

V

Visitor Skyfighter

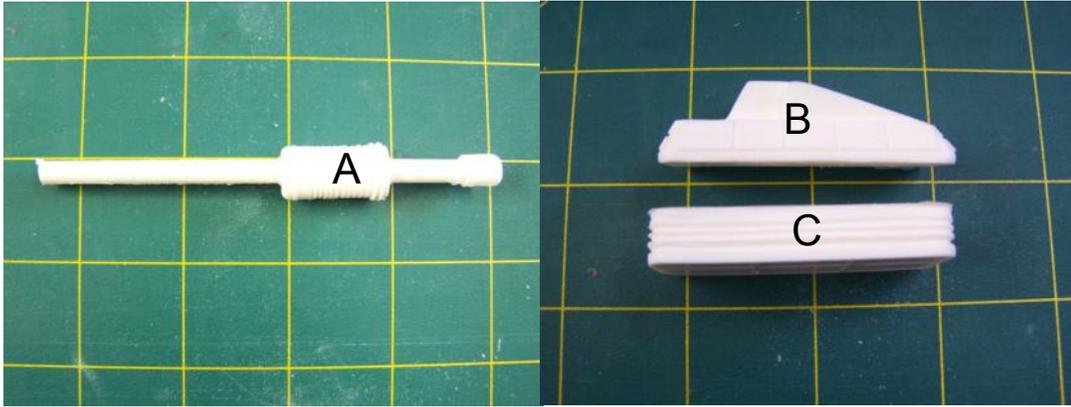
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SMT
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Step 1: Front landing gear. See Step part 2a if you want interchangeable between flight mode and landed mode.

You will need 1x of part A, part B and part C.



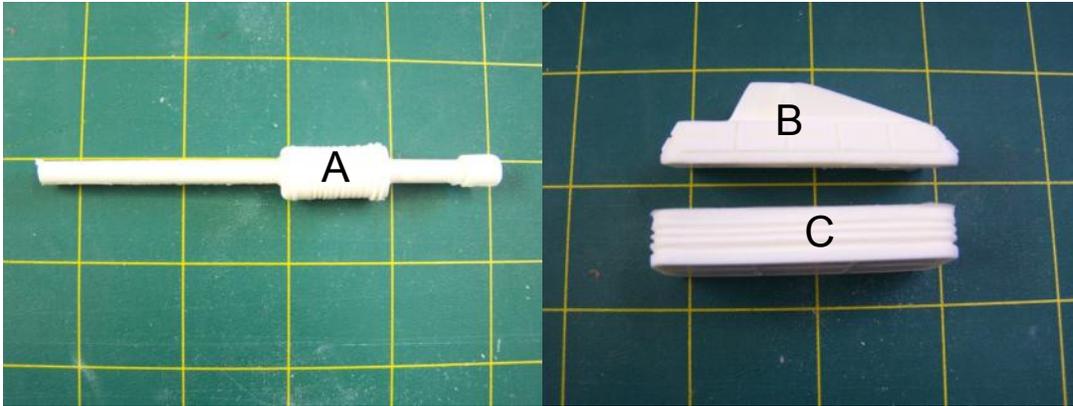
Glue parts B and C together making certain to glue together the two halves without any detail on them.



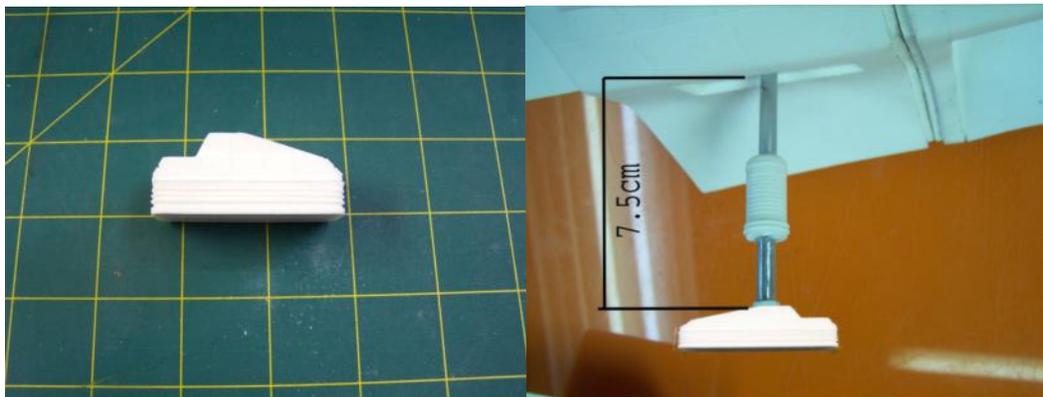
The holes for the front landing post and rear post(s) are pre-drilled. Part A should be glued so that the foot sits flat on the table and there is 5.2cm from the edge of the ships landing gear box to the TOP of the landing foot. Insert and glue post and glue foot to post.

Step 2: Rear landing gear. See step part 2a if you want interchangeable between flight mode and landed mode.

You will need 2x of part A, part B and part C

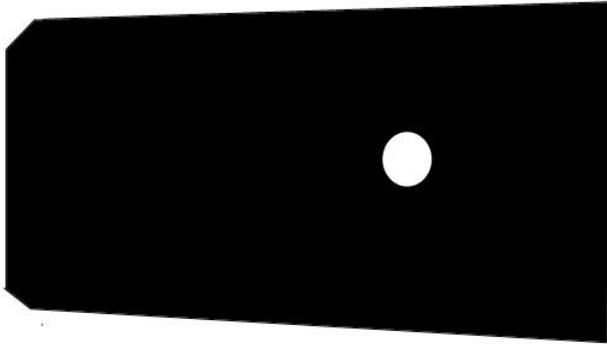


Glue parts B and C together making certain to glue together the two halves without any detail on them.



The holes for the rear post(s) are pre-drilled.
Part A should be glued so that the foot sits flat on the table and there is 7.5cm from the edge of the ships landing gear box to the TOP of the landing foot. Insert and glue post and glue foot to post.

Step 2a: If you decide you would like to be able to display the ship in flight or landed as you play, I recommend the following addition to the landing gear steps. In place of glueing the part A post directly to the ship body, copy the supplied templates for all three landing gear boxes to a piece of plastic .040 or thicker for stability. Glue the post(s) to these plates. This will let you insert the gear and remove them as you like. The plate carrying the weight of the ship.



Step 3: Gear door(s)

All three gear door may be glued in the open or closed position if you decided to model only one position.



Step 3a: If you are following Step 2a, the following applies.

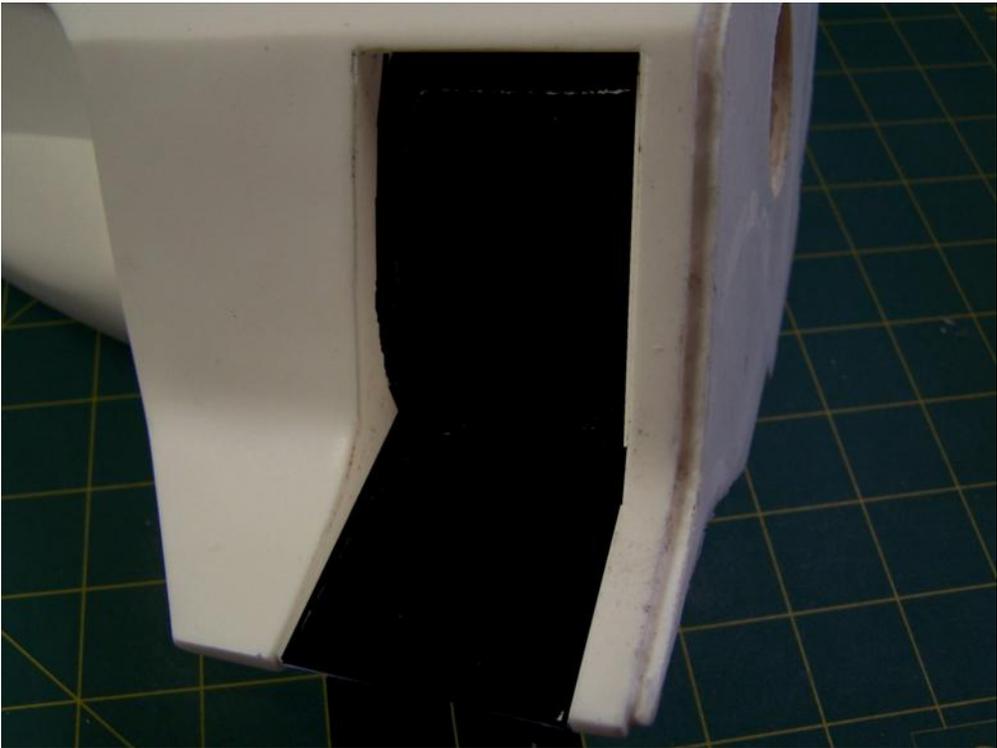
For the closed position. Using the second set of gear doors, glue a length of 7/32 tube to the backside of the doors so they may be pushed into place for the closed effect. The front two halves will have to be joined by a thick styrene strip down the middle to complete this.

When open the first set of door(s) may simply hang from a strip of tape stuck to the side of the bay opening painted to match the gear bay color. This is how the effect was accomplished on the studio miniature.

Step 4: Door. You should have 1x of the following parts.



On the skyfighter head carefully cut away the resin support in the doorway top and bottom. Shown below in black.



What you have should look like this:



You may have to file and sand a bit for the perfect fit, but the door parts should fit into place. You may choose to glue it open or closed or devise a hinge to allow it to open. We did not pursue this further as it was never seen on the miniature other than as the scribed lines.

Step 5: After making sure everything fits into place, cement the front and back halves of the ship together.



Paint Guide

Base coat should be an overall gloss white, the Krylon brand works well.

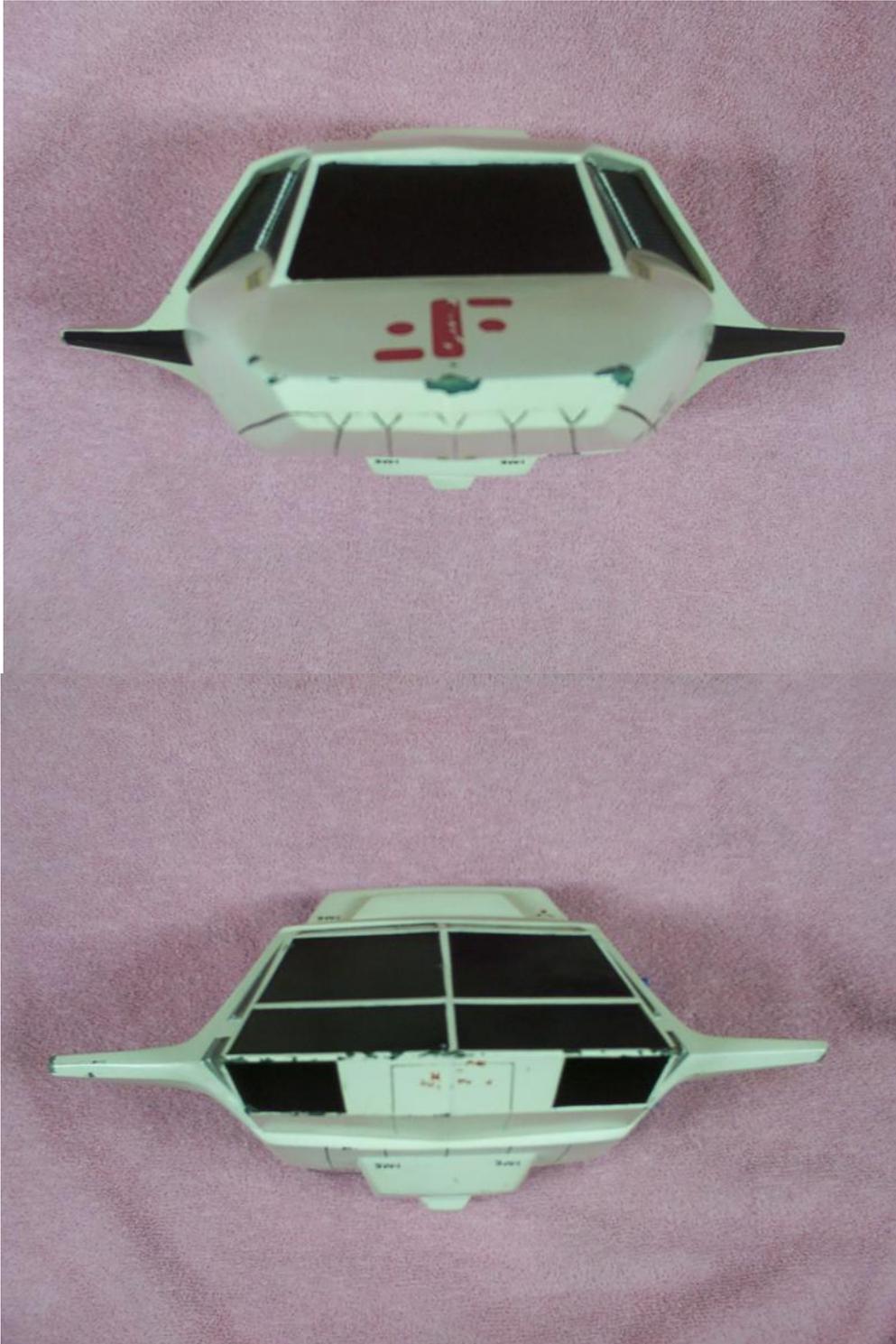
The panel lines running on the bottom of the ship should be semi-gloss black.

The windows on the front and back of the model should be sprayed semi-gloss black.

The wide stripe on the front of the two wings should be semi-gloss black.



Original studio miniature pictured. Vents beside window are a dark grey, not quite black on the head.
The windows on the front and back of the model should be semi-gloss black.
The wide stripe on the front of the two wings should be semi-gloss black.



Parts breakdown. You should have the following parts for the V Skyfighter model.

