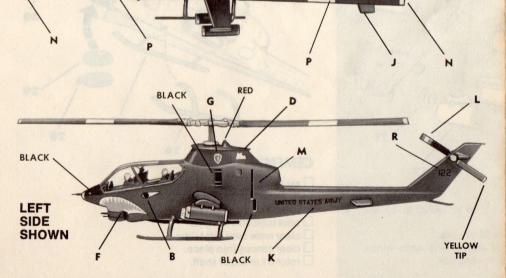
**KIT 5000** 

ONOGRAM



to better regulate the amount of cement being the end of a toothpick instead of the tube nozzle cement to small or confined areas, use cement on spoiling your model's appearance. When applying

affect the adhesion. the parts carefully to avoid skin-oil which may solution. Rinse and let dry. After washing, handle to wash the plastic parts trees in a mild detergent For better paint and decal adhesion, it is advisable

Refer to PAINTING and DECAL directions below.

paint away from areas which will be cemented to dry thoroughly before handling parts. Scrape brush about 1/4 inch wide. Allow time for paint

because cement will not hold to paint.

rear of pods, and air intakes in fuselage sides. BLACK - Anti-glare panel on nose, small holes in

RED - Light on top of main rotor pylon.

SILVER - Rotor hubs, pod front and rear plates.

LIGHT GRAY - Cabin interior and seats.

framework and seat cushions. OLIVE DRAB (To match fuselage color) — Canopy

FIGURES - White helmets, black shoes, flesh

faces and hands.

parts. Large areas are best covered with a soft

A small pointed brush is best for painting small

assembly. Only ENAMEL or PAINT FOR PLASas wings and fuselages may be painted after menting them. The large outside surfaces such It is best to paint most of the parts before ce-

decals should be firmly pressed against surface

decal sheet. Before they are completely dry,

the application instructions on the back of the

decal locations. For a neat job, carefully follow

identification. Refer to the photos SHOWN for

The decals are letter coded to make it easier for

much cement can soften and distort the plastic,

form a weld between the cemented parts. Too

contain solvents that dissolve plastic in order to

cessive amounts of cement. All plastic cements

assembly of your model and avoid the use of ex-

Keep in mind the importance of not rushing the

the fit of each part before you cement it in place.

ing knife, available at your hobby counter. Check

plastic. Use a small sharp knife, such as a modelthe required parts, trim away any excess bits of

ready to use them. After cutting or breaking off

Do not detach parts from the trees until you are

### DMITNIA9

DECALS

LICS sponid be used

four pods of nineteen 70 mm. rockets. Other ordnance is carried on the stub wings, including Miniguns or as on this model, rounds per minute and a 400 round per minute M-75 40 mm. grenade launcher. mounted turret houses a XM-134 7.62 mm. Minigun capable of firing 2,000-4,000 ty of the HueyCobra's armament is nothing short of tantastic. The IAT-141 chin-Used in close-to-the-ground fire support missions and working in teams, the flexibili-

harder to hit.

## AH-IG ATTACK CHOPPER

**HUEY COBRA AH-1G** 

MONOGRAM MODELS, INC. Morton Grove, III.

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1/72 SCALE

The AH-1G HueyCobra was developed by Bell Heli-

HueyCobra is a smaller target from the ground and 425 miles. Much thinner than the UH-1B, the Bell having a top speed of 186 m.p.h. and a cruising range of with the U. S. Army in Vietnam, is faster than the UH-1B, engine. This two seat chopper, which saw its first action as its portly cousin, including the Lycoming 153-L-13 per, the HueyCobra uses many of the same components copter Company. Evolved from the UH-1B Huey Chop-

normal and emergency conditions. flight control and fire control systems, permitting flexibility of operations under all ment system, with a field of fire matched to crew visibility. Both crew members have to give equal and nearly unlimited visibility to both pilot and gunner, and the arma-The HueyCobra's keys to maximum combat effectiveness are its cockpit, designed

## SOUTH AS STORED BY THE PASSY BLOCK BOS.



# HUEY COBRA AH-1G

KIT 5000



1/72 SCALE

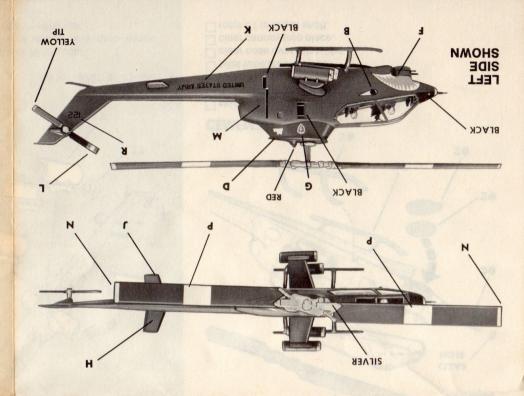


## **AH-IG ATTACK CHOPPER**

The AH-1G HueyCobra was developed by Bell Helicopter Company. Evolved from the UH-1B Huey Chopper, the HueyCobra uses many of the same components as its portly cousin, including the Lycoming T53-L-13 engine. This two seat chopper, which saw its first action with the U. S. Army in Vietnam, is faster than the UH-1B, having a top speed of 186 m.p.h. and a cruising range of 425 miles. Much thinner than the UH-1B, the Bell HueyCobra is a smaller target from the ground and harder to hit.

The HueyCobra's keys to maximum combat effectiveness are its cockpit, designed to give equal and nearly unlimited visibility to both pilot and gunner, and the armament system, with a field of fire matched to crew visibility. Both crew members have flight control and fire control systems, permitting flexibility of operations under all normal and emergency conditions.

Used in close-to-the-ground fire support missions and working in teams, the flexibility of the HueyCobra's armament is nothing short of fantastic. The TAT-141 chin-mounted turret houses a XM-134 7.62 mm. Minigun capable of firing 2,000-4,000 rounds per minute and a 400 round per minute M-75 40 mm. grenade launcher. Other ordnance is carried on the stub wings, including Miniguns or as on this model, four pods of nineteen 70 mm. rockets.



Do not detach parts from the trees until you are ready to use them. After cutting or breaking off the required parts, trim away any excess bits of plastic. Use a small sharp knife, such as a modeling knife, available at your hobby counter. Check the fit of each part before you cement it in place.

Keep in mind the importance of not rushing the assembly of your model and avoid the use of excessive amounts of cement. All plastic cements contain solvents that dissolve plastic in order to form a weld between the cemented parts. Too much cement can soften and distort the plastic,

spoiling your model's appearance. When applying cement to small or confined areas, use cement on the end of a toothpick instead of the tube nozzle to better regulate the amount of cement being applied.

For better paint and decal adhesion, it is advisable to wash the plastic parts trees in a mild detergent solution. Rinse and let dry. After washing, handle the parts carefully to avoid skin-oil which may affect the adhesion.

Refer to PAINTING and DECAL directions below.

### DECALS

The decals are letter coded to make it easier for identification. Refer to the photos SHOWN for decal locations. For a neat job, carefully follow the application instructions on the back of the decal sheet. Before they are completely dry, decals should be firmly pressed against surface contours.

### PAINTING

It is best to paint most of the parts before cementing them. The large outside surfaces such as wings and fuselages may be painted after assembly. Only ENAMEL or PAINT FOR PLASTICS should be used.

A small pointed brush is best for painting small parts. Large areas are best covered with a soft

brush about ¼ inch wide. Allow time for paint to dry thoroughly before handling parts. Scrape paint away from areas which will be cemented because cement will not hold to paint.

BLACK — Anti-glare panel on nose, small holes in rear of pods, and air intakes in fuselage sides.

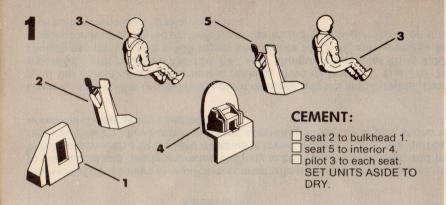
RED — Light on top of main rotor pylon.

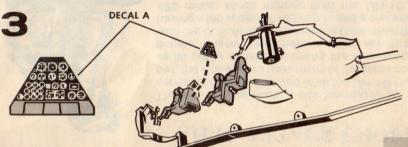
SILVER - Rotor hubs, pod front and rear plates.

LIGHT GRAY — Cabin interior and seats.

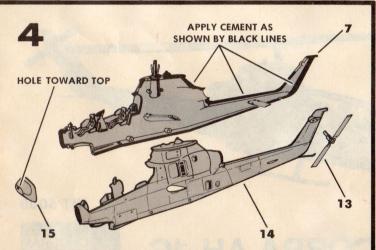
OLIVE DRAB (To match fuselage color) — Canopy framework and seat cushions.

FIGURES — White helmets, black shoes, flesh faces and hands.

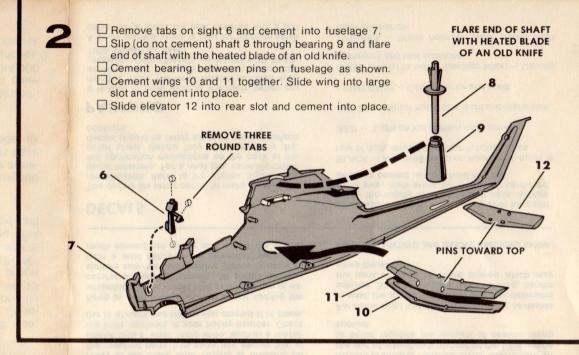


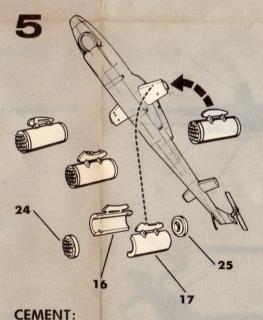


Cut instrument panel from decal sheet and cement to bulkhead. Cement both pilot units to fuselage as shown.

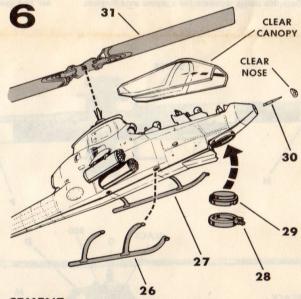


- Push (do not cement) rear rotor 13 shaft through fuselage 14 and flare end.
- Apply cement to fuselage 7 as shown by the heavy black line. Press fuselage halves together.
- Cement nose 15 (hole toward top) to fuselage.





- pod parts 16 to 17, 18 to 19, 20 to 21 and 22 to 23.
- noses 24 and tails 25 to pods.
- pods with 2 pins and 3 pins onto wings.
- pods with slots onto wing tips.



### CEMENT:

- skids 26 and 27 into holes in fuselage.
- ☐ turret halves 28 and 29 together.
- ☐ turret into place.
- pitot tube 30 into nose.
- Clear nose over pitot tube.
- clear canopy into place.
- rotor 31 to top of shaft.