raspe la pintura de las superficies que serán pegadas.
- Para una mejor fijación la pintura y de las calcomanías, lávese las piezas plásticas en una solución de detergente suave. Enjuáguese y déjese secar al aire.

### LISEZ CE QUI SUIT AVANT DE COMMENCER LE MONTAGE

- Etudier les schémas d'assemblage.
- Chaque pièce plastique porte un numéro d'identification.
- Contrôler que chaque pièce soit bien conforme avant de la coller à sa place.
- N'utilisez pas trop de colle pour réunir les pièces.
- Utilisez uniquement une colle spéciale pour polystyrène.
- Le modèle peut être conformément aux photos sur la boîte.
- Laissez sécher la peinture complètement, avant de manipuler les pièces.
- Grattez la peinture sur les surfaces devant être collées. Pour assurer la meilleure adhésion possible de la peinture et des décalomnies, laver les pièces de plastique avec une légère solution savonneuse. Rincer et laisser sécher à l'air.



#### MODELING TIPS



#### PAINTING TIPS



DO NOT CEMENT  
NICHT KLEBEN  
NE PAS COLLER  
NO USE PEGAMENTO



OPTIONAL PARTS  
BAUTEILE NACH WAHL  
PIECES EN OPTION  
PIEZAS OPCIONALES



CUT OPENING  
OFFNUNG AUSSCHNEIDEN  
COUPER L'OUVERTURE  
HAGA UNA ABERTURA CON TIJERAS O NAVAJA



REMOVE AND THROW AWAY  
A RETIRER ET JETER  
ENTFERNEN (ABFALL)  
QUITE Y TIRE



DECAL (DIP IN WATER)  
ABZIEHBILD  
DECALCOMANIE (À PLONGER DANS L'EAU)  
DECALCOMANIA (MOJE CON AGUA)

#### FEDERAL STANDARD COLOR NUMBERS

The box top can be used as a guide to paint your model, or you may wish to use the painting information on the last four pages of this instruction booklet to achieve a more accurate finish. The listed numbers refer to color samples printed in GSA SPECIFICATIONS. This publication is available from:

FEDERAL SUPPLY SERVICE BUREAU  
GSA SPECIFICATIONS  
470 East Lafant Plaza S.W.  
Suite 8100  
Washington, D. C. 20407

Write to GSA for information regarding current price and availability.

If you have any problems building this model,  
call our modeling tips hotline at:  
**(800) 833-3570**

ProModeler Model Kits has made every effort to create and manufacture the finest model kit available. If a part is missing, please write to:

**ProModeler Model Kits**  
Consumer Service Department  
8601 Waukegan Road  
Morton Grove, Illinois 60053

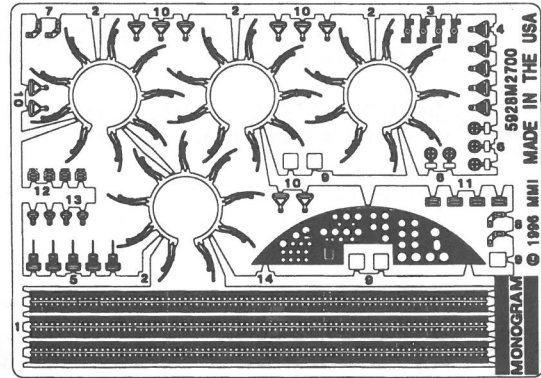
Be sure to include the kit number, part number, description, and your return address.

To complete this kit as shown, we recommend the following ProModeler™ paints.

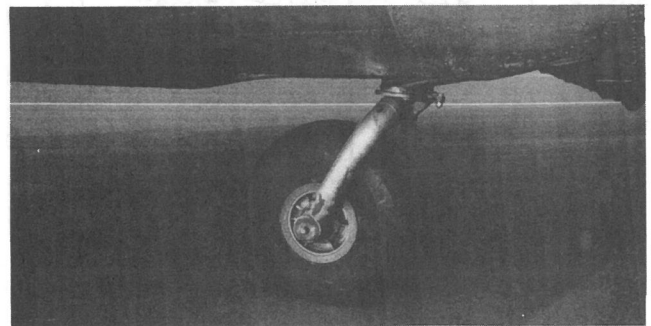
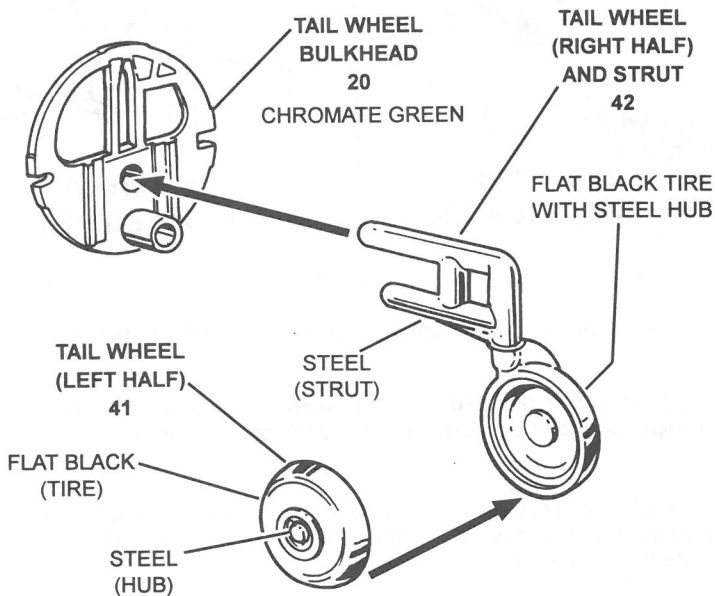
COLOR	FEDERAL STANDARD	PROMODELER	GERMAN	SPANISH	FRENCH
LIGHT GHOST GRAY	36375	88-034	HELLGRAU	GRIS CLARO	GRIS CLAIR
SILVER	17176	88-0013	SILBERN	PLATA	ARGENT
FLAT BLACK	37038	88-0022	GLANZLOSES SCHWARZ	NEGRO APAGADO	NOIR TERNE
GLOSS RED	11350	88-0003	ROT	ROJO	ROUGE
CHROMATE GREEN	34227	88-0031	CHROMAT GRÜN	CROMATO DE VERDE	CHROMATE DE VERT
CHROMATE YELLOW	33481	88-0032	CHROMAT GELB	CROMATO DE AMARILLO	CHROMATE DE JAUNE
STEEL	NONE	88-0015	METALIC	METALICO	METALLIC
GLOSS WHITE	17925	88-0002	WEISS	BLANCO	BLANC
GLOSS YELLOW	13507	88-0005	GLEB	AMARILLO	JAUNE
DARK GREEN	34096	88-0030	DUNKELGRUN	VERDE OSCURO	VERT FONCE
ALUMINUM	NONE	88-0014	ALUMINIUMFARBEN	ALUMINIO	ALUMINUM
OLIVE DRAB	34088	88-0028	OLIVGRUN	ACEITUNADO	VERT OLIVE
NEUTRAL GRAY	36173	88-0035	GRAU	GRIS	GRIS

## ETCHED METAL PARTS

- ETCHED METAL PARTS WILL BE INDICATED IN THE ASSEMBLY INSTRUCTIONS BY A DOT FOLLOWED BY A NUMBER, SUCH AS •1, •2, •3.
- GEATZE METALLTEILE SIND IN DER MONTAGENLEITUNG DURCH EINEN PUNKT MIT EINER NACHFOLGENDEN ZAL GEKENNZEICHNET, WIE Z.B. •1, •2, •3.
- GEETSTE METALEN ONDERDELEN WORDEN IN DE BOUWINSTRUCTIES AANGEVENMET EN STIP GEVOLGD DOOR EEN NUMMER, ZOALS B.V. •1, •2, •3.
- LES PIÈCES MÉTALLIQUES GRAVÉES SONT REPÉRÉES SUR LE PLAN DE MONTAGE PAR UN POINT SUIVI D'UN NOMBRE, COMME PAR EXEMPLE •1, •2, •3.



## STEP 1, TAIL WHEEL ASSEMBLY

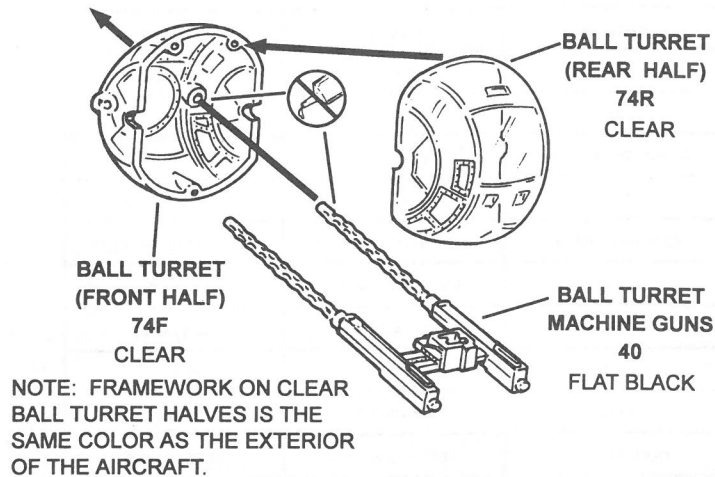


Here is a look at the tail wheel on a real B-17G as viewed from the right side.  
(Detail & Scale photo by Bert Kinzey)

PAINT ALL PARTS BEFORE ASSEMBLY.

1. Glue the TAIL WHEEL [LEFT HALF] (41) to the TAIL WHEEL [RIGHT HALF] AND STRUT (42).
2. Cement the completed tail wheel and strut to the TAIL WHEEL BULKHEAD (20), then set the assembly aside for later.

## STEP 2, BALL TURRET ASSEMBLY



PAINT ALL PARTS BEFORE ASSEMBLY.

1. Insert, do not cement, the BALL TURRET MACHINE GUNS (40) into the BALL TURRET [FRONT HALF] (74F).
2. Carefully glue the BALL TURRET [FRONT HALF] (74F) to the BALL TURRET [REAR HALF] (74R). Set this assembly aside for later.



MODELING TIP: A water-based white glue works best when assembling pieces of clear plastic.

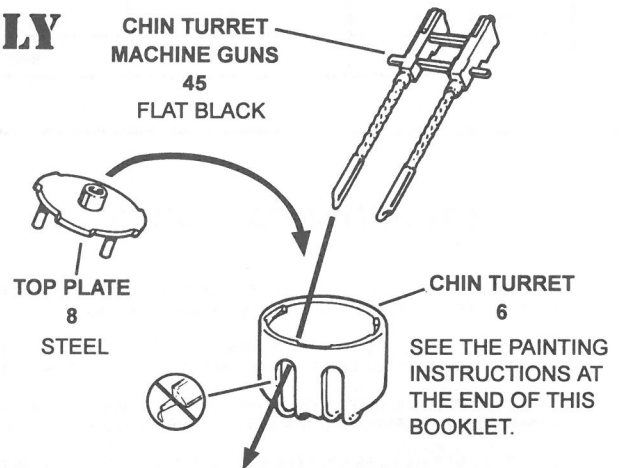


PAINTING TIP: Once the flat black has dried on the machine guns, lightly dry brush a little steel colored paint over the guns to give them a realistic metallic look. This can be done on all machine guns in this model.

## STEP 3, CHIN TURRET ASSEMBLY

PAINT ALL PARTS BEFORE ASSEMBLY.

1. Insert, do not cement, the CHIN TURRET MACHINE GUNS (45) into the CHIN TURRET (6).
2. Glue the TOP PLATE (8) in place on the top of the CHIN TURRET (6). Set this assembly aside for later.



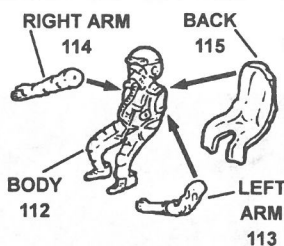
## STEP 4, FLIGHT CREW FIGURES



PILOT



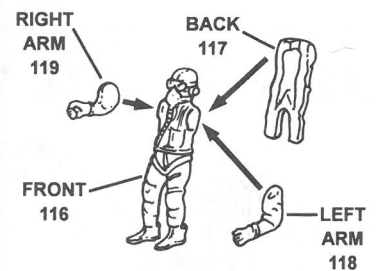
CO-PILOT



BOMBARDIER



SQUATTING  
WAIST GUNNER



STANDING  
WAIST GUNNER

PAINT THE FIGURES AFTER ASSEMBLY.

Five members of the flight crew are provided for use in your B-17G model. If you wish to include these figures, proceed with this step. If you do not want to use the figures, skip to the next step.

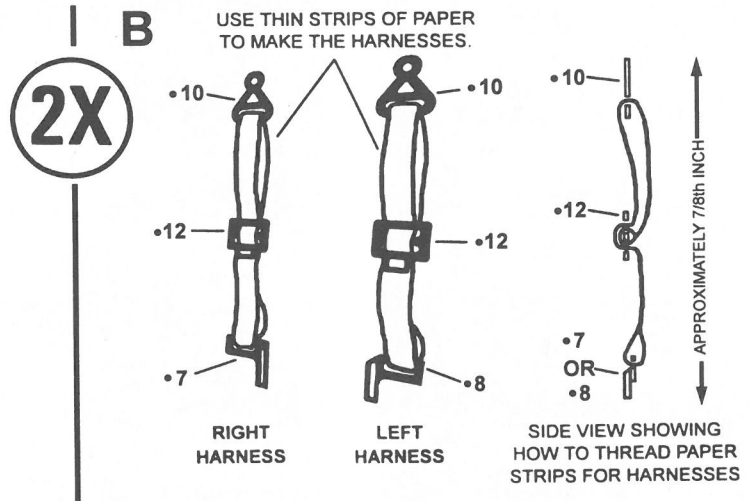
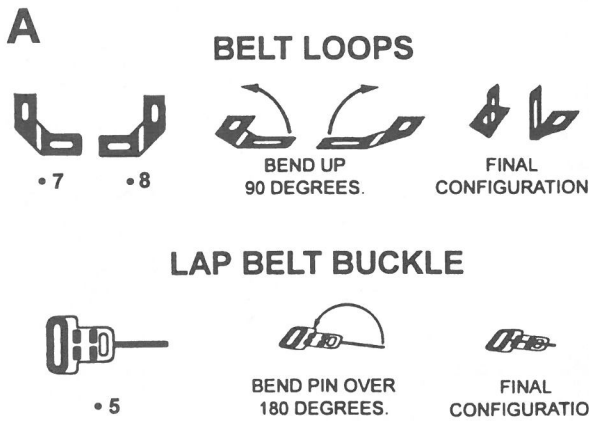
Assemble the BOMBARDIER, SQUATTING WAIST GUNNER, and STANDING WAIST GUNNER following the drawings above. The hands of the bombardier and the two waist gunners should be just far enough apart to fit on either side of a machine gun (Part 43).



PAINTING NOTES: The standard flight uniforms were khaki. The Mae West life vest was yellow, and the straps were flat white. Gloves and boots were brown. The oxygen mask and hose were gray/green, and the goggles were brown, khaki, or gray. Drops of clear can be added to simulate the glass lenses in the goggles.



# STEP 5, SHOULDER HARNESSSES & LAP BELTS



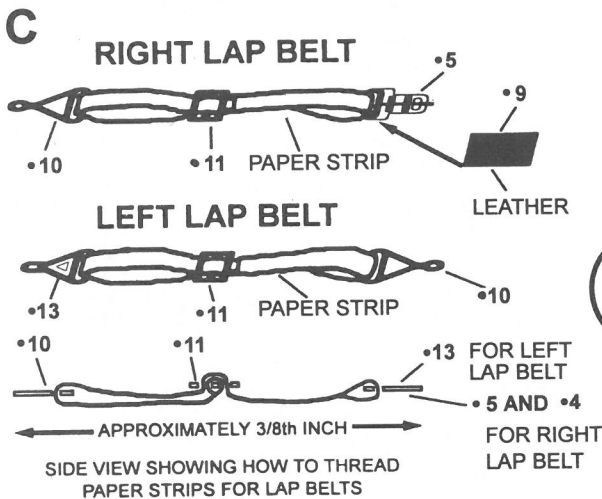
2X

**PAINTING NOTE:** The metal parts in this step should be painted flat silver unless otherwise indicated. The lap belts and shoulder harnesses should be painted a dirty off-white.

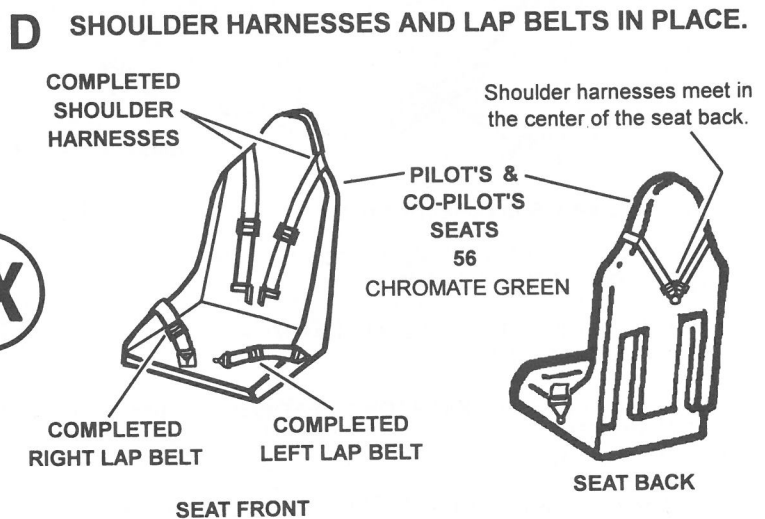
**NOTE:** Crew figures are provided for this kit including a pilot and co-pilot (see Step 4). If you wish to use the figures in your model, skip this page and go on to the next. If you decide not to use the figures, you may want to make shoulder harnesses and lap belts to go in the two seats (two parts number 56). Follow the instructions on this page to make the shoulder harnesses and lap belts using the photoetched metal pieces provided and thin strips of paper.

1. Remove metal parts •5, •7, and •8, and bend them to shape as illustrated in drawing A at left. Two sets of these parts are required to make the shoulder harnesses and lap belts for two seats.

2. Construct two sets of shoulder harnesses as shown in drawing B at right. Use a water-based white glue for the paper strips. Check the exact size you want the harness to be by placing it next to the SEAT (56) before gluing the paper strips in place.



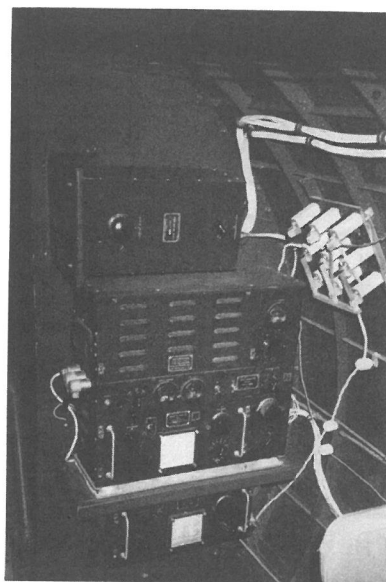
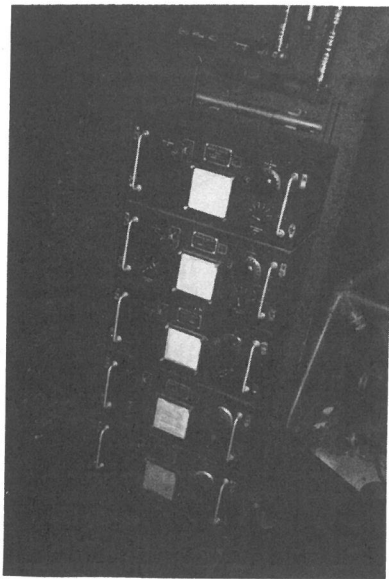
5X



3. Make five sets of right and left lap belts by following drawing C at left. Again, check the length of the belt with the SEAT (56), for two of these sets of lap belts. The other three sets are for the BOMBARDIER'S SEAT (48), NAVIGATOR'S SEAT (another 48), and the RADIO OPERATOR'S SEAT (another 56). See steps 6 and 8 for reference. These seats do not have shoulder harnesses.

4. Refer to drawing D and use white glue to attach the shoulder harnesses and lap belts to the two painted seats for the pilot and co-pilot. Note how the shoulder harnesses form a "V" and meet in the center of the seat back. The metal seats were painted Chromate Green, but they often had olive green, gray, or khaki colored cushions in them. The remaining three sets of lap belts can be glued on to the seats for the bombardier, navigator, and radio operator.

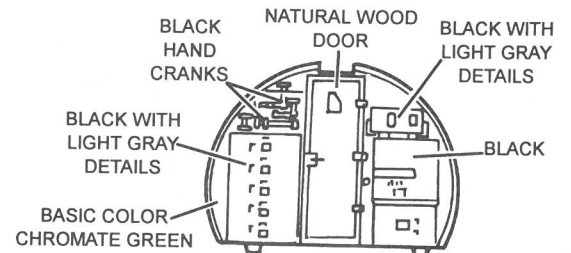
# STEP 6, RADIO COMPARTMENT ASSEMBLY



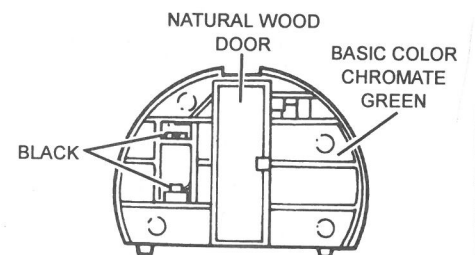
These two photographs show the radio equipment on the right and left sides of the aft bulkhead in the radio compartment. The radio gear was flat black.  
(Detail & Scale photos by Bert Kinzey)



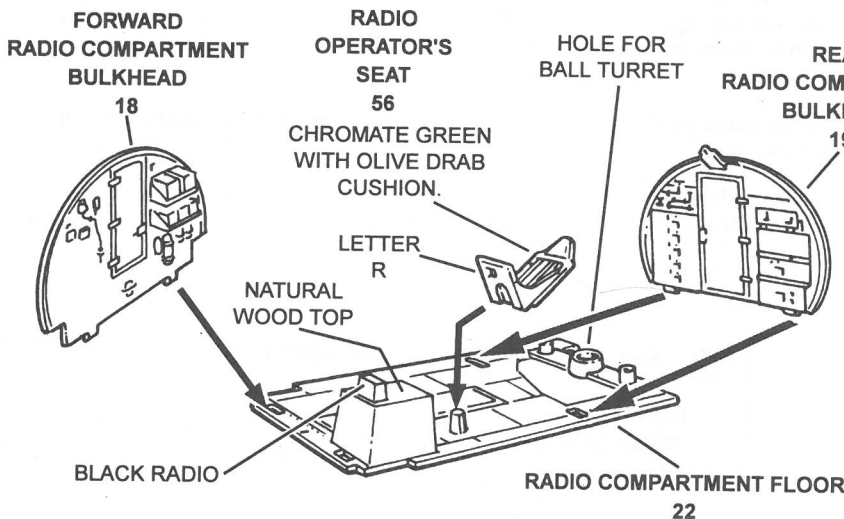
FORWARD RADIO COMPARTMENT BULKHEAD (AFT SIDE)



REAR RADIO COMPARTMENT BULKHEAD (FRONT SIDE)

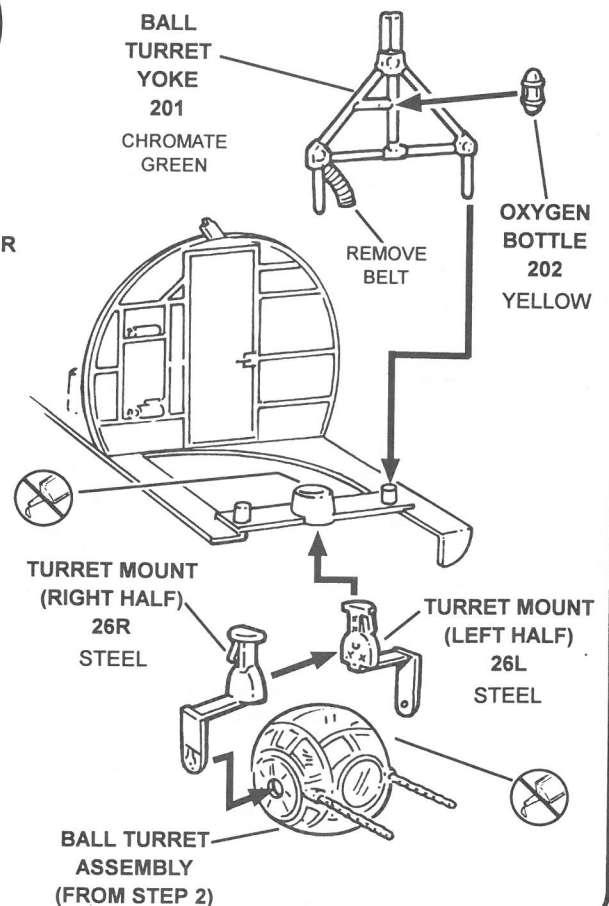


REAR RADIO COMPARTMENT BULKHEAD (AFT SIDE)



PAINT ALL PARTS BEFORE ASSEMBLY.

1. Cement the FORWARD RADIO COMPARTMENT BULKHEAD (18) to the RADIO COMPARTMENT FLOOR (22).
2. Glue the REAR RADIO COMPARTMENT BULKHEAD (19) to the RADIO COMPARTMENT FLOOR (22).
3. Cement the RADIO OPERATOR'S SEAT (56) to its pedestal on the RADIO COMPARTMENT FLOOR (22). Be sure to check for the "R" scribed into the bottom of the seat to make sure you are using the correct part.
4. Glue the TURRET MOUNT (RIGHT HALF) (26R) to the TURRET MOUNT (LEFT HALF) (26L).
5. Slide, do not cement, the BALL TURRET ASSEMBLY into the mount.
6. Slip, do not cement, the completed BALL TURRET ASSEMBLY AND MOUNT up into the hole in the aft end of the RADIO COMPARTMENT FLOOR (22).
7. Cement the OXYGEN BOTTLE (202) to the BALL TURRET YOKE (201).
8. Glue the BALL TURRET YOKE (201) to the RADIO COMPARTMENT FLOOR (22).



**STEP 6, RADIO COMPARTMENT ASSEMBLY, CONTINUED.**

**NOTE:** If you have not done so already, paint the inside of both fuselage halves Chromate Green.

9. Using a water-based white glue, attach a WINDOW (63) into the inside of the RIGHT FUSELAGE HALF.

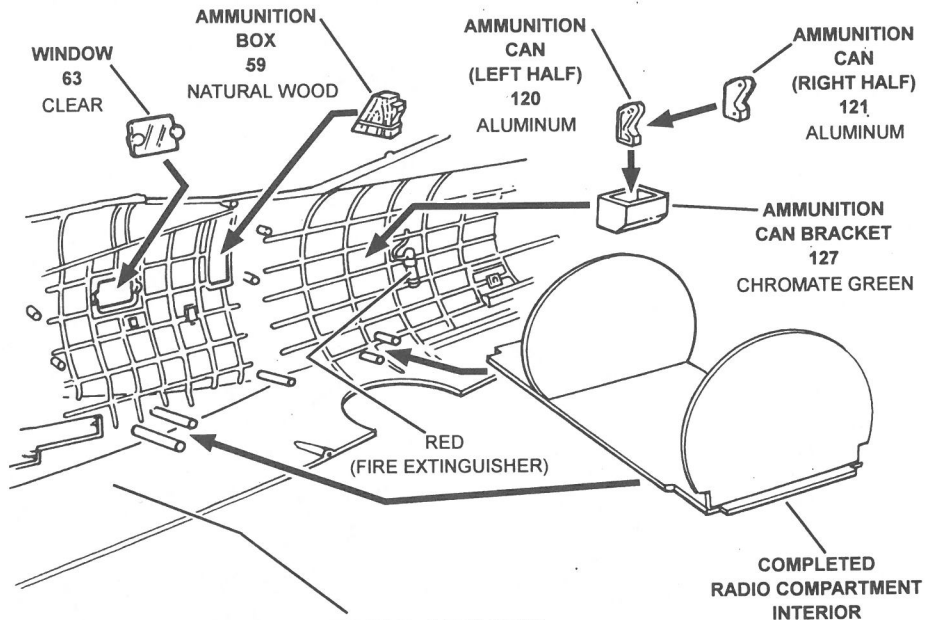
10. Attach a second WINDOW (63) to the same location inside the LEFT FUSELAGE HALF. (Not shown in drawing)

11. Glue the AMMUNITION BOX (59) to its position inside the RIGHT FUSELAGE HALF.

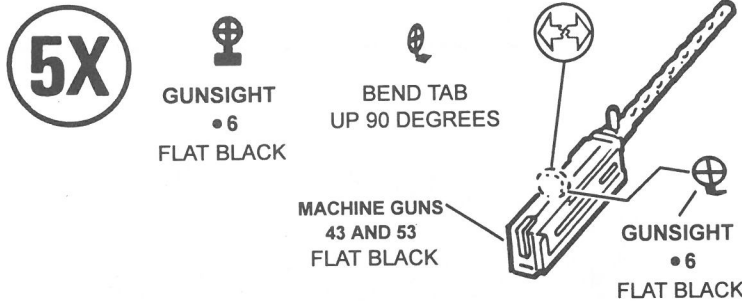
12. Cement an AMMUNITION CAN [LEFT HALF] (120) to an AMMUNITION CAN [RIGHT HALF] (121). Glue the completed can inside the AMMUNITION CAN BRACKET (127).

13. Glue the AMMUNITION CAN BRACKET (127) to the inside of the RIGHT FUSELAGE HALF as shown.

14. Carefully cement the COMPLETED RADIO COMPARTMENT INTERIOR to the locating pins inside the LEFT FUSELAGE HALF.



**PAINT THE INTERIOR OF BOTH FUSELAGE HALVES CHROMATE GREEN.**



15. Cut five GUNSIGHTS (•6) from the tree of etched metal parts, and bend the tabs as shown above.

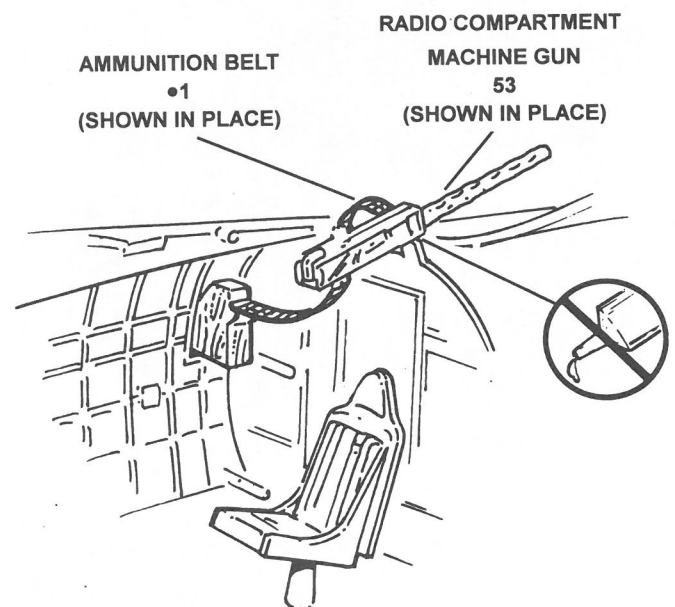
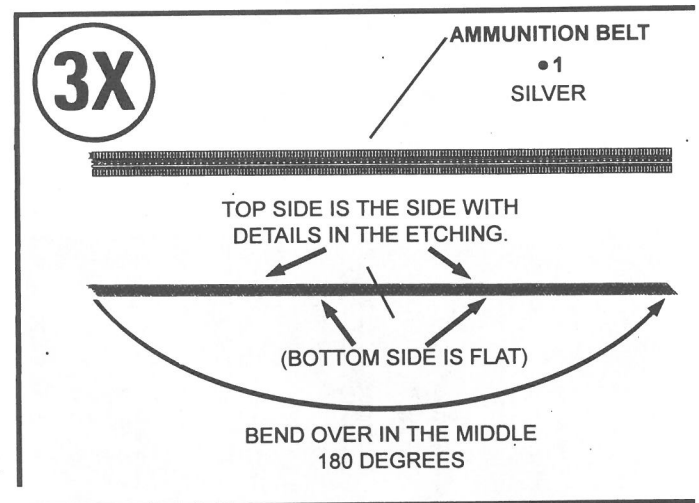
16. Remove the tabs from five MACHINE GUNS (three parts 43 and two parts 53) and replace the tabs on each gun with a GUNSIGHT (•6). Paint the guns flat black. Keep one part 53 for use in this step and set the rest aside for use later. Be sure to keep track of which one of the remaining guns is part 53 and which ones are parts 43. They will be installed in later steps.

17. Cut three AMMUNITION BELTS (•1) from the tree of etched metal parts.

18. Bend each belt over on itself as shown to create a belt of half the length, but with detailing on each side. Paint each belt silver, then put two of them aside for use later.

19. Place, do not cement, one of the MACHINE GUNS (53) to its position at the top of the radio compartment as shown at right.

20. Carefully bend one of the AMMUNITION BELTS (•1) to fit between the MACHINE GUN (53) and the ammunition box on the right side of the fuselage. Use an epoxy or contact cement to attach the belt to both the ammunition box and the gun.



# STEP 7, AFT FUSELAGE ASSEMBLY

PAINT ALL PARTS BEFORE ASSEMBLY.

1. For *MILK WAGON* only, push, do not cement, the YOKE (122) into the GUN MOUNT (123), then cement the GUN MOUNT (123) in place on the inside of the RIGHT FUSELAGE HALF. Do not use these parts for *A BIT O' LACE*.

2. Glue one WALKWAY (124) to the inside of the RIGHT FUSELAGE HALF.

3. Cement the AMMUNITION BOX (44R) to its location on the inside of the fuselage.

4. Attach the TAIL GUNNER'S SEAT (126) to its position in the aft end of the fuselage.

5. There are two types of waist windows provided in the kit. For *MILK WAGON*, use the SLIDING WAIST WINDOW (80) as shown. There is the option of gluing the window in the closed position and mounting the machine gun in the stowed (sideways) position. The other option is to glue the window in the open position as shown in the drawing at right. The gun may then be aimed out the window in a firing position. If you are building *A BIT O' LACE* do not add the waist windows at this time.

6. Repeat the items above for the LEFT FUSELAGE HALF using parts 79 (CLEAR), 122, and 123, for *MILK WAGON* only. Use a second part 124 and 44L for both aircraft.

*MILK WAGON ONLY*



FLAT BLACK (NON-SKID) TOP SURFACE

SLIDING WAIST WINDOW 80 CLEAR

PAINT SIDES SAME COLOR AS EXTERIOR OF AIRCRAFT.

FLAT BLACK (NON-SKID) TOP SURFACE

WALKWAY 124

CHROMATE GREEN (LEGS)

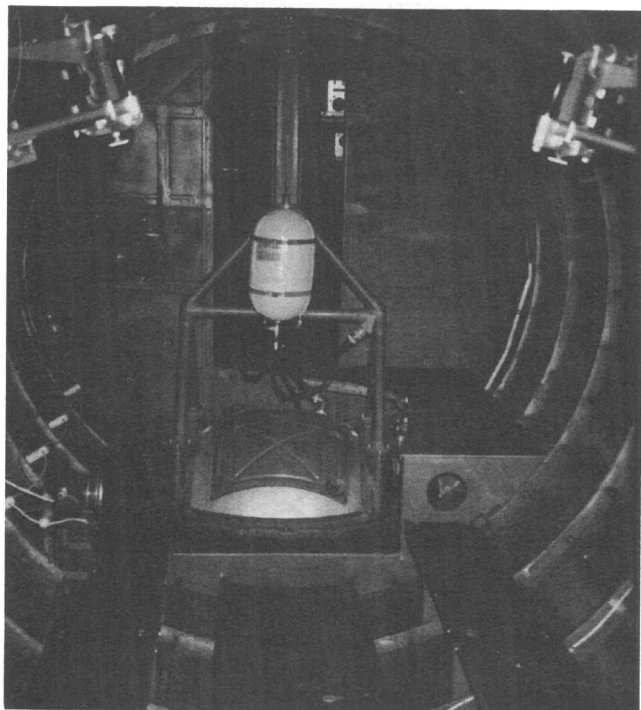
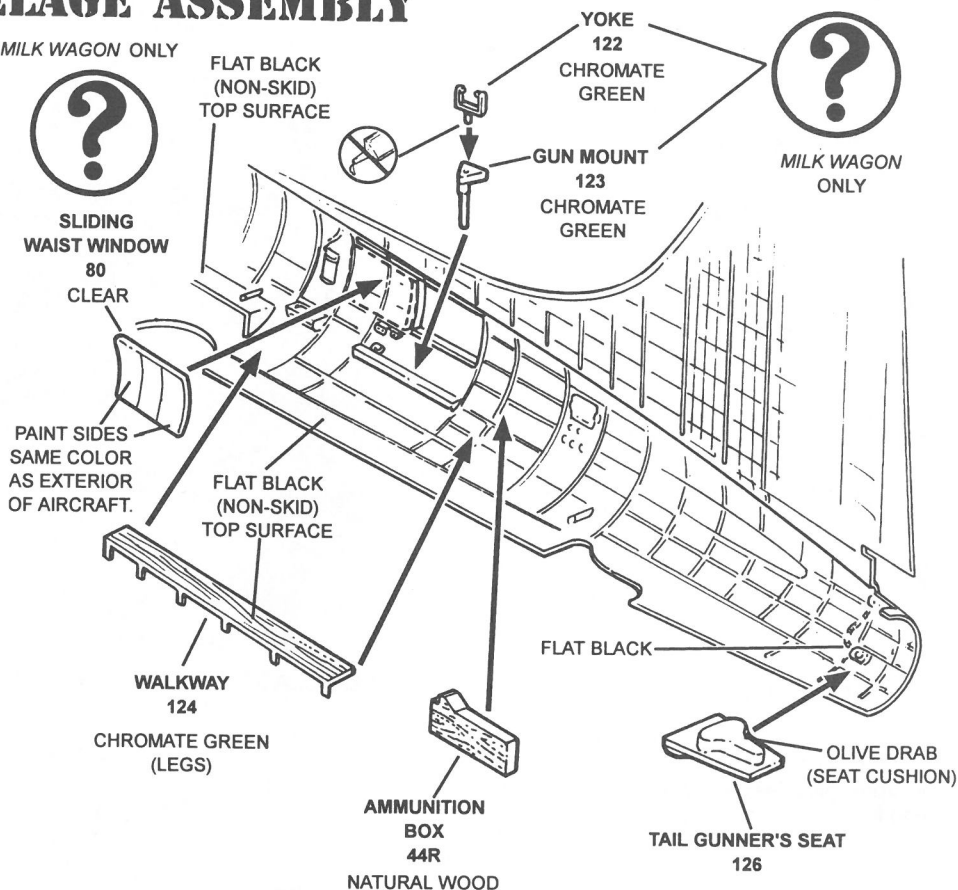
AMMUNITION BOX 44R NATURAL WOOD

TAIL GUNNER'S SEAT 126

FLAT BLACK

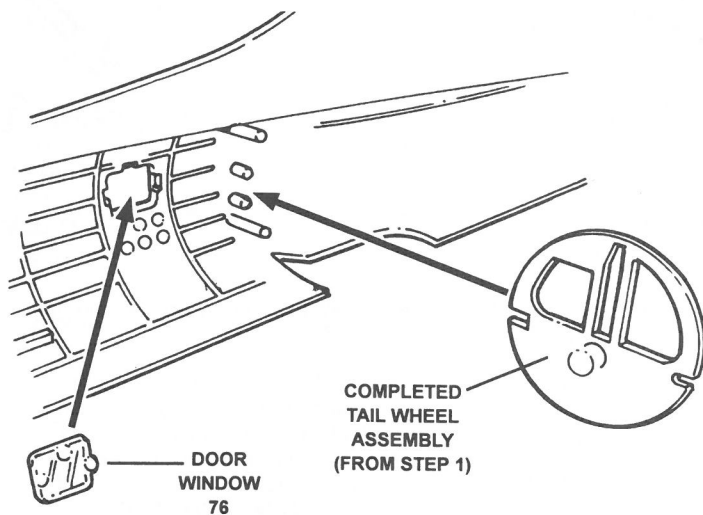


*MILK WAGON ONLY*



*This photograph looks forward in the aft fuselage section toward the mount for the ball turret. Note the flat black, non-skid walkways. There are hoses extending from the oxygen bottle down to the ball turret. These can be made from thin copper wire which has been painted flat black. Very thin electrical wire with black rubber insulation can also be used.*

*(Detail & Scale photo by Bert Kinzey)*



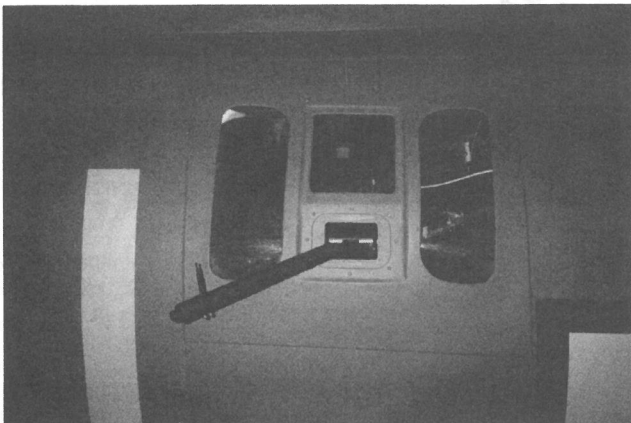
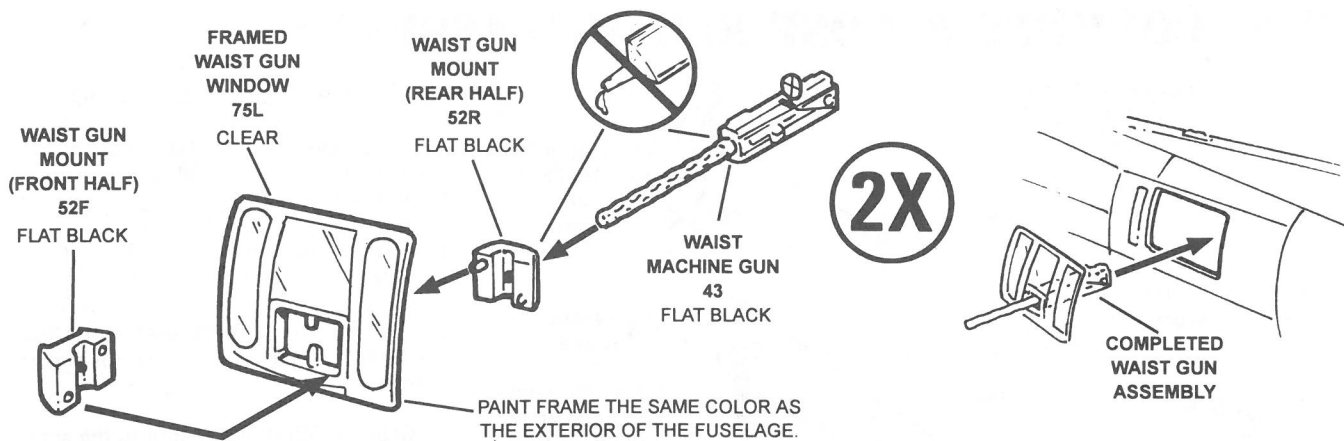
7. Using a water-based white glue, attach the DOOR WINDOW (76) to its position in the inside of the RIGHT FUSELAGE HALF.

8. Cement the COMPLETED TAIL WHEEL ASSEMBLY (from Step 1) into the pins in the aft end of the RIGHT FUSELAGE HALF as shown above. Be sure this assembly mounts securely.



**PAINTING TIP:** Mix a few drops of flat black paint in some thinner to make some black wash. Use a small brush to run a little of this wash along the ribs inside the fuselage halves. This will help make the details more noticeable while giving the interior a weathered or used look.





Details of a framed waist window can be seen in this photograph. This window is on the right side of the aircraft, but the one on the left is identical. (Detail & Scale photo by Bert Kinzey)

STEP 7, AFT FUSELAGE ASSEMBLY, CONTINUED.

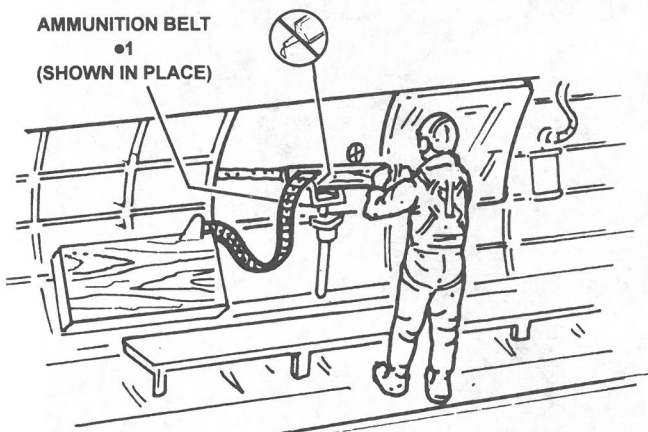
NOTE: Items 9 through 12 are for *A BIT O' LACE* only.

9. Carefully glue a WAIST GUN MOUNT [FRONT HALF] (52F) to a WAIST GUN MOUNT [REAR HALF] (52R) while trapping the two pins in the FRAMED WAIST GUN WINDOW (75L) as shown. Be sure that no glue touches the window.

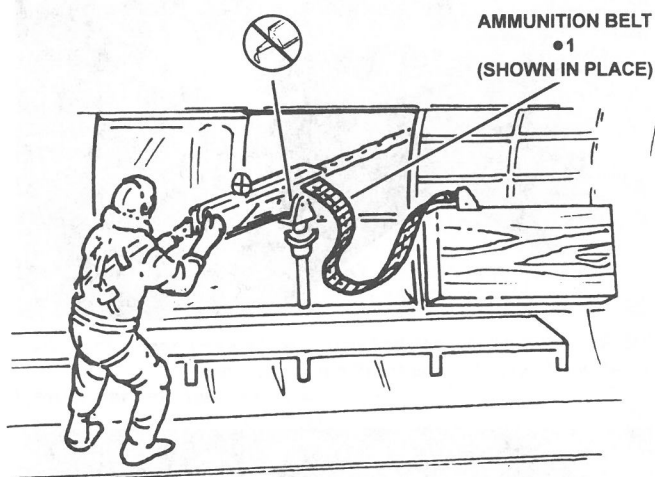
10. Slide, do not cement, the barrel of one of the previously completed WAIST MACHINE GUNS (43), through the completed mount and window.

11. Using a water-based white glue, attach the COMPLETED WAIST GUN ASSEMBLY to the left side of the fuselage as shown in the small drawing at right.

12. Repeat items 9 through 11 using part 75R, a second set of parts 52F and 52R, and a second completed WAIST MACHINE GUN (43).



LEFT WAIST GUN POSITION  
(SHOWN WITH SLIDING WINDOW)



RIGHT WAIST GUN POSITION  
(SHOWN WITH SLIDING WINDOW)

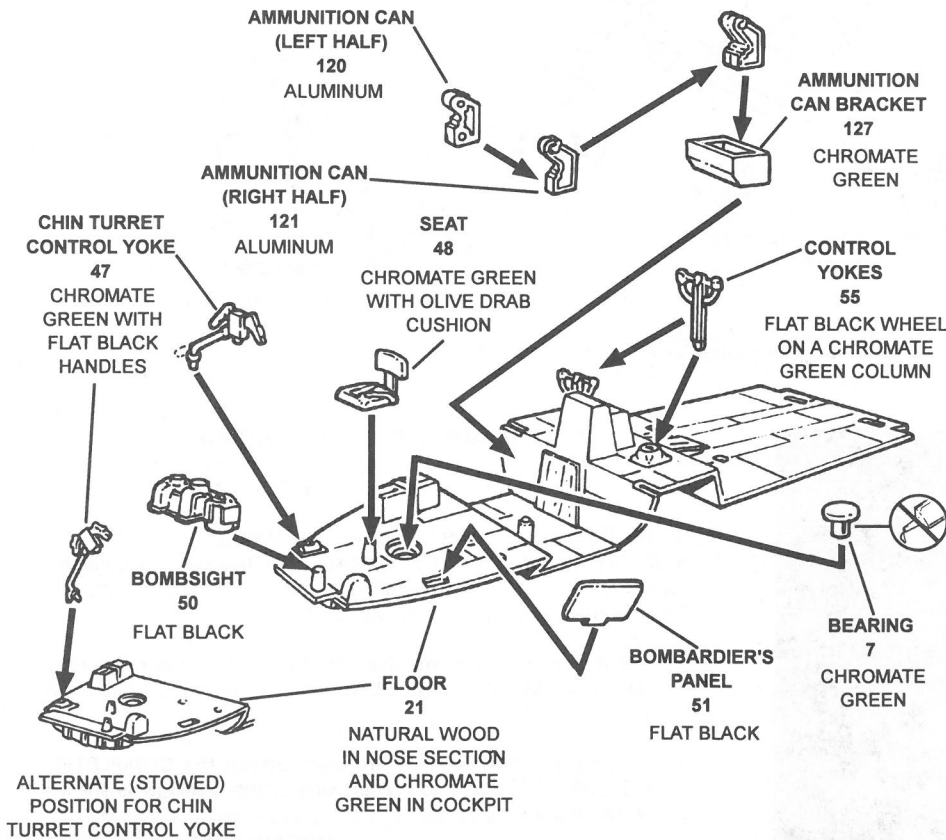
13. For *MILK WAGON* only, place, do not cement, a completed WAIST MACHINE GUN (43) in the gun mount in each of the two waist windows as shown in the two drawings above.

NOTE: The remaining items apply to both aircraft.

14. If you desire to use the figures of the waist gunners in your model, glue them in place on the floor of the fuselage halves at this time. Be sure that you "stagger" the gunners so that they do not hit each other when the fuselage halves are joined later. It is recommended that one of the gunners be positioned so that he is aiming his gun aft, and the other is situated so that he is aiming forward. Test fit the fuselage halves together to make sure there is clearance between the gunners before the glue sets.

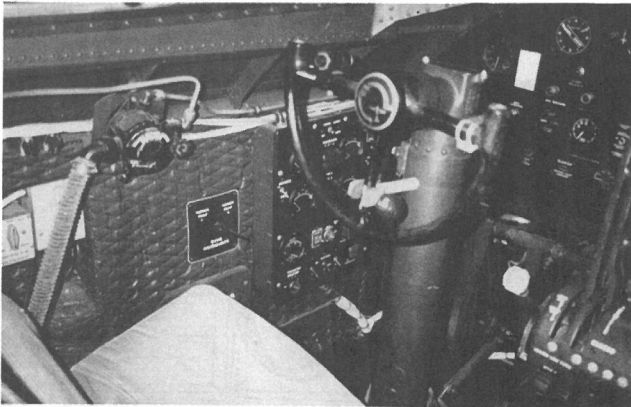
15. Use the two remaining AMMUNITION BELTS (1), and bend them so that they fit between the ammunition boxes and the two waist machine guns as shown in the drawings above. Use a contact cement or epoxy to attach them in place.

# STEP 8, COCKPIT & NOSE SECTION ASSEMBLY

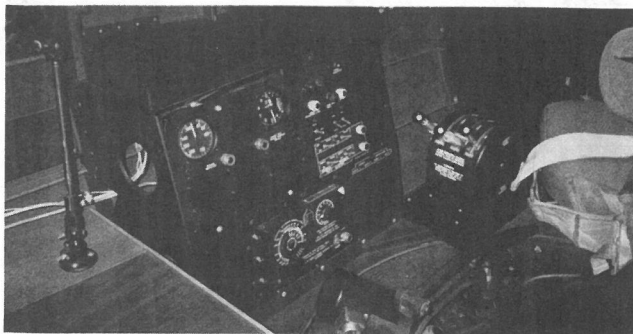


PAINT ALL PARTS BEFORE ASSEMBLY.

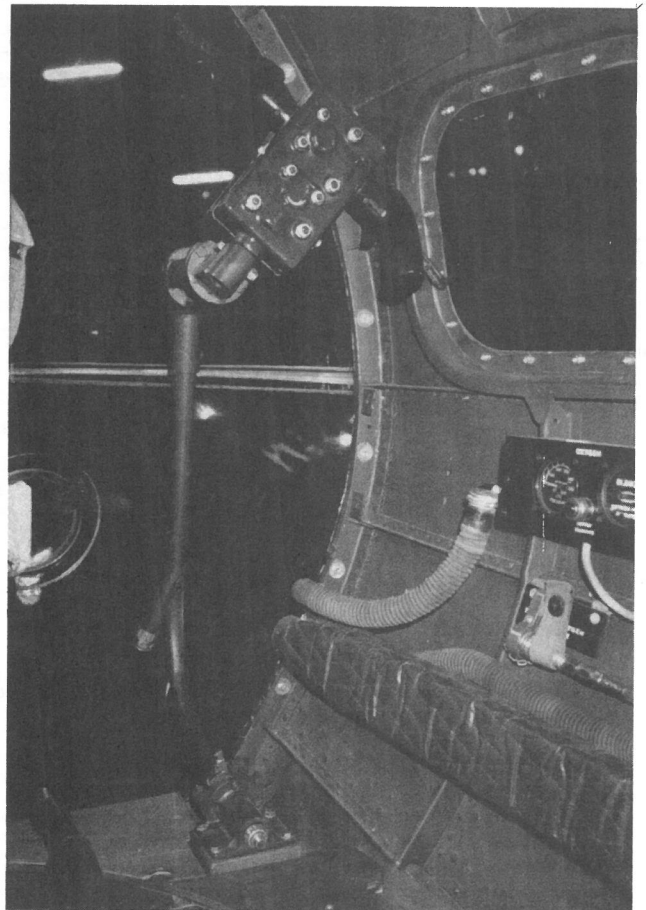
1. If you made the lap belts in Step 5, use a small amount of white glue and attach a set to the SEAT (48).
2. Push, do not cement, the BEARING (7) into the hole in the FLOOR (21).
3. Cement the CHIN TURRET CONTROL YOKE (47) in its firing or stowed position as desired.
4. Glue the BOMBSIGHT (50) to the short post at the forward end of the FLOOR (21).
5. Cement the BOMBARDIER'S PANEL (51) to the FLOOR (21).
6. Attach the two CONTROL YOKES (55) to their locations on the FLOOR (21).
7. Glue an AMMUNITION CAN [LEFT HALF] (120) to an AMMUNITION CAN [RIGHT HALF] (121).
8. Glue the completed ammunition can to the AMMUNITION CAN BRACKET (127), then cement the bracket to the FLOOR (21) as shown.
9. Glue the SEAT (48) to the FLOOR (21).



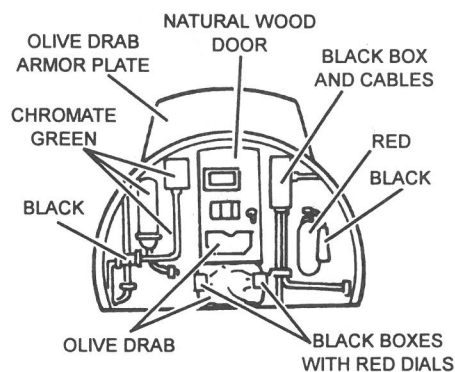
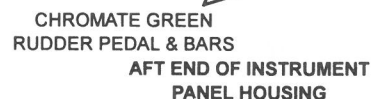
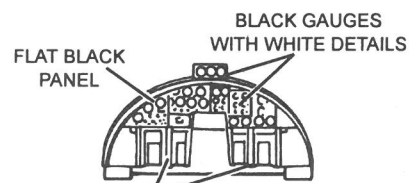
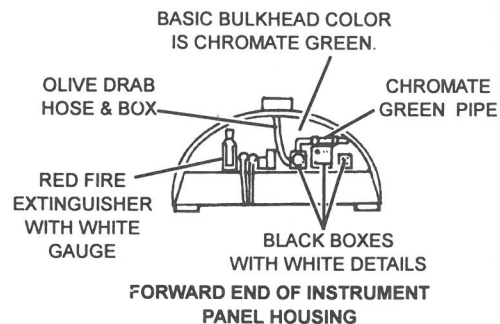
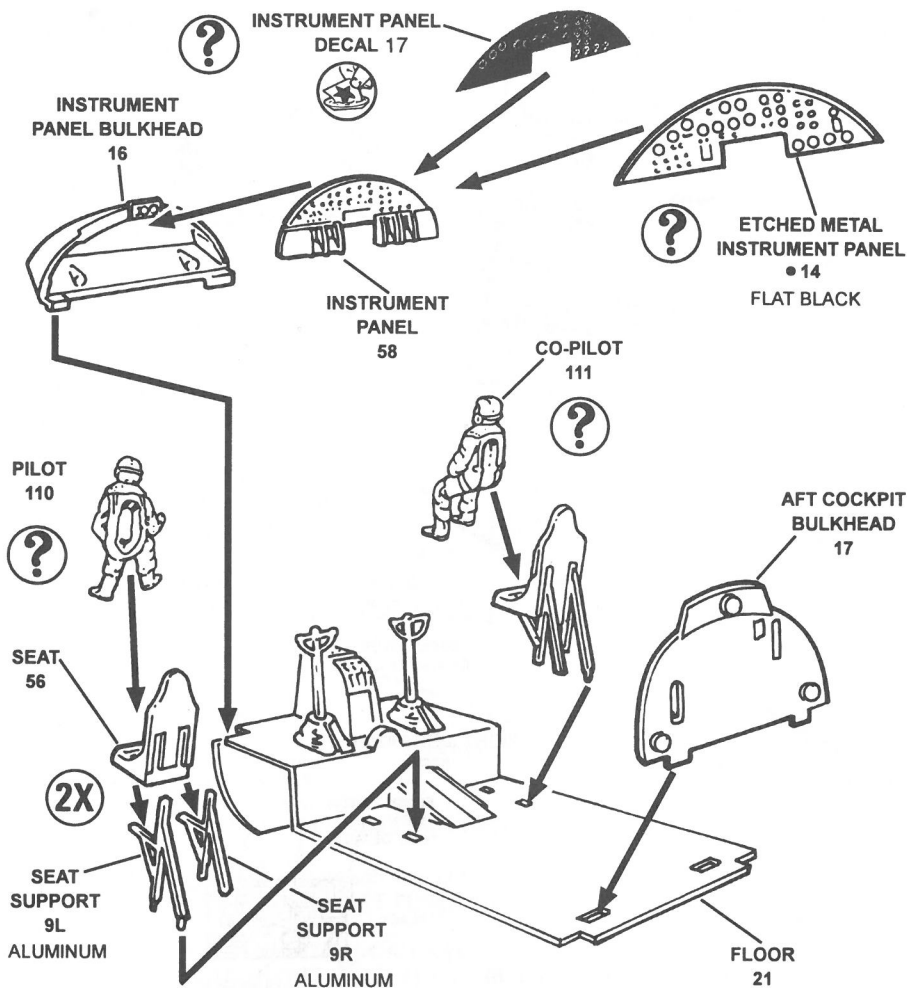
Details of the pilot's control yoke can be seen here. The wheel is flat black and the column is chromate green.  
(Detail & Scale photo by Bert Kinzey)



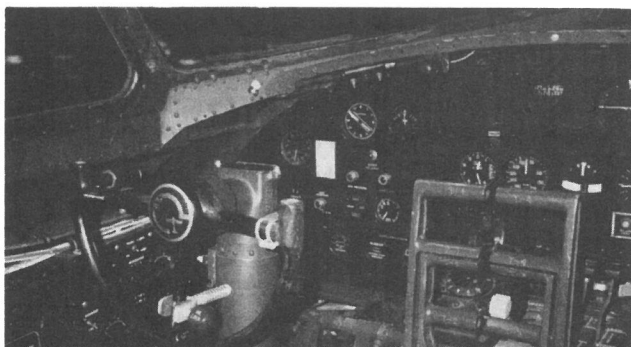
This photograph should help in painting the bombardier's control panel. The panel is flat black with silver switches and push-test lights. The details are flat white, and the numbers and needles on the dials are pale yellow.  
(Detail & Scale photo by Bert Kinzey)



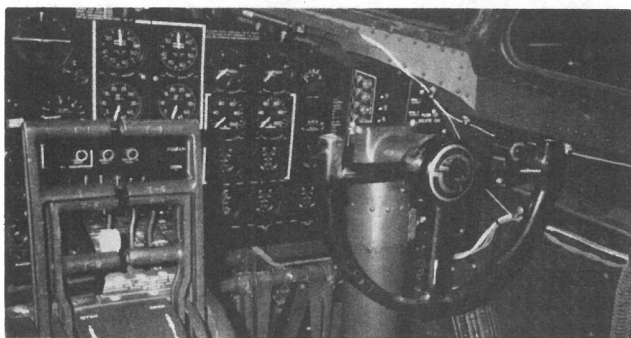
The chin turret control yoke is seen here in the stowed position.  
(Detail & Scale photo by Bert Kinzey)



FORWARD SIDE OF AFT COCKPIT BULKHEAD



Details of the instrument panel on the pilot's side are illustrated here. (Detail & Scale photo by Bert Kinzey)



Here is a look at the instrument panel in front of the co-pilot's seat. (Detail & Scale photo by Bert Kinzey)

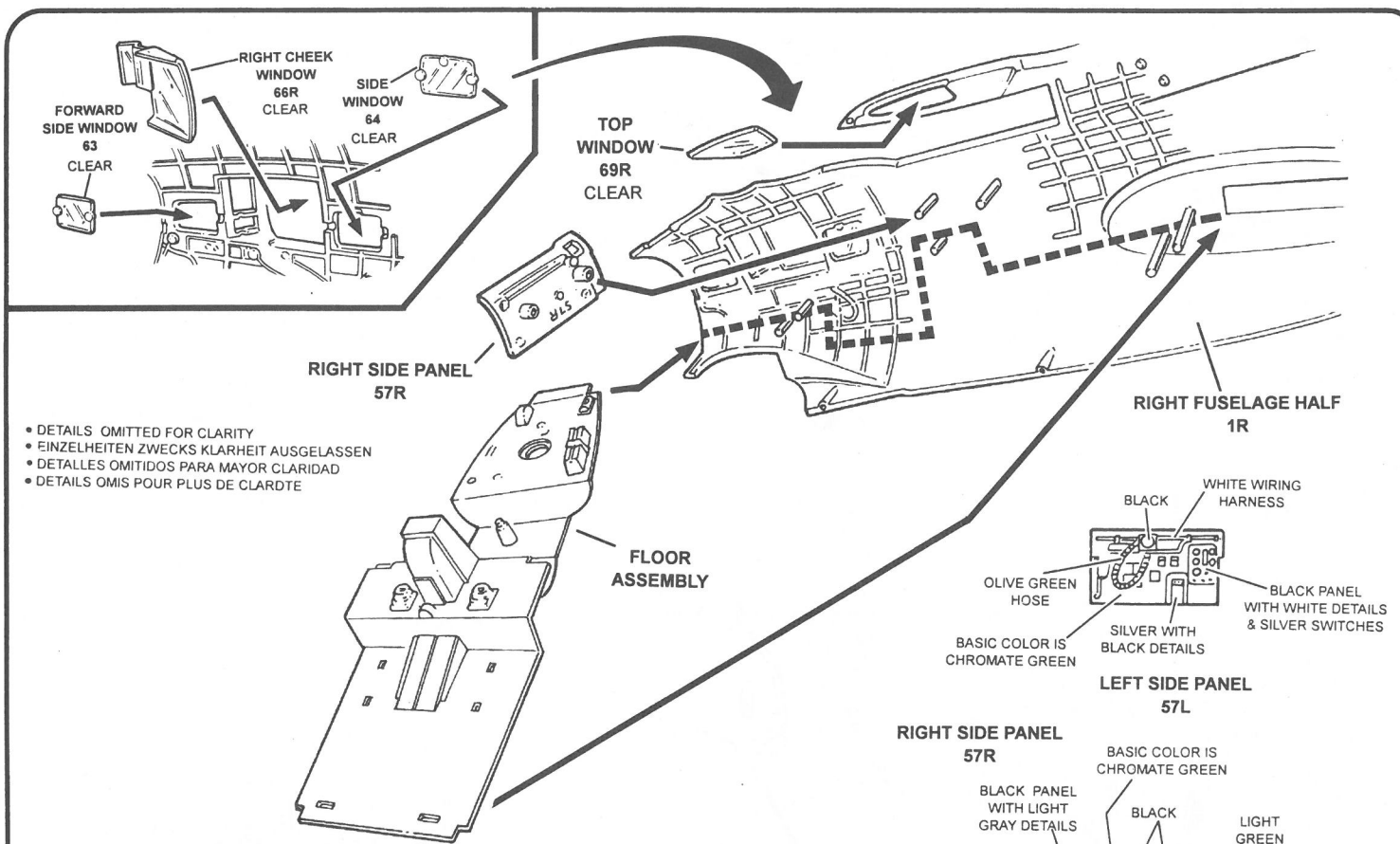
STEP 8, COCKPIT & NOSE SECTION ASSEMBLY, CONTINUED

10. Glue the AFT COCKPIT BULKHEAD (17) to the FLOOR (21).
11. Make two seats by gluing a SEAT SUPPORT (9L) and a SEAT SUPPORT (9R) to the back of each SEAT (56).
12. Cement the completed seats in place on the FLOOR (21).
13. If you have decided to include the PILOT (110) and CO-PILOT (111) figures in your model, glue them into the seats.



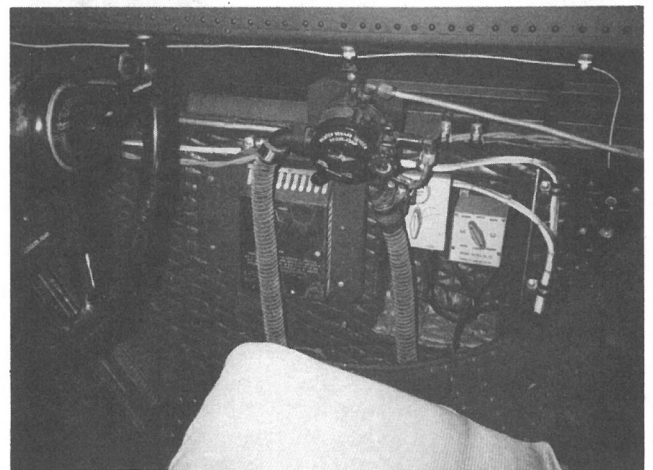
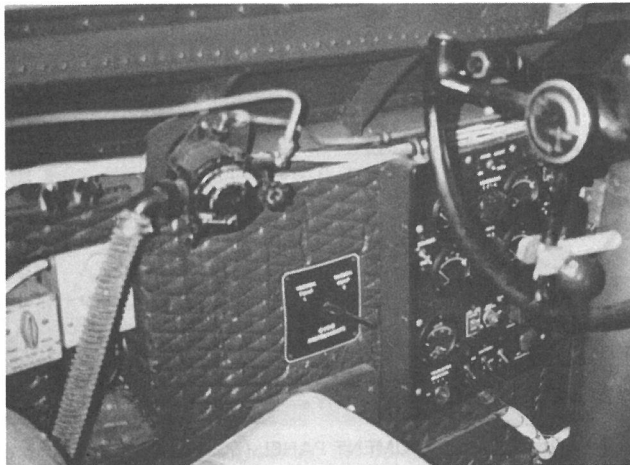
**MODELING NOTE:** There are three options for detailing the instrument panel. You may simply paint the INSTRUMENT PANEL (58) as shown in the middle drawing at right. The second option is to paint the instrument panel flat black and the rudder pedals and bars Chromate Green. You may then use the INSTRUMENT PANEL DECAL to represent the details on the panel. The third option is to use the ETCHED METAL INSTRUMENT PANEL (●14) over your painted details or the INSTRUMENT PANEL DECAL 17. Using this part will make the instruments look like they are inside the panel.

14. Once the INSTRUMENT PANEL (58) has been detailed, glue it to the INSTRUMENT PANEL BULKHEAD (16).
15. Cement the INSTRUMENT PANEL BULKHEAD (16) to the FLOOR (21).



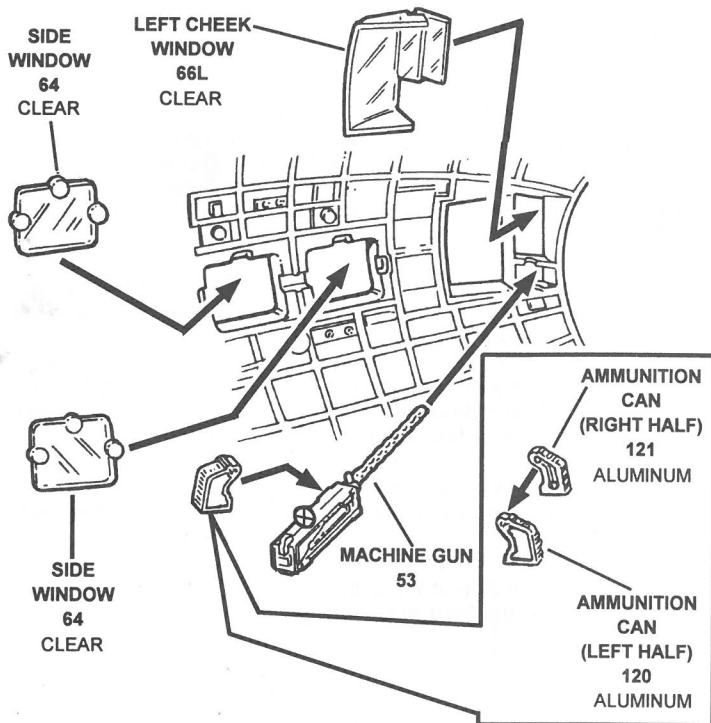
#### STEP 8, COCKPIT & NOSE SECTION ASSEMBLY, CONTINUED

16. Glue the RIGHT SIDE PANEL (57R) to the inside of the RIGHT FUSELAGE HALF (1R).
17. Cement the LEFT SIDE PANEL (57L) to the corresponding location inside the LEFT FUSELAGE HALF (1L).
18. Use a water-based white glue to attach the TOP WINDOW (69R) to its position in the RIGHT FUSELAGE HALF (1R). Glue the TOP WINDOW (69L) to the corresponding position in the top of the LEFT FUSELAGE HALF (1L).
19. Using the water-based white glue, attach the FORWARD SIDE WINDOW (63) inside of the RIGHT FUSELAGE HALF (1R).
20. Continuing with the white glue, attach the RIGHT CHEEK WINDOW (66R) to its position inside the RIGHT FUSELAGE HALF (1R).
21. Glue the SIDE WINDOW (64) inside the RIGHT FUSELAGE HALF (1R). Again, use the white glue for this clear part.
22. Carefully cement the FLOOR ASSEMBLY inside the RIGHT FUSELAGE HALF (1R). Make sure it lines up in the locating pins properly.



*These two photographs show details of the cockpit sides in a B-17G. Although there were minor differences between production blocks, basic features, such as the oxygen regulators and hoses, wiring harnesses, and most control panels, remained the same. (Detail & Scale photos by Bert Kinzey)*





**STEP 8, COCKPIT & NOSE SECTION ASSEMBLY, CONTINUED**

23. Using a water-based white glue, attach the two SIDE WINDOWS (64) to the inside of the LEFT FUSELAGE HALF (1L).

24. Use the white glue to attach the LEFT CHEEK WINDOW (66L) to its position inside the LEFT FUSELAGE HALF (1L)

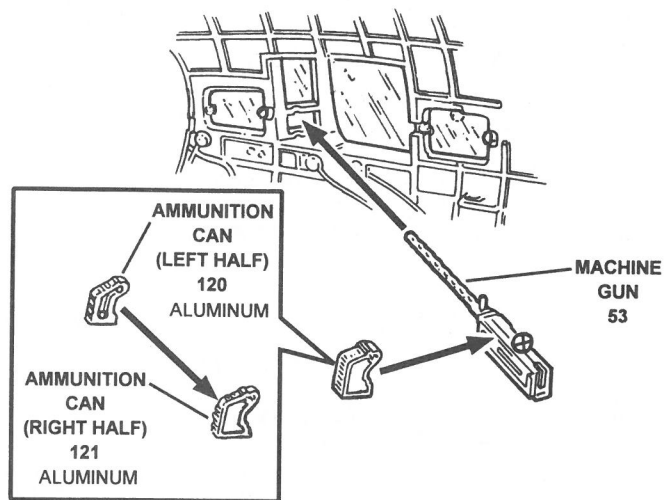
25. Cement an AMMUNITION CAN [LEFT HALF] (120) to an AMMUNITION CAN [RIGHT HALF] (121). Glue the completed ammunition can to the left side of one of the remaining MACHINE GUNS (53).

26. Use a drop of water-based white glue, and attach the MACHINE GUN (53) in its hole in the forward end of the LEFT FUSELAGE HALF (1L). Be sure that the entire barrel goes through the hole. The two vertical pins on the gun should mount to the fuselage.

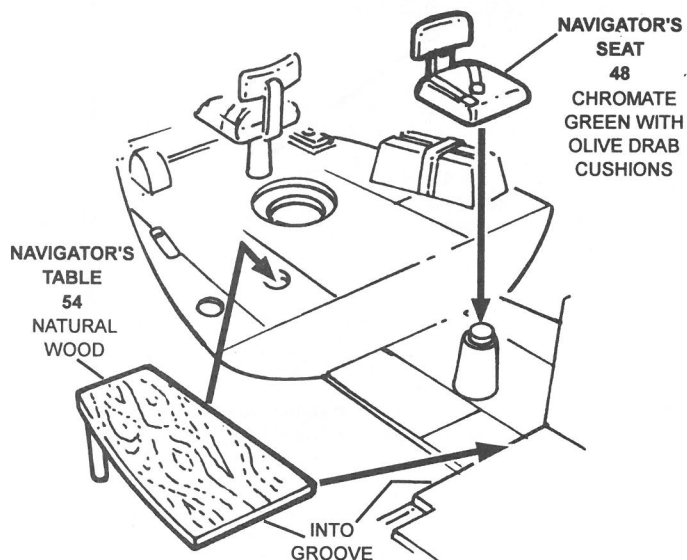
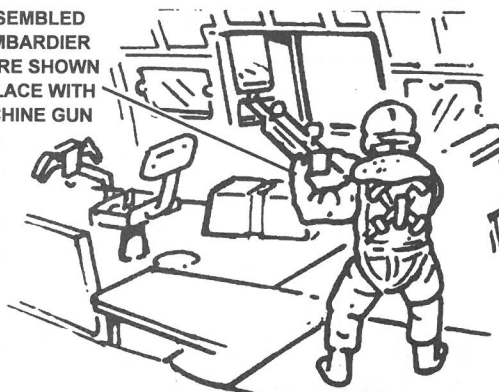
27. Make another ammunition can by gluing an AMMUNITION CAN [LEFT HALF] (120) to an AMMUNITION CAN [RIGHT HALF] (121). Cement this ammunition can to the last remaining MACHINE GUN (53).

28. If you do not intend to use the BOMBARDIER FIGURE, use a drop of white glue to attach the MACHINE GUN (53) to its position in the RIGHT FUSELAGE HALF (1R). If you do plan to use the BOMBARDIER FIGURE, simply push the MACHINE GUN (53) into place. Do not use any glue.

29. If you are going to use the BOMBARDIER FIGURE, position the figure so it is manning the right machine gun as shown in the middle right drawing. Glue the BOMBARDIER FIGURE in place, but be sure to position it so that it is as far to the right side of the nose section as possible. This is to make room for the table and seat that will be added in the next two items.



**ASSEMBLED BOMBARDIER FIGURE SHOWN IN PLACE WITH MACHINE GUN**



30. If you made the lap belts in Step 5, glue a set on the NAVIGATOR'S SEAT (48). Otherwise, you may paint the belts engraved in the seat a very light gray and paint the buckles silver. Once detailed, cement the NAVIGATOR'S SEAT (48) to its pedestal on the FLOOR (21) as shown in the bottom right drawing.

31. Glue the NAVIGATOR'S TABLE (54) in place on the left side of the FLOOR (21).

# STEP 9, BOMB BAY ASSEMBLY

**4X**



**BOMB FUSE**  
●3



**BEND VANES ON BOMB FUSES ABOUT TEN DEGREES AS SHOWN HERE.**

**PAINT THE BOMB HALVES (23T & 23B) AFTER ASSEMBLY. PAINT ALL OTHER PARTS IN THIS STEP BEFORE ASSEMBLY.**

1. Paint the four metal BOMB FUSES (●3) silver while they are still attached to the tree of etched metal parts.

2. Once the paint is dry, remove the four BOMB FUSES (●3) from the tree of etched metal parts, and bend the vanes as shown in the top drawing at left.

3. Make one bomb by gluing a BOMB [TOP HALF] (23T) to a BOMB [BOTTOM HALF] (23B). Repeat this item three more times to make a total of four bombs.

4. Carefully cut the plastic vanes off the front of each bomb with a razor knife. Cut off only the vanes and leave the center shaft in place.

5. Use a small drop of water-based white glue to attach a BOMB FUSE (●3) to the front of each bomb.

**BOMB FUSE**  
●3  
SILVER

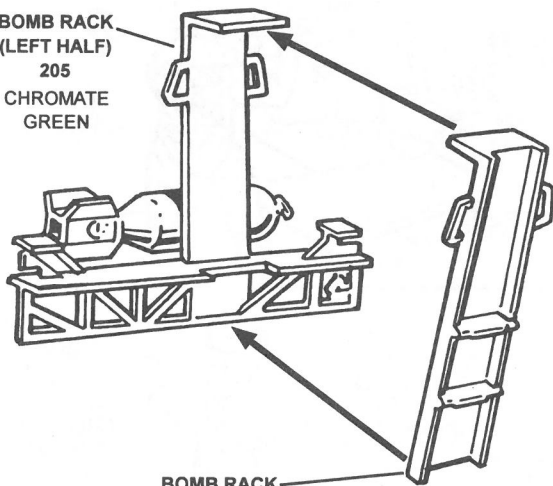
**TRIM OFF VANES OF PLASTIC BOMB FUSES.**

**BOMB (BOTTOM HALF) 23B**  
OLIVE DRAB

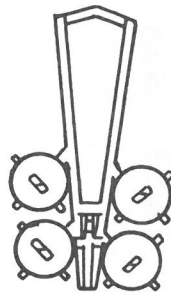
**4X**

**BOMB (TOP HALF) 23T**  
OLIVE DRAB

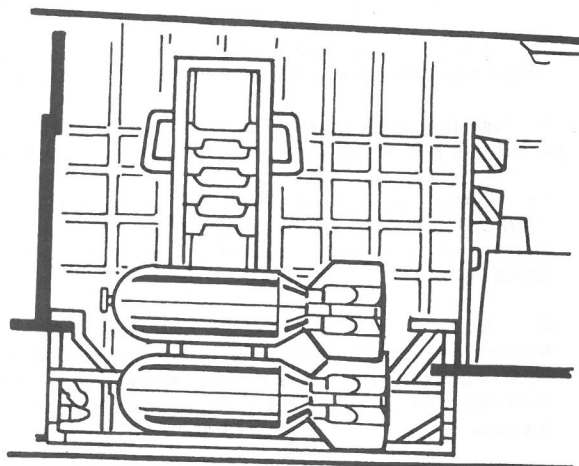
**BOMB RACK (LEFT HALF) 205**  
CHROMATE GREEN



**BOMB RACK (RIGHT HALF) 206**  
CHROMATE GREEN



**FRONT VIEW OF COMPLETED BOMB RACK WITH BOMBS IN PLACE**



**FORWARD**

6. Cement the BOMB RACK [LEFT HALF] (205) to the BOMB RACK [RIGHT HALF] (206) as illustrated at left.

7. At this point, you have the option to glue the bombs in place on the bomb rack, or you may want to display the bombs outside the aircraft on the bomb cart (see Step 17). If you want to have the bombs in the aircraft, glue them to the bomb rack as shown in the middle drawing. If you want to use them on the bomb cart, set the bombs aside for later.

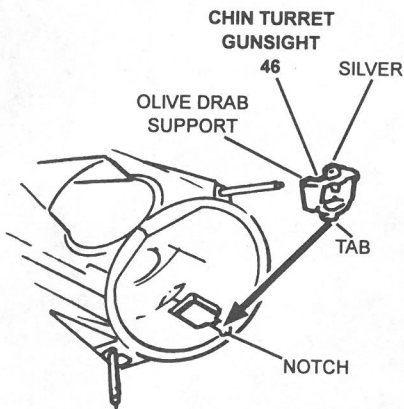
8. Glue the completed bomb rack into the RIGHT FUSELAGE HALF (1R) as illustrated in the drawing at right.

9. Carefully glue the LEFT FUSELAGE HALF (1L) TO THE RIGHT FUSELAGE HALF (1R).

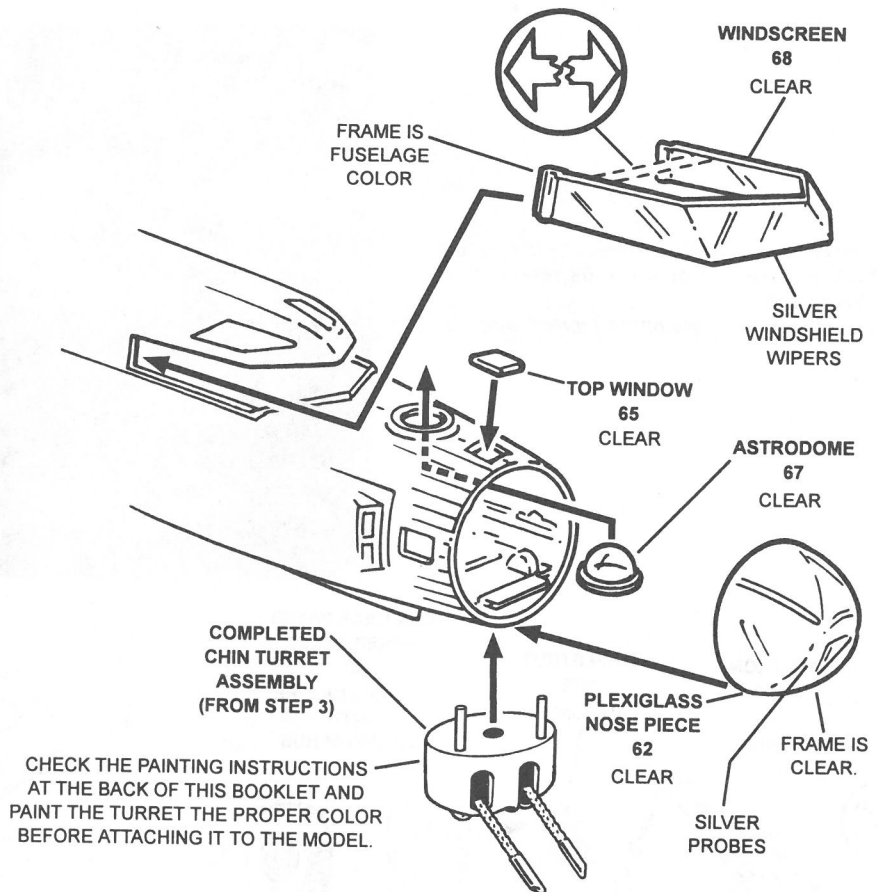


**MODELING TIP:** Once the glue between the two fuselage halves has set, carefully check the seam between the two halves for any cracks or gaps. Fill with modeling putty as necessary, and sand the putty smooth once it has hardened. Apply a flat, light gray paint on the joint to act as a primer. Be careful not to get any paint on clear parts or inside the fuselage. Once this primer has dried, check the seam again and use more putty if necessary. Sand and prime again as necessary until there is no evidence remaining as to where the two fuselage halves were joined together. This is particularly important on natural metal aircraft, because the silver color emphasizes any imperfections in the finish. Once you are satisfied with the seam, set the fuselage aside to dry completely.

# STEP 10, FORWARD FUSELAGE DETAILS

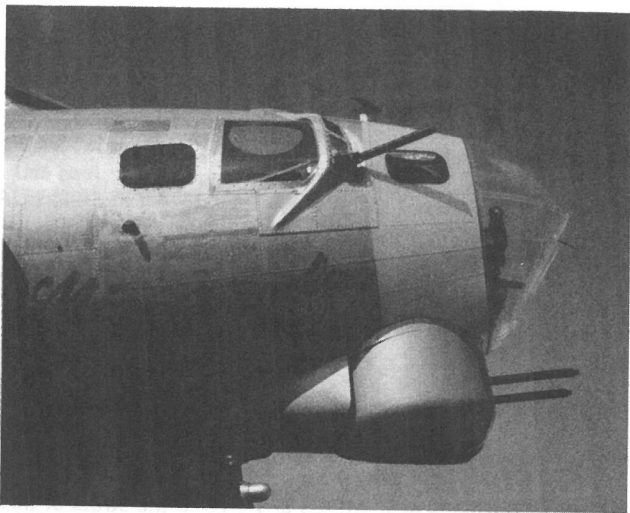


**BOTTOM VIEW**



PAINT ALL PARTS BEFORE ASSEMBLY.

1. Glue the CHIN TURRET GUNSIGHT (46) to its position inside the forward fuselage. The tab on the gunsight fits into the notch at the top of the fuselage as shown in the bottom view at left.
2. Carefully cement the COMPLETED CHIN TURRET ASSEMBLY from Step 3 in position under the nose of the fuselage. The BEARING (7) from Step 8, Item 9, should be glued into the hole in the top of the turret. Care is needed to accomplish this. It is recommended that you place a little cement inside the hole in the top of the turret. Use a toothpick to hold the BEARING (7) in place inside the nose section while pushing the turret assembly into place. The toothpick can be placed down into the nose section through the hole for the ASTRODOME (67). Be sure no glue touches anywhere else the parts meet, or the turret will not rotate. Let this glue dry before proceeding further.



*Details of the chin turret, right cheek gun, side windows, and the plexiglass nose piece can all be seen in this photograph.  
(Detail & Scale photos by Bert Kinzey)*



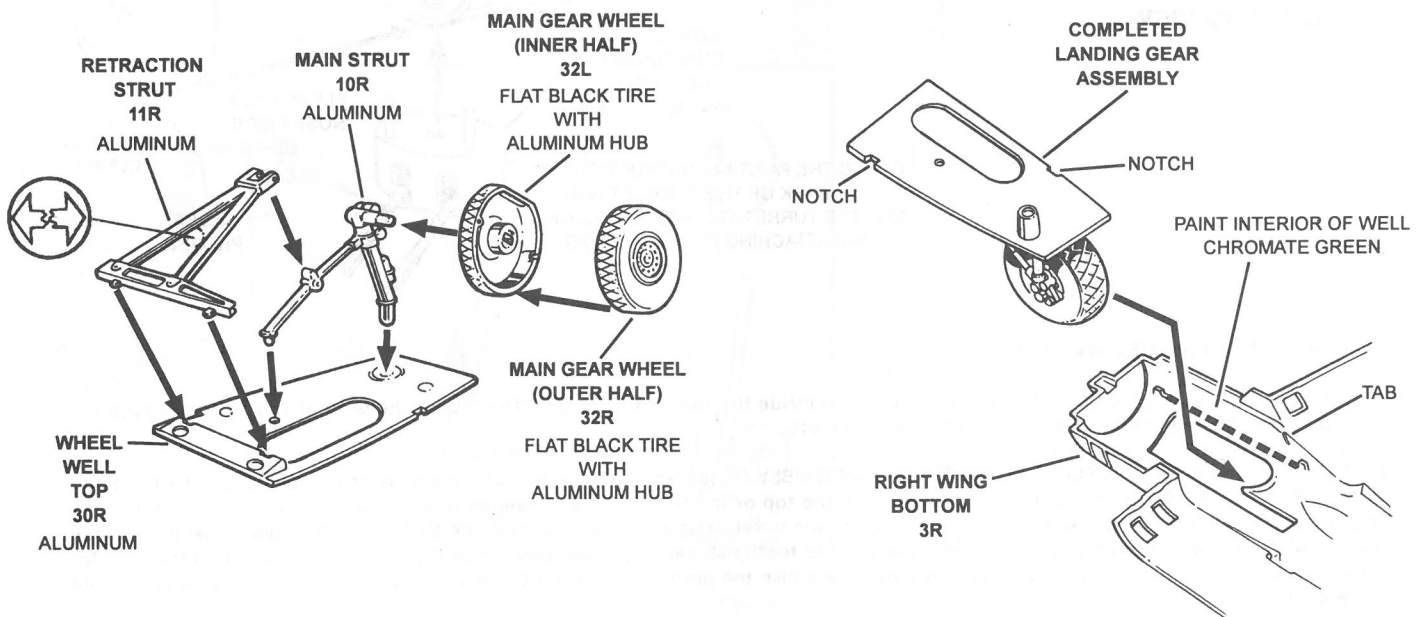
**MODELING TIP:** Although this step shows the clear parts being added to the model at this time, some modelers may prefer to leave some or all of these parts off until the model is completed and painted. This will eliminate the need to mask off these parts when painting. Instead, all that will be required is to mask over the open areas where these parts will later be added. Whenever you choose to attach the clear parts, it is best to use a water-based white glue. Apply the glue sparingly to the fuselage with the tip of a toothpick, then slide the part into place. Wipe away any excess glue with a damp cloth.

3. Carefully glue the ASTRODOME (67) to the inside of the forward fuselage. Some long tweezers will be required for this item.
4. Attach the TOP WINDOW (65) to its location on top of the forward fuselage.
5. Glue the PLEXIGLASS NOSE PIECE (62) to the front of the fuselage.
6. Glue the WINDSCREEN (68) in place.

# STEP 11, MAIN LANDING GEAR & WING ASSEMBLY

Details of the struts, wheels, and tires of both main landing gear can be seen in this photograph.

(Detail & Scale photo by Bert Kinzey)



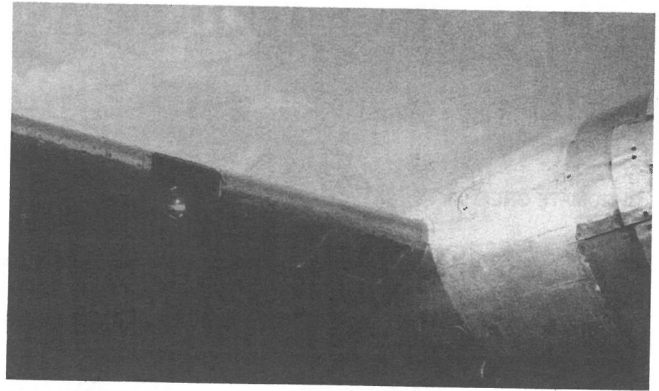
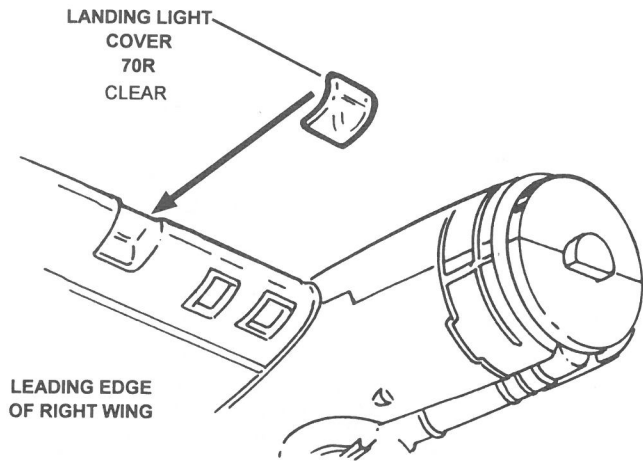
PAINT THE WHEELS AND TIRES AFTER ASSEMBLY. PAINT ALL OTHER PARTS BEFORE ASSEMBLY.

1. Cement the MAIN STRUT (10R) to the WHEEL WELL TOP (30R).
2. Glue the RETRACTION STRUT (11R) to the MAIN STRUT (10R) and the WHEEL WELL TOP (30R).
3. Cement the MAIN GEAR WHEEL [INNER HALF] (32L) to the MAIN GEAR WHEEL [OUTER HALF] (32R)
4. Glue the completed wheel and tire to the MAIN STRUT (10R). Be sure that the flat side of the tire will fit squarely on a flat surface when the model is sitting on its landing gear. (See the MODELING NOTE below.)
5. Carefully cement the COMPLETED LANDING GEAR ASSEMBLY to its location inside the RIGHT WING BOTTOM (3R). Be sure the notches and the tabs line up properly as shown in the drawing at right.
6. Cement the RIGHT WING BOTTOM (3R), to the RIGHT WING TOP (4R). (Not shown in drawing)
7. Repeat items 1 through 6 above for the left main landing gear and wing using parts 10L, 11L, 30L, 32L, 32R, 3L, and 4L.



**MODELING NOTE:** Some modelers may prefer not to glue the main landing gear wheels and tires to the struts at this time. Instead, wait until the model is completely finished and painted, then add the wheels as a last step. This will make lining the flattened side of the tire up with the surface under the model a little easier. Put a little glue on the struts, then quickly press the wheels in place. When the model is placed on a flat surface, the flattened side of the tire should line up properly before the glue sets.

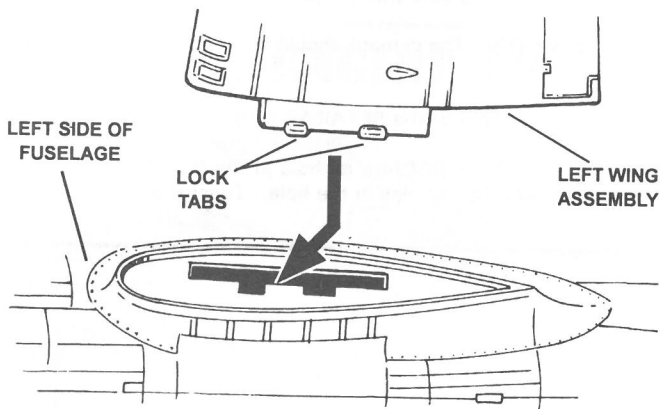




The landing light on the leading edge of the right wing is shown here. It is located just outboard of the number 4 engine.  
(Detail & Scale photo by Bert Kinzey)

### STEP 11, MAIN LANDING GEAR & WING ASSEMBLY, CONTINUED

- Use a water-based white glue and attach the LANDING LIGHT COVER (70R) to the leading edge of the right wing as shown above.
- Glue the second LANDING LIGHT COVER (70L) to the same location on the leading edge of the left wing.



10. Carefully glue the completed LEFT WING ASSEMBLY to the left side of the fuselage as shown at left. The LOCK TABS fit into the slot, then the wing should be pushed forward as far as it will go. This is a snug fit, so you may need to push hard.

11. Repeat item 10 to attach the RIGHT WING ASSEMBLY to the right side of the fuselage.

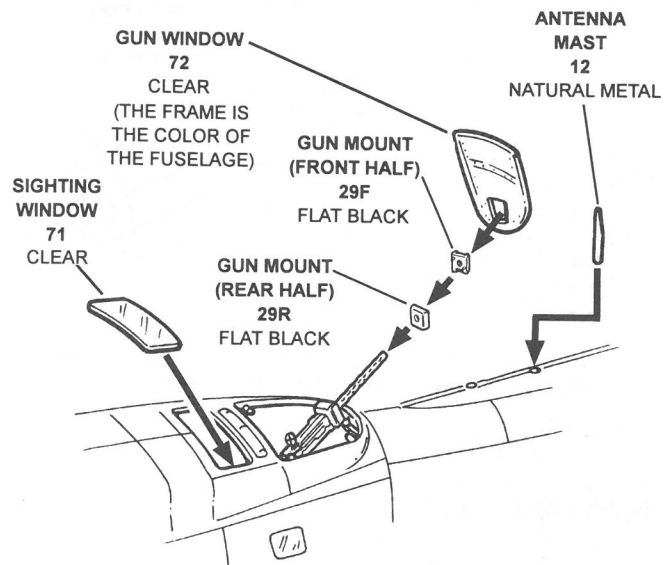


**MODELING TIP:** Once the wings have been attached to the fuselage, carefully check the alignment from the front and rear. Fill the joint between the wings and fuselage with modeling putty if necessary. When it has set, sand the putty smooth. Also check the joint where the top and bottom halves of both wings were joined together. Fill and sand these seams as necessary.

## STEP 12, RADIO COMPARTMENT GUN ASSEMBLY

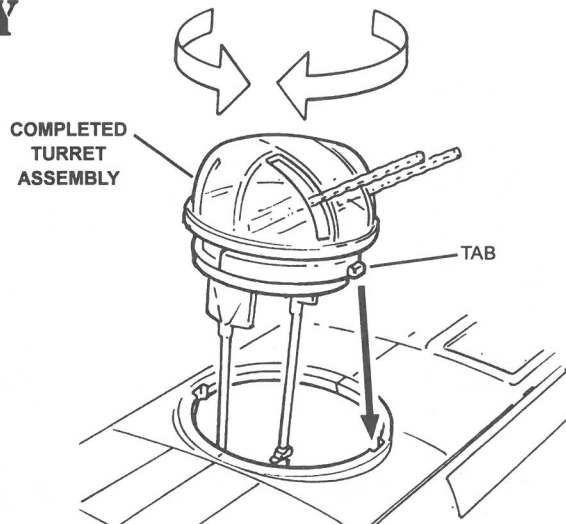
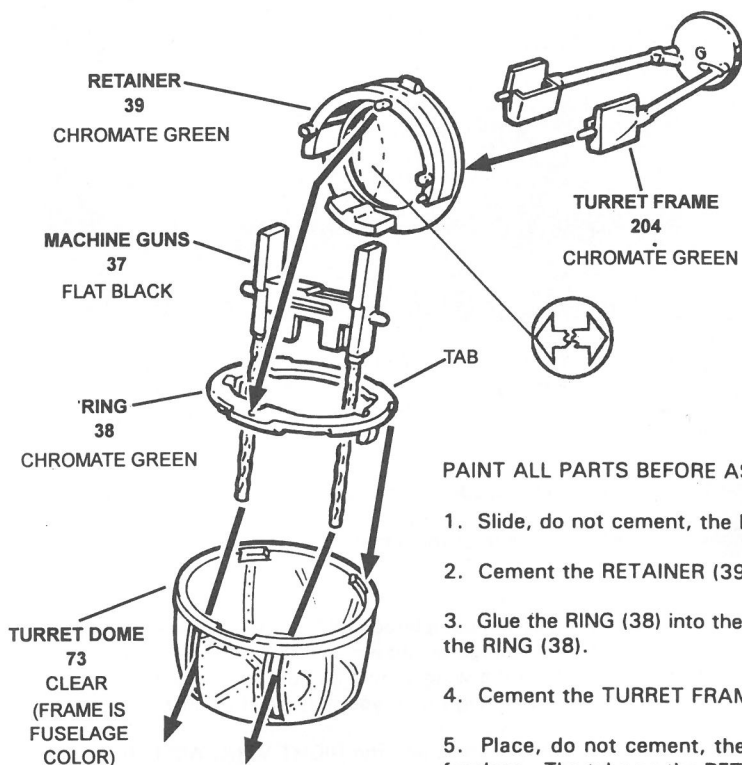
PAINT ALL PARTS BEFORE ASSEMBLY.

- Using a water-based white glue, attach the SIGHTING WINDOW (71) to the top of the fuselage.
- Cement the ANTENNA MAST (12) to its location on the spine of the fuselage.
- Use cement very sparingly and glue the GUN MOUNT (FRONT HALF) (29F) to the GUN MOUNT (REAR HALF) (29R).
- Use the water-based white glue and attach the completed gun mount to the GUN WINDOW (72).
- Paint the frame on the GUN WINDOW (72) the same color as the fuselage.
- Carefully lift the machine gun off of its mount on the fuselage so that it is supported only by the flexible metal ammunition belt. Cut the mount off of the fuselage.
- Apply some white glue around the opening for the GUN WINDOW (72). Using extreme care, slip the GUN WINDOW (72) over the barrel of the machine gun. The barrel should slip through the hole in the GUN MOUNT on the window.



8. Once the window is in place, place a drop of cement where the gun barrel meets the gun mount. This will permanently secure the machine gun in place in the mount and window.

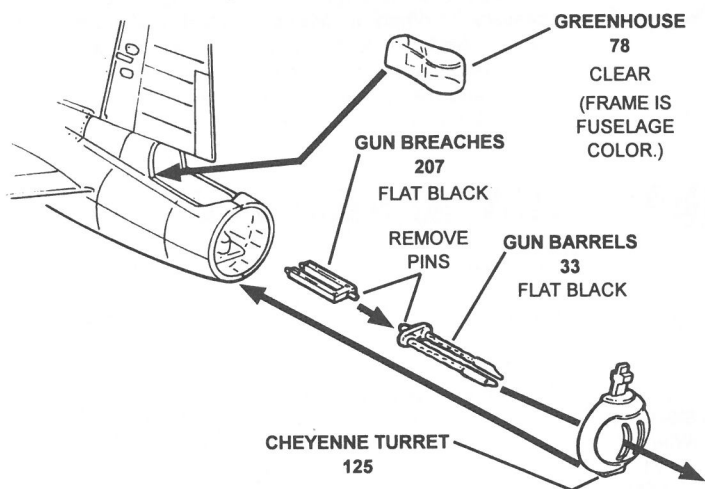
## STEP 13, TOP TURRET ASSEMBLY



PAINT ALL PARTS BEFORE ASSEMBLY.

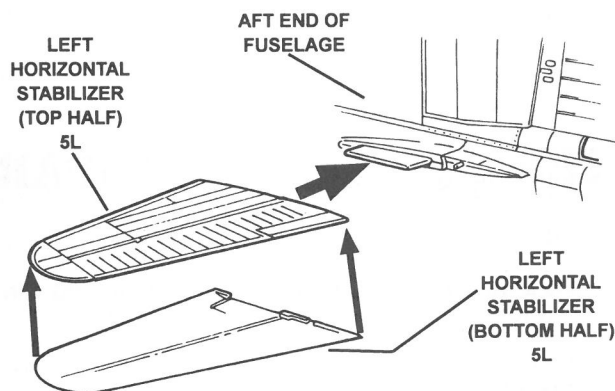
1. Slide, do not cement, the MACHINE GUNS (37) into the notches in the RING (38).
2. Cement the RETAINER (39) to the RING (38). Be sure that no glue touches the guns.
3. Glue the RING (38) into the TURRET DOME (73). The cement should be applied to the tabs on the RING (38).
4. Cement the TURRET FRAME (204) to the bottom of the RETAINER (39).
5. Place, do not cement, the COMPLETED TOP TURRET into its hole in the top of the forward fuselage. The tabs on the RETAINER (39) fit into the notches in the hole. Twist the turret to any position, and the tabs will hold it in place.

## STEP 14, TAIL ASSEMBLY



PAINT ALL PARTS BEFORE ASSEMBLY.

1. Remove the pins from the GUN BREACHES (207) and the GUN BARRELS (33) as shown in the drawing at left.
2. Glue the GUN BREACHES (207) to the GUN BARRELS (33).
3. Cement the completed guns through the slots in the CHEYENNE TURRET (125).
4. Glue the CHEYENNE TURRET (125) and the guns in place at the aft end of the fuselage.
5. Use a water-based white glue and attach the GREENHOUSE (78) to its location below the rudder.

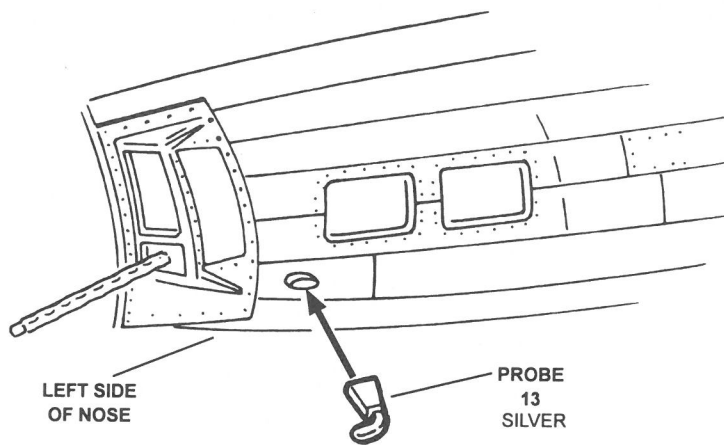
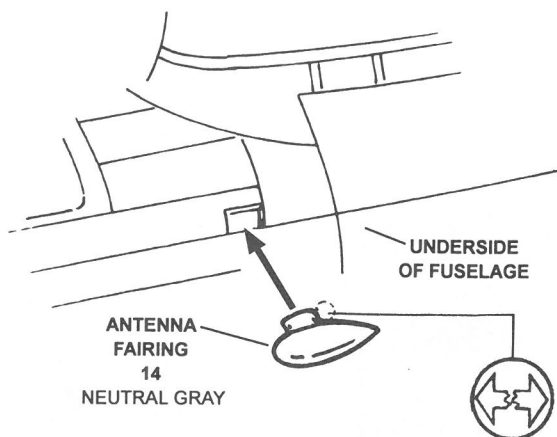


6. Cement the LEFT HORIZONTAL STABILIZER [TOP HALF] (5L) to the LEFT HORIZONTAL STABILIZER [BOTTOM HALF] (5L).
7. Attach the completed left horizontal stabilizer to the aft end of the fuselage.
8. Cement the RIGHT HORIZONTAL STABILIZER [TOP HALF] (5R) to the RIGHT HORIZONTAL STABILIZER [BOTTOM HALF] (5R).
9. Attach the completed right horizontal stabilizer to the aft end of the fuselage.



**MODELING TIP:** Carefully check the alignment of the horizontal stabilizers before the glue sets. Also check the seams where the stabilizers join the fuselage, and fill and sand as necessary.

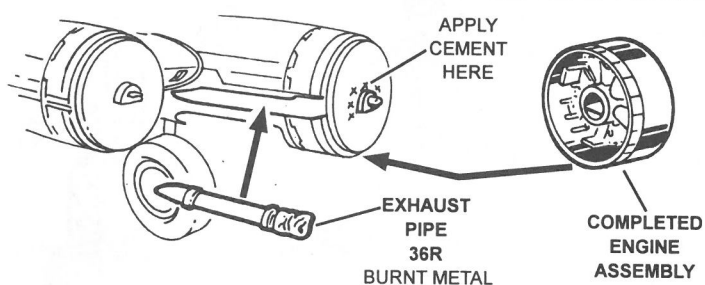
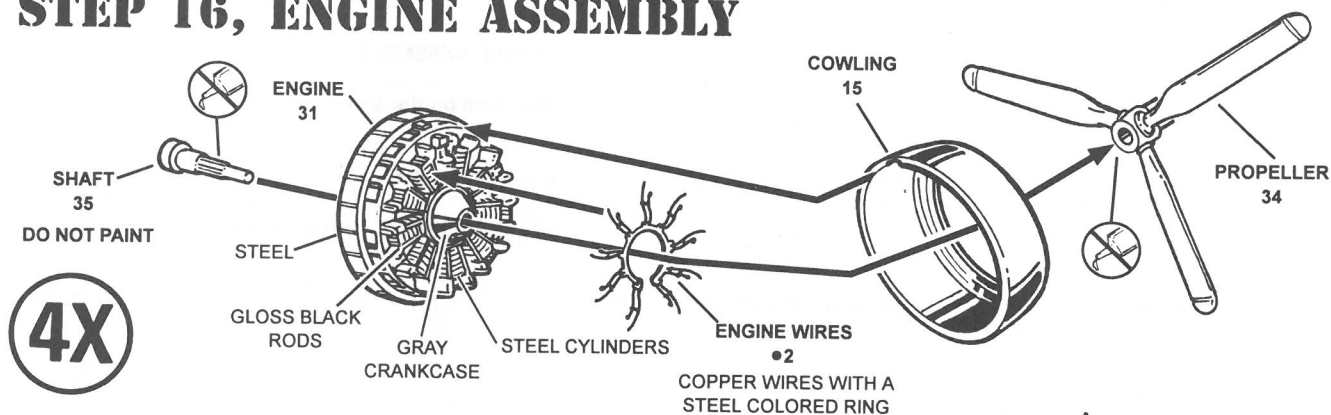
## STEP 15, NOSE DETAILS



PAINT BOTH PARTS BEFORE ASSEMBLY.

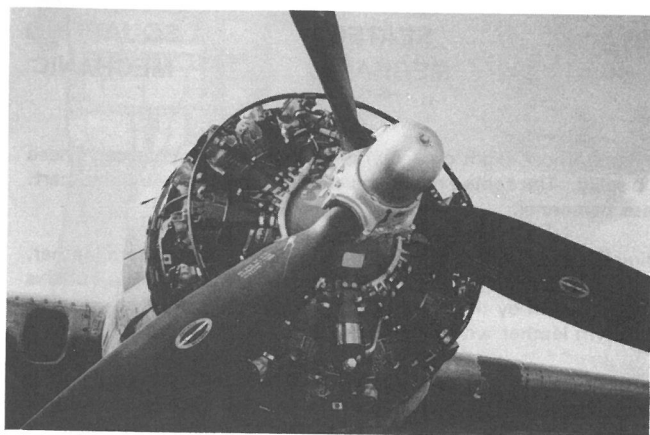
1. Glue the ANTENNA FAIRING (14) to the underside of the forward fuselage as shown at left.
2. Cement the PROBE (13) to the left side of the nose as indicated in the drawing at right.

## STEP 16, ENGINE ASSEMBLY



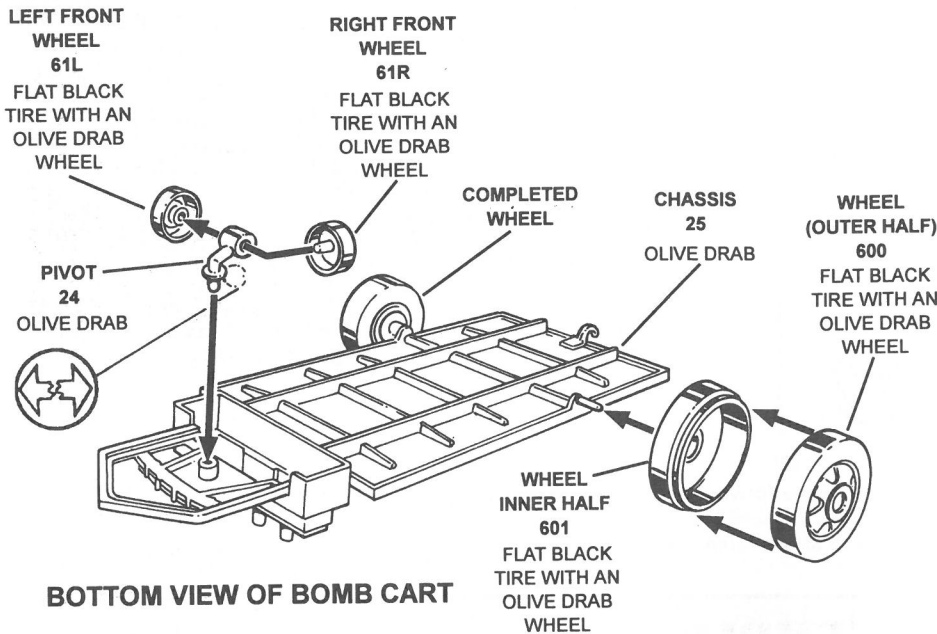
PAINT ALL PARTS BEFORE ASSEMBLY.

1. Place a little water-based white glue on the ring of the ENGINE WIRES (●2), then carefully attach the wires to the ENGINE (31). Gently push the tips of the wires back until they touch the cylinders. Refer to the photograph at left for proper location.
2. Cement the COWLING (15) on the ENGINE (31).
3. Slide, do not cement, the SHAFT (35) through the hole in the center of the ENGINE (31).
4. Slip, do not cement, the PROPELLER (34) on to the end of the SHAFT (35).
5. Repeat items 1 through 4 three more times to make a total of four engines.
6. Glue the COMPLETED ENGINE ASSEMBLIES to the four mounts on the leading edges of the wings.
7. Cement the EXHAUST PIPE (36R) to the RIGHT WING as shown. Then glue the EXHAUST PIPE (36L) to the corresponding location on the LEFT WING. These two EXHAUST PIPES, and the two molded under the other engines, should be painted to represent a burnt metal.



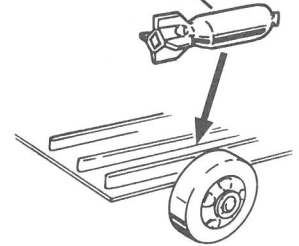
Left: Details of one of the engines are seen in this photograph.  
(Detail & Scale photo by Bert Kinzey)

# STEP 17, BOMB CART & FIGURES



**4X**

COMPLETED BOMB  
(SEE STEP 9)



## BOTTOM VIEW OF BOMB CART

PAINT THE TIRES AND WHEELS AFTER ASSEMBLY. PAINT ALL OTHER PARTS BEFORE ASSEMBLY.

1. If you did not glue the bombs into the bomb bay in Step 9, you may want to display them on the bomb cart that is included in this kit. If so, begin by gluing the PIVOT (24) to the CHASSIS (25).
2. Cement the RIGHT FRONT WHEEL (61R) and the LEFT FRONT WHEEL (61L) to the PIVOT (24)
3. Make a main wheel by gluing a WHEEL [OUTER HALF] (600) to a WHEEL [INNER HALF] (601). Repeat the process to make a second main wheel. Then cement the two main wheels to the CHASSIS (25).
4. Glue the four bombs to the top of the completed bomb cart.



**FLIGHT OFFICER**



**FLIGHT CREWMAN**



**STANDING MECHANIC**



**SEATED MECHANIC**



**SQUATTING MECHANIC**

Five figures are included with your ProModeler B-17G model, including a flight officer, flight crew member, and three mechanics. These can be placed around the model to add life and a sense of scale to your display. The seated mechanic can be placed on the bomb cart. The following colors are typical for World War II uniforms worn by these personnel.

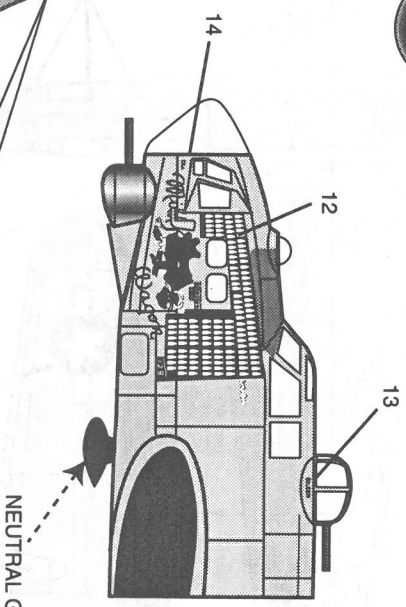
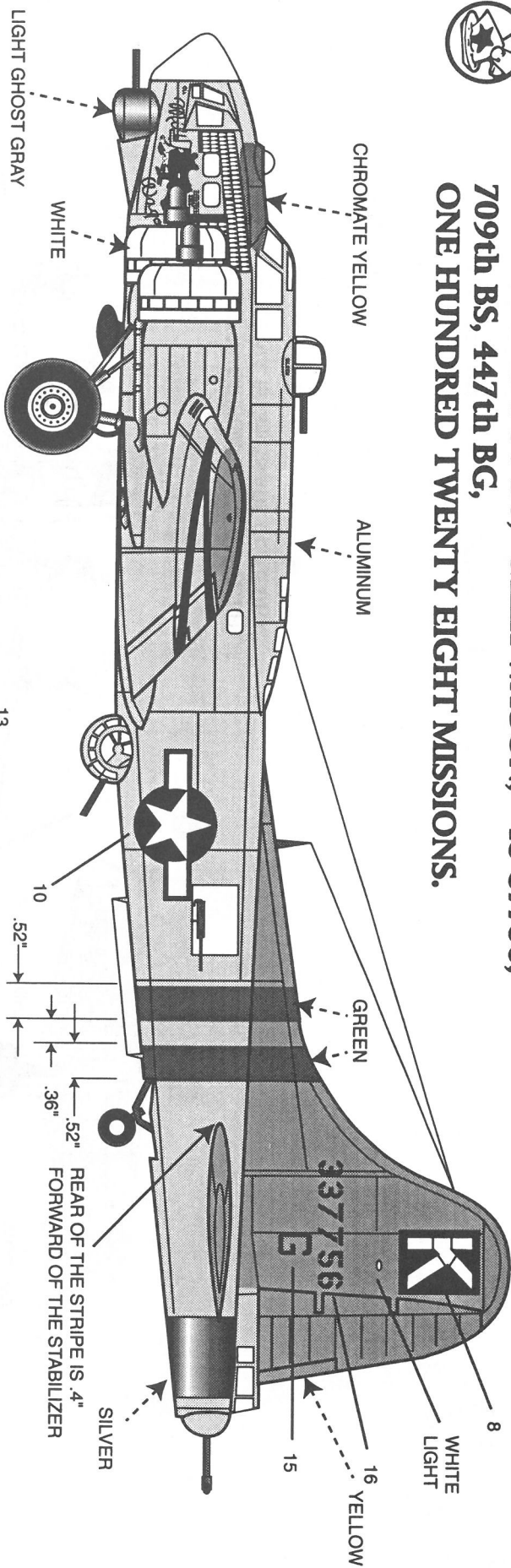
The flight officer and flight crew members wore khaki uniforms including the shirt and pants. The jackets were dark brown leather, while the Mae West life vests were yellow. Straps were a dirty white or light gray in most cases, but some were tan. The buckles on the straps were silver. Both style of caps were brown, and the saucer cap worn by the flight officer had a brown leather bill. The clipboard was normally dark brown with a silver clip. The boots were brown leather with a white fleece lining at the top.

The mechanics wore olive drab, gray, or khaki coveralls and fatigues that were usually quite greasy and dirty from working on the aircraft. Olive green jackets were sometimes worn. Standard issue caps were olive drab, but various units had caps of almost any color to inspire unit identity and pride. The boots were brown leather. The wrench would have been silver or a dark gray color.

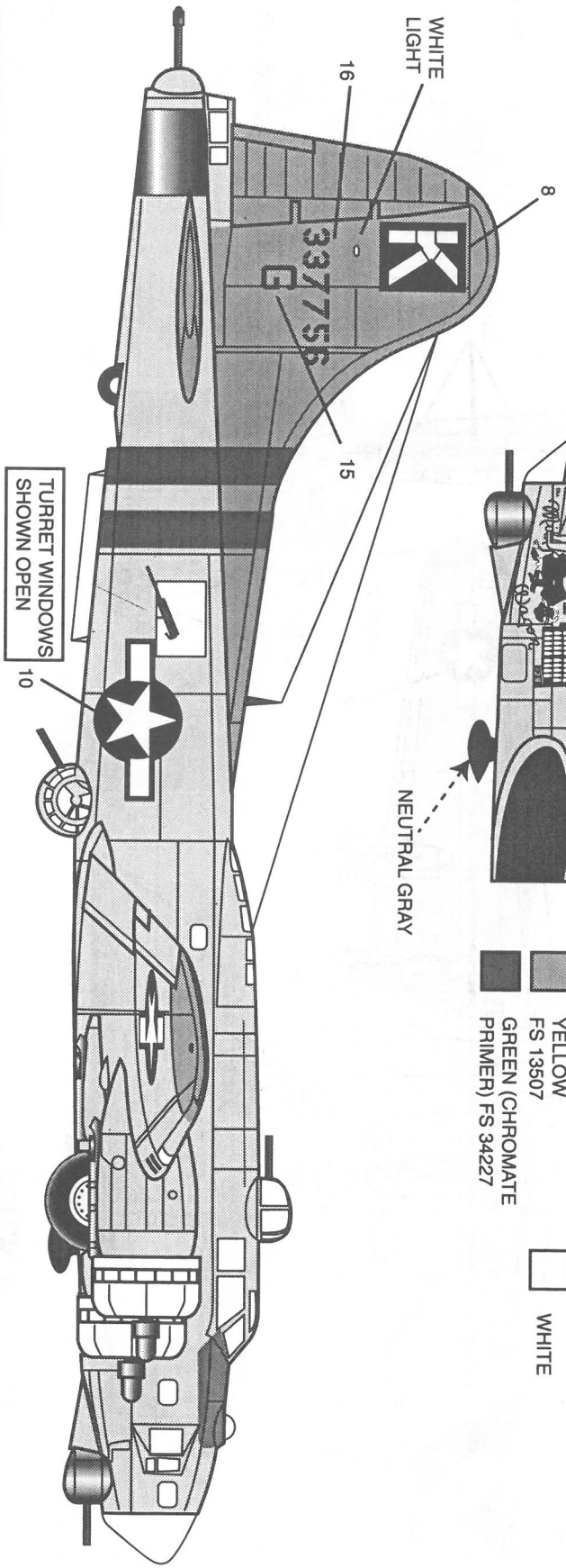




**BOEING B-17G-70-BO, "MILK WAGON," 43-37756,  
709th BS, 447th BG,  
ONE HUNDRED TWENTY EIGHT MISSIONS.**

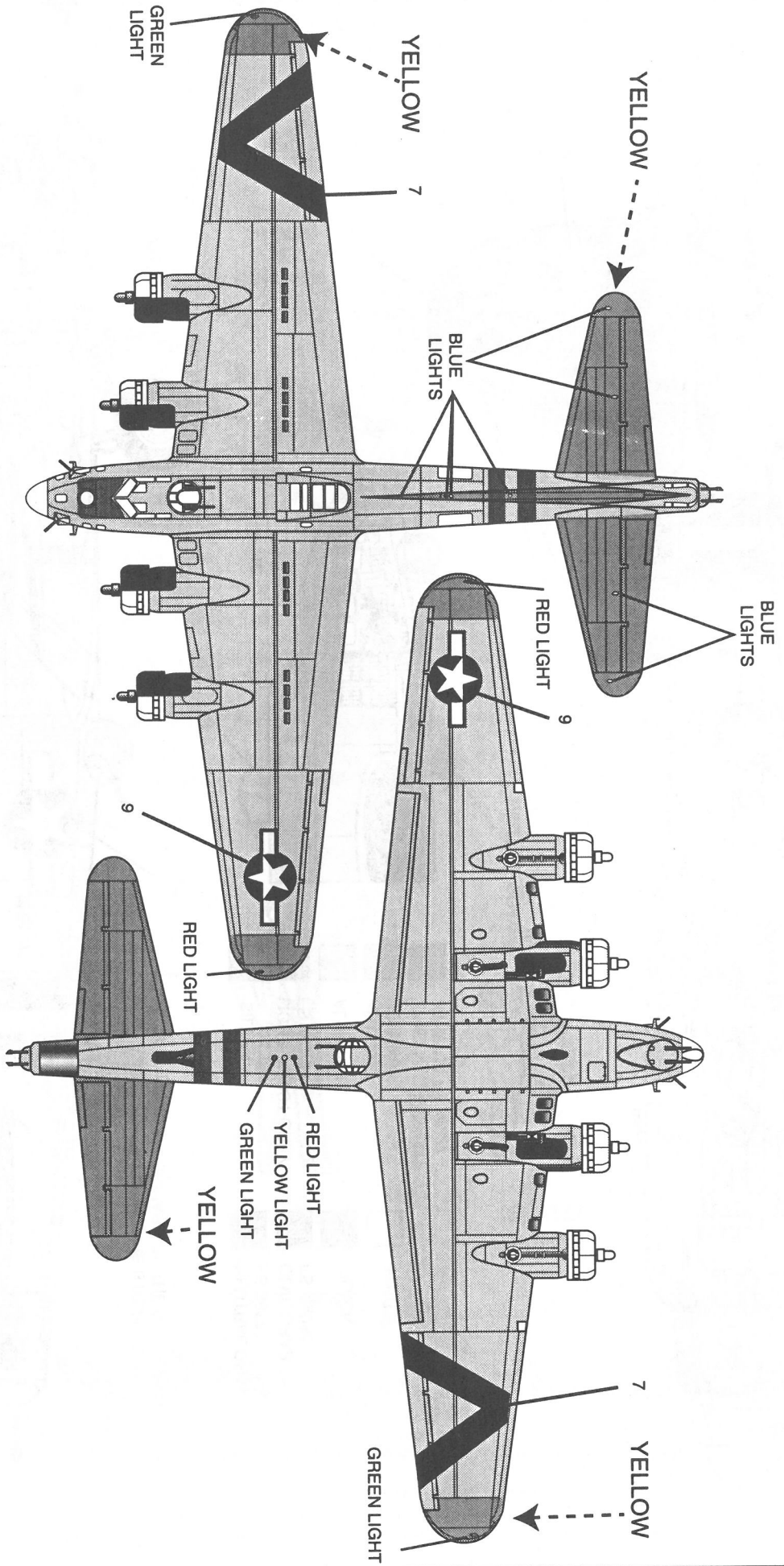


- |  |                                     |  |                        |
|--|-------------------------------------|--|------------------------|
|  | SILVER                              |  | NEUTRAL GRAY           |
|  | LIGHT GHOST GRAY<br>FS 36975        |  | OLIVE DRAB<br>FS 34088 |
|  | ALUMINUM                            |  | BLACK                  |
|  | YELLOW<br>FS 13507                  |  | WHITE                  |
|  | GREEN (CHROMATE<br>PRIMER) FS 34227 |  |                        |





# MILK WAGON

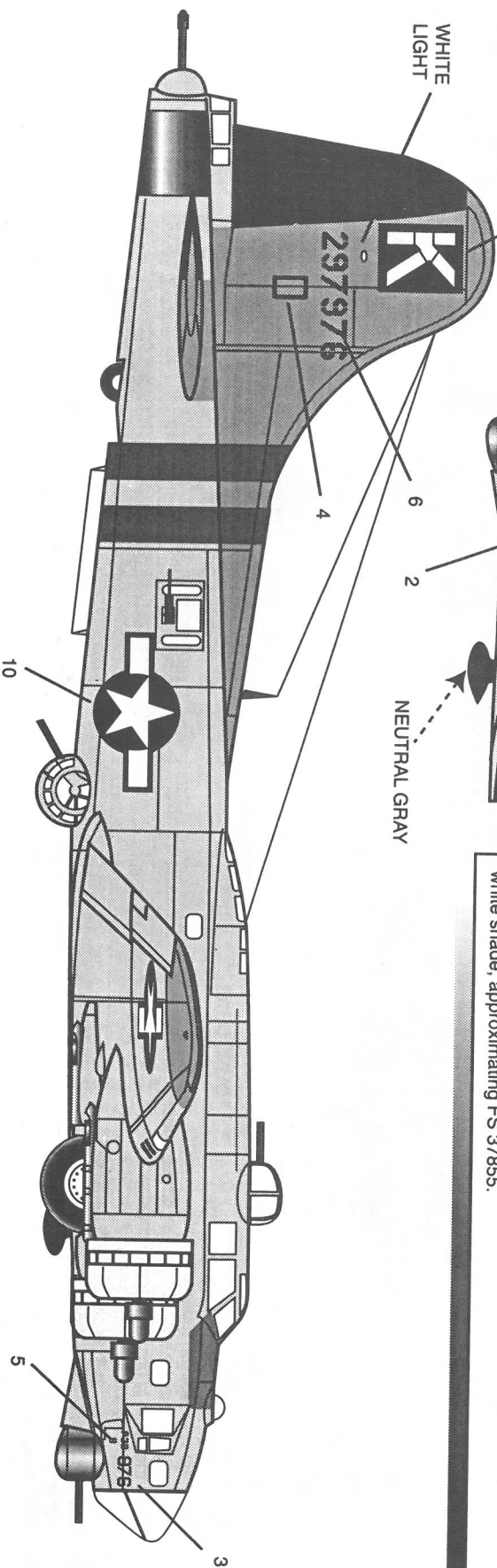
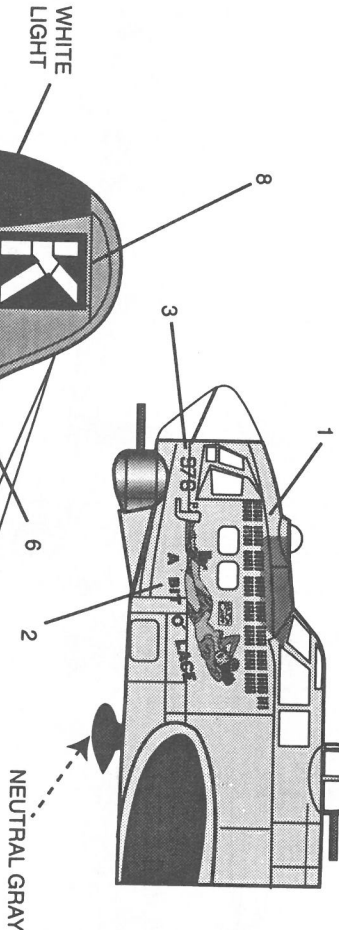
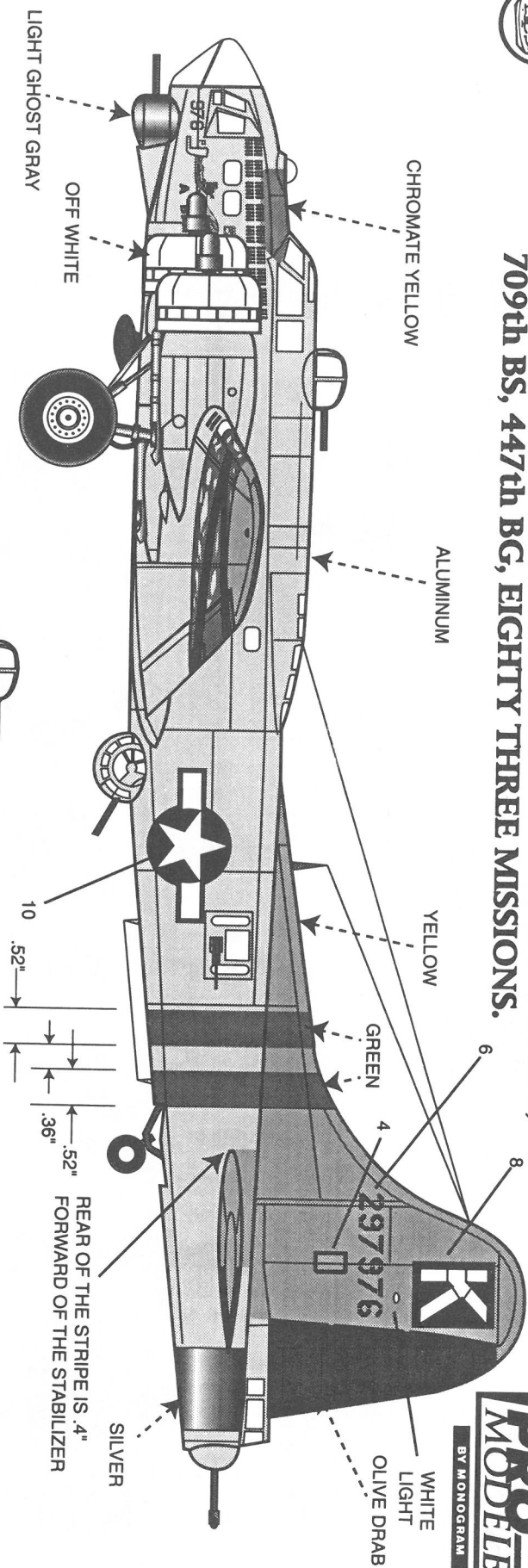


THE INBOARD TOP QUARTER OF ALL ENGINES ARE OLIVE DRAB.



**VEGA-BUILT B-17G-40-VE, "A BIT O' LACE," 42-97976,  
709th BS, 447th BG, EIGHTY THREE MISSIONS.**

**PRO  
MODELER**  
BY MONOGRAM



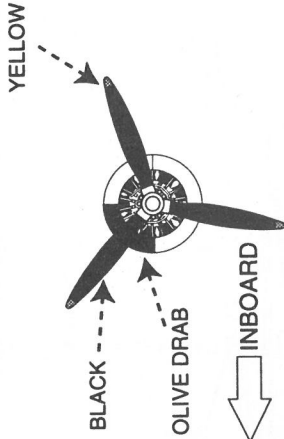
When these markings were carried by A Bit O' Lace the outer left wing panel had been replaced with a section from a camouflaged B-17. Photos show that the olive drab paint on the upper surfaces and the neutral gray paint on the lower surfaces were badly faded and chipped, as was the national insignia on the upper wing. The decal in this kit features a weathered national insignia for this wing. Although the engine cowlings were painted white, they had deteriorated to an off-white shade, approximating FS 37855.



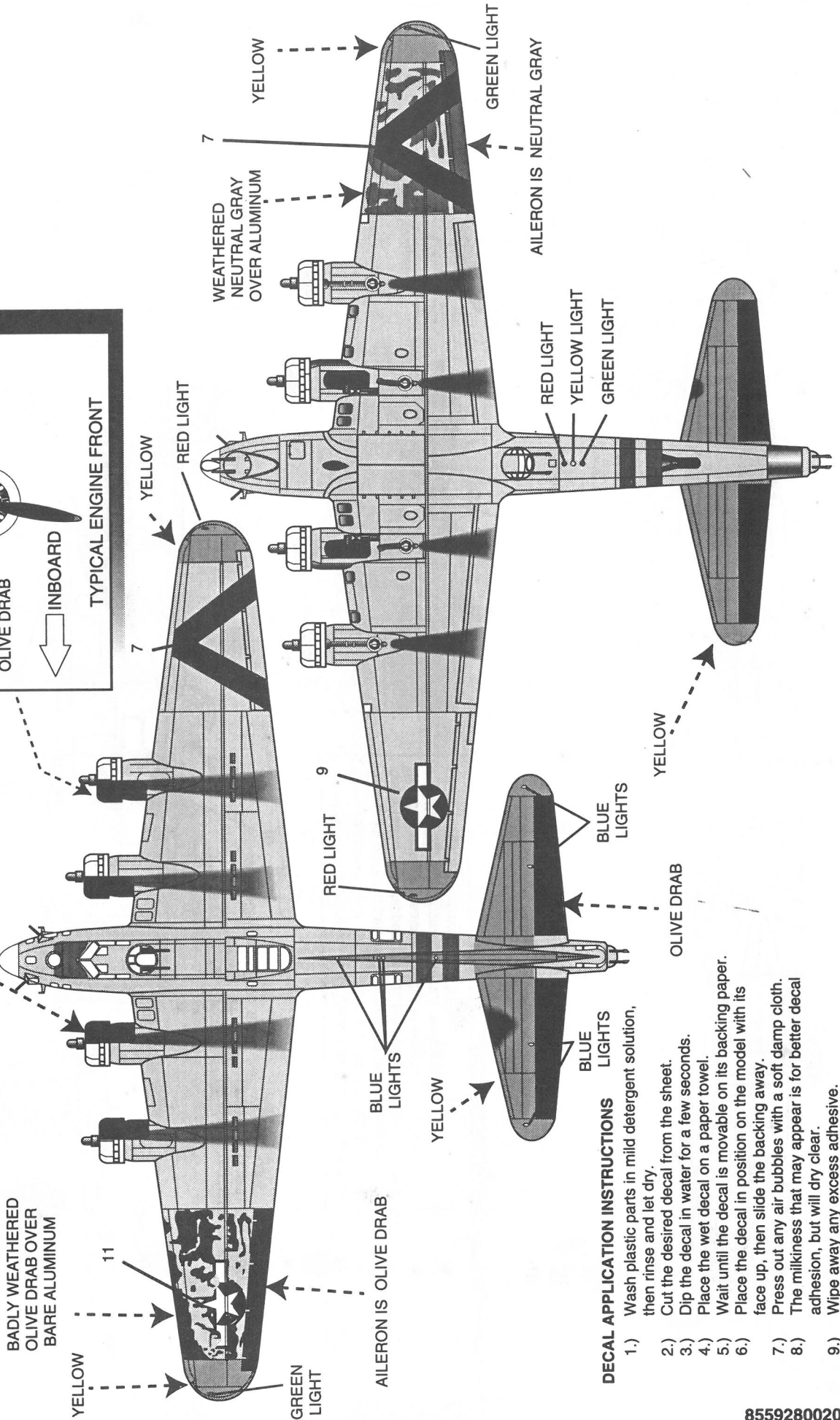
## A BIT O' LACE

Exhaust streaking and oil residue was very apparent on "A Bit O' Lace", as shown in these drawings.

THE INBOARD TOP QUARTER OF ALL ENGINE COWLS ARE OLIVE DRAB.



TYPICAL ENGINE FRONT



### DECAL APPLICATION INSTRUCTIONS

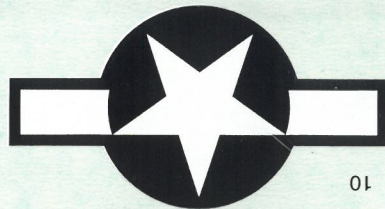
- 1.) Wash plastic parts in mild detergent solution, then rinse and let dry.
- 2.) Cut the desired decal from the sheet.
- 3.) Dip the decal in water for a few seconds.
- 4.) Place the wet decal on a paper towel.
- 5.) Wait until the decal is movable on its backing paper.
- 6.) Place the decal in position on the model with its face up, then slide the backing away.
- 7.) Press out any air bubbles with a soft damp cloth.
- 8.) The milkiness that may appear is for better decal adhesion, but will dry clear.
- 9.) Wipe away any excess adhesive.
- 10.) Do not touch the decal until it is dry.

85592800200





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10



9



11



9

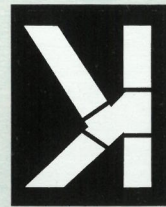
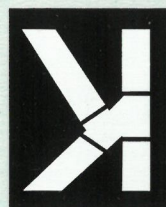
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337756

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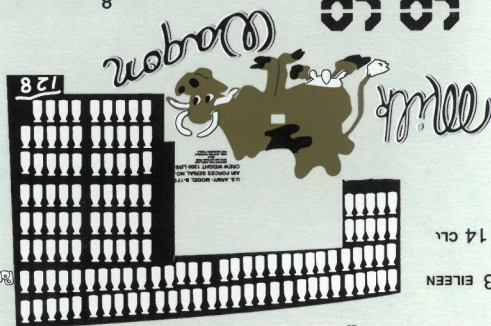


8

297976  
297976

6

*Invicta*



128

13 ELEEN  
14 CL

SCALE-MASTER®  
Printed by  
VITACHROME

PRO-MODELER  
BY MONOGRAM

GG  
GG

15

A BIT O' LACE



2

976 P38  
976 P38

3



4



1

B-17G FLYING FORTRESS 85592800310

