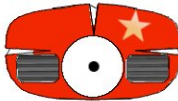
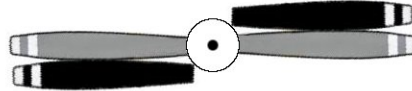




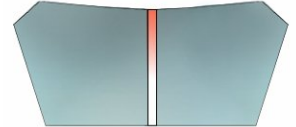
nose gear strut  
(roll)



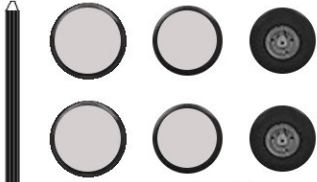
Important note :  
all fuselage, engine cowling  
and strut bends have to  
be rounded, NOT sharp !



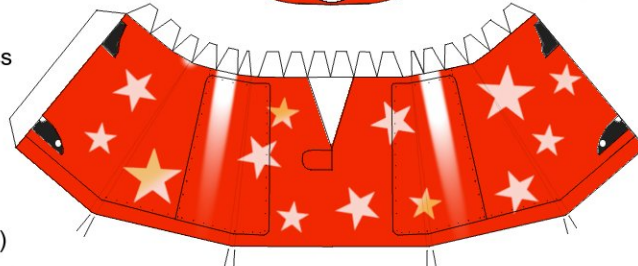
engine cowling  
propeller  
bulge



windshield



multilayered wheeldiscs :  
use extra discs if necessary to  
achieve correct wheel thickness



exhaust stubs (roll)

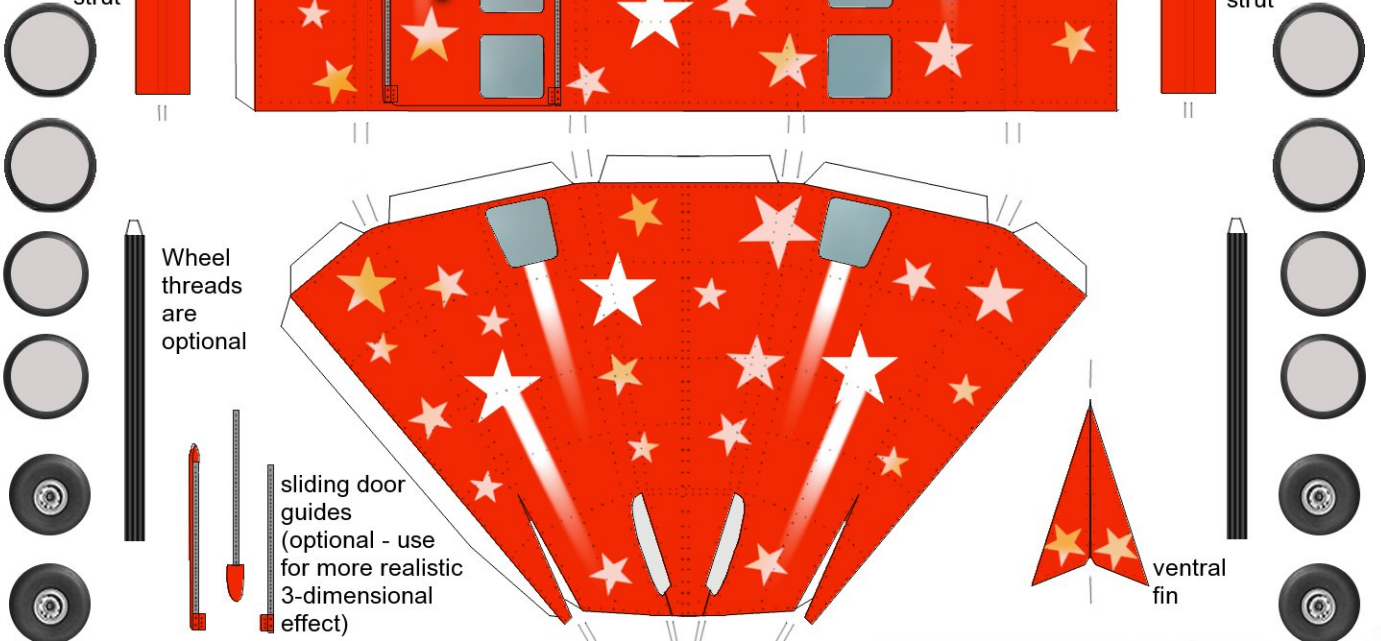
wing strut

wing strut

cut out  
grey areas

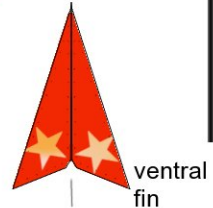
main  
gear  
strut

main  
gear  
strut



Wheel  
threads  
are  
optional

sliding door  
guides  
(optional - use  
for more realistic  
3-dimensional  
effect)



ventral  
fin

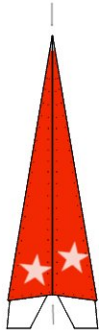
cut slits in fuselage and  
cut out grey areas

Actual length = 2.5" (63.5 mm)

1:48 Scale = 10'-0" (3048 mm)

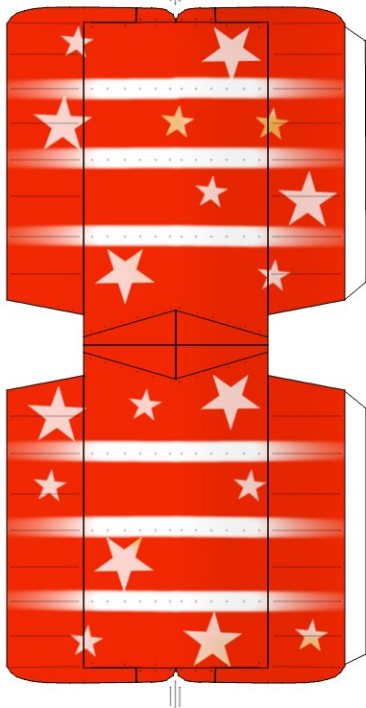
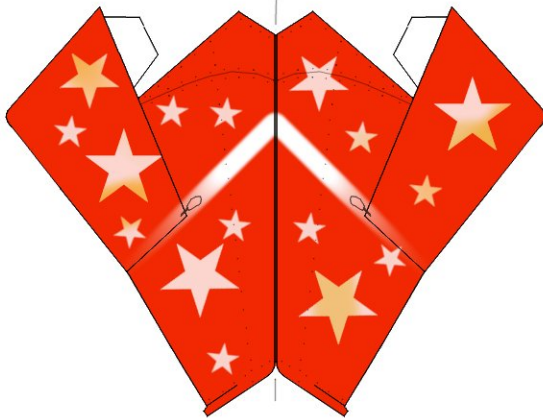
Set wing dihedral at 1.5°

set wing dihedral by glueing this piece to the tabs on the wing top

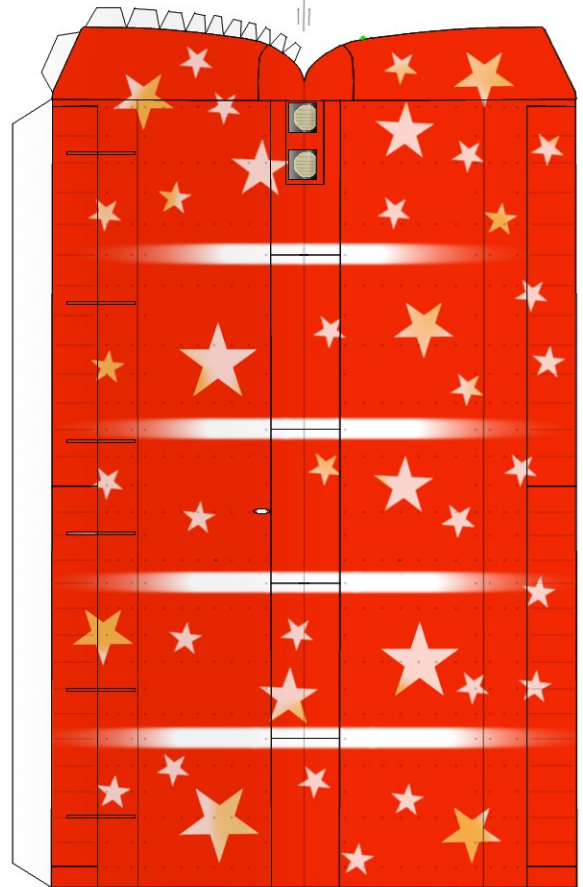
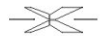


dorsal fin

Stuff the vertical tail with tissue paper or similar, to achieve correct "volume" effect. The 2 glue tabs have to remain spaced in order to fit in the rear fuselage.



flap and aileron hinges



glue dihedral

piece here

