

HueyCobra Team



KIT NO. 6839



1/72 SCALE
1"=6'

AH-1G FIRST ARMY ATTACK CHOPPER



The AH-1G HueyCobra developed by Bell Helicopter Company, is the first operational attack helicopter to be used in an armed conflict. 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 2,000-4000 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 the Monogram HueyCobra team, four pods of nineteen 70 mm. rockets.

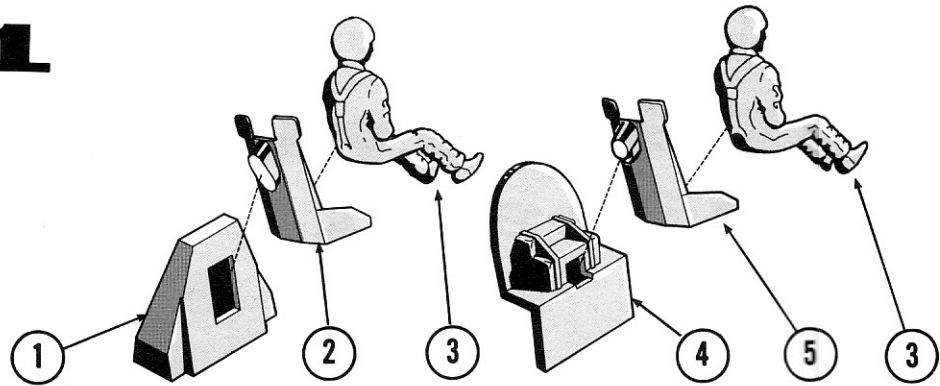




SEVEN STEPS TO SUCCESSFUL MODEL BUILDING

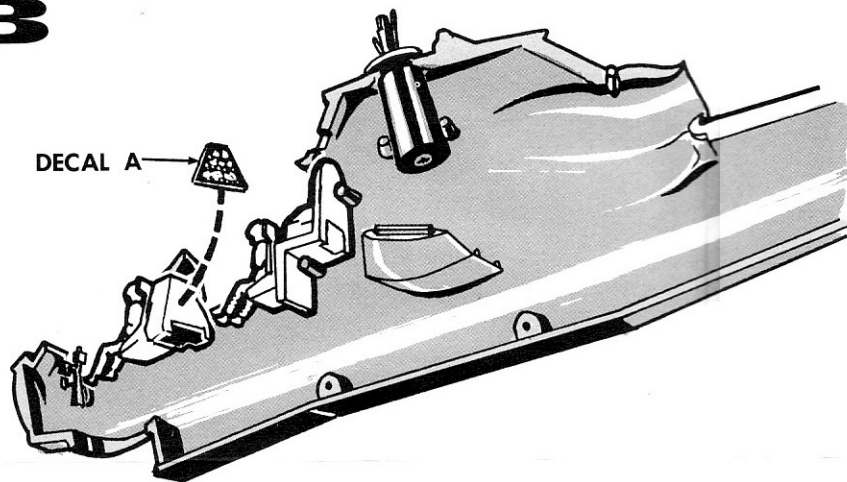
1. **READ** the instructions . . . **STUDY** the drawings . . . Become familiar with your new Monogram kit.
2. **DO NOT REMOVE** parts from trees until ready for use. All parts are identified by a number.
3. Read **PAINTING INSTRUCTIONS** before assembly. Some parts must be painted before cementing.
4. **CUT** parts from trees, breaking off may damage part.
5. **CHECK FIT** of part before cementing into place.
6. Apply cement with a **TOOTHPICK** on small areas. Too much cement can damage your model.
7. **DO NOT RUSH** assembly. **FOLLOW** instructions and check off each step as completed.

1



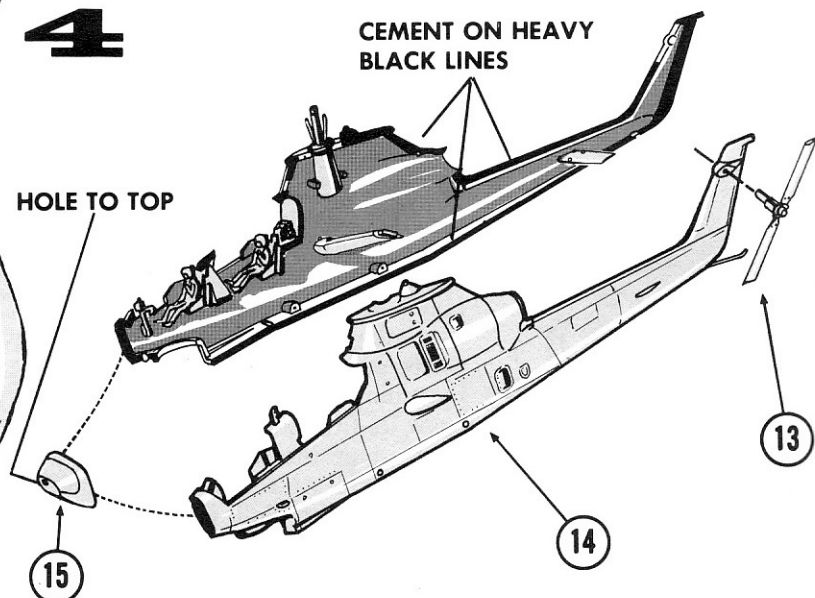
- 1. Cement seat 2 to bulkhead 1.
- 2. Cement seat 5 to interior 4.
- 3. Next Cement a pilot 3 to each seat. **SET UNITS ASIDE TO DRY.**

3



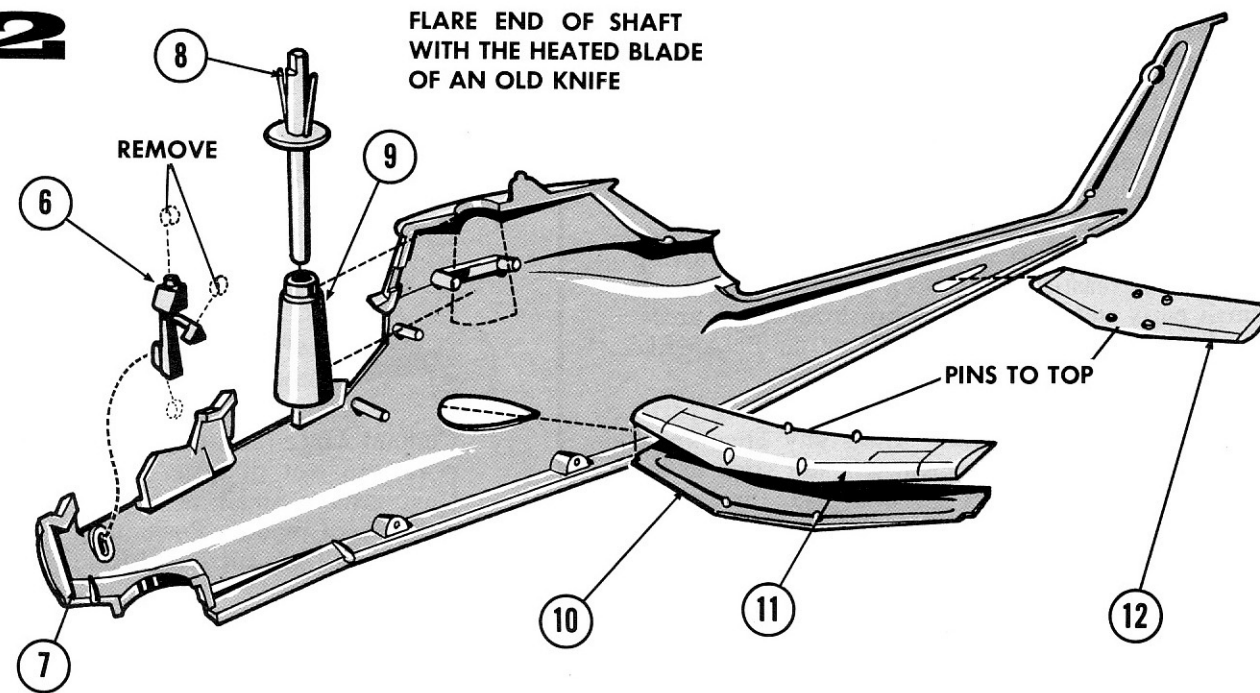
- 9. Cut instrument panel from decal sheet and cement to bulkhead.
- 10. Cement both pilot units to fuselage as shown.

4



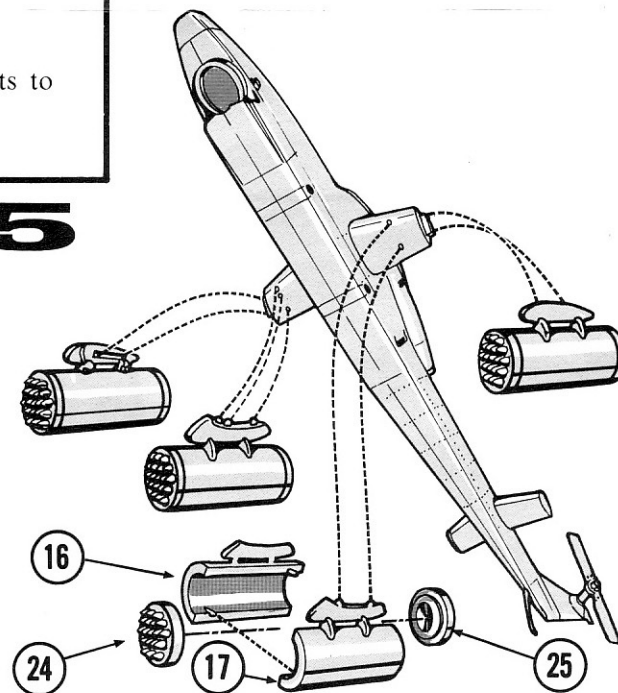
- 11. Push rear rotor 13 shaft through tail of fuselage 14 and flare end.
- 12. Apply cement to the right fuselage half as shown above by the heavy black lines. Press left half into place.
- 13. Cement nose 15 (hole towards top) to front of fuselage.

2



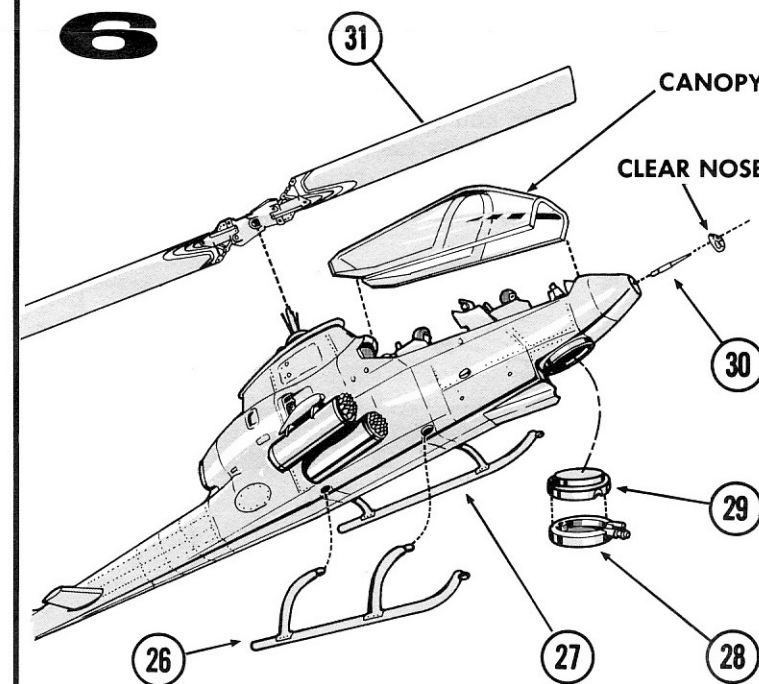
- 4. Cement tab on sight 6 into oval slot in fuselage 7.
- 5. Slip shaft 8 through rotor bearing 9 and flare end of shaft with the heated blade of an old knife.
- 6. Cement bearing between pins on fuselage as shown.
- 7. Cement wing 10 to wing slot 11.
- 8. Slide elevator 12 into rear slot and cement.

5



- 14. Cement inboard rocket pods 16 to 17, 18 to 19 and outboard pods 20 to 21 and 22 to 23.
- 15. Cement rocket noses 24 to pod fronts and tails 25 to rear.
- 16. Two pins on left pod are cemented into holes in left wing. Three pins on right pod to right wing.
- 17. Slots on outboard pods cement to tabs on wing tips.

6



- 18. Cement skids 26 and 27 into holes in fuselage.
- 19. Cement turret half 28 to 29.
- 20. Cement turret into place.
- 21. Cement pitot tube 30 into nose.
- 22. Slide clear nose over tube and cement.
- 23. Carefully cement transparent canopy into place.
- 24. Cement rotor 31 to top of shaft.

FINISHING YOUR MODELS

PAINTING

Your HueyCobra models have been molded in an authentic color and finish and do not require overall painting. If you wish to enhance the realism of the models, additional details can be painted as suggested below.

It is best to paint most of the parts before removing them from the plastic trees. Use a small pointed brush for small parts and a $\frac{1}{4}$ inch soft brush for larger areas. Use only **PAINT FOR PLASTICS** or an **ENAMEL**. All colors should have a flat finish.

Allow paint to dry thoroughly before handling parts. Paint should be scraped away from any area which will be cemented because cement will not stick to the paint. Refer to the photos on this page for general painting and markings.

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

RED — Seats, light on top of main rotor pylon and rear rotor hub stripes.

SILVER — Rotor hubs, rim of main exhaust, rocket pod front and rear plates.

LIGHT GRAY — Cabin interior and seats.

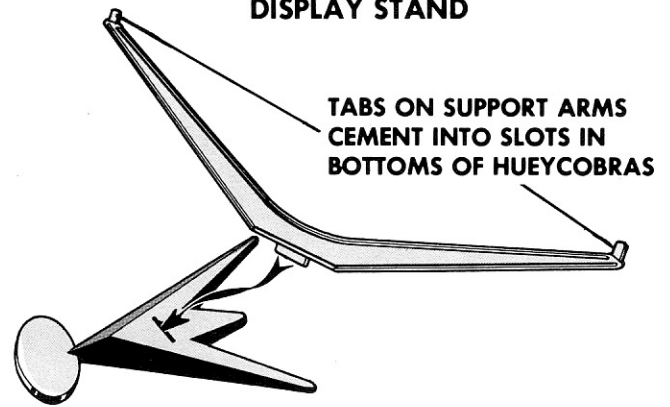
OLIVE DRAB (To match fuselage color) — Canopy framework and seat cushions.

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

DECALS

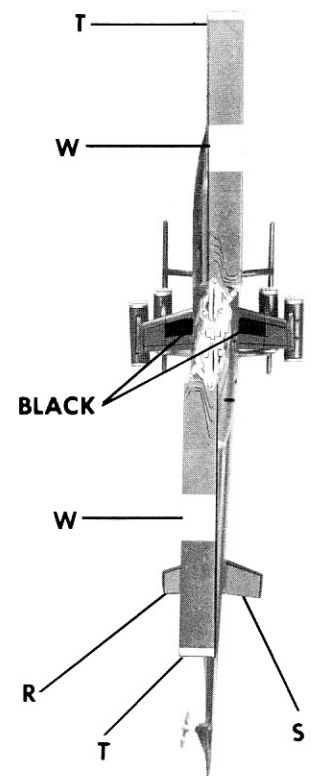
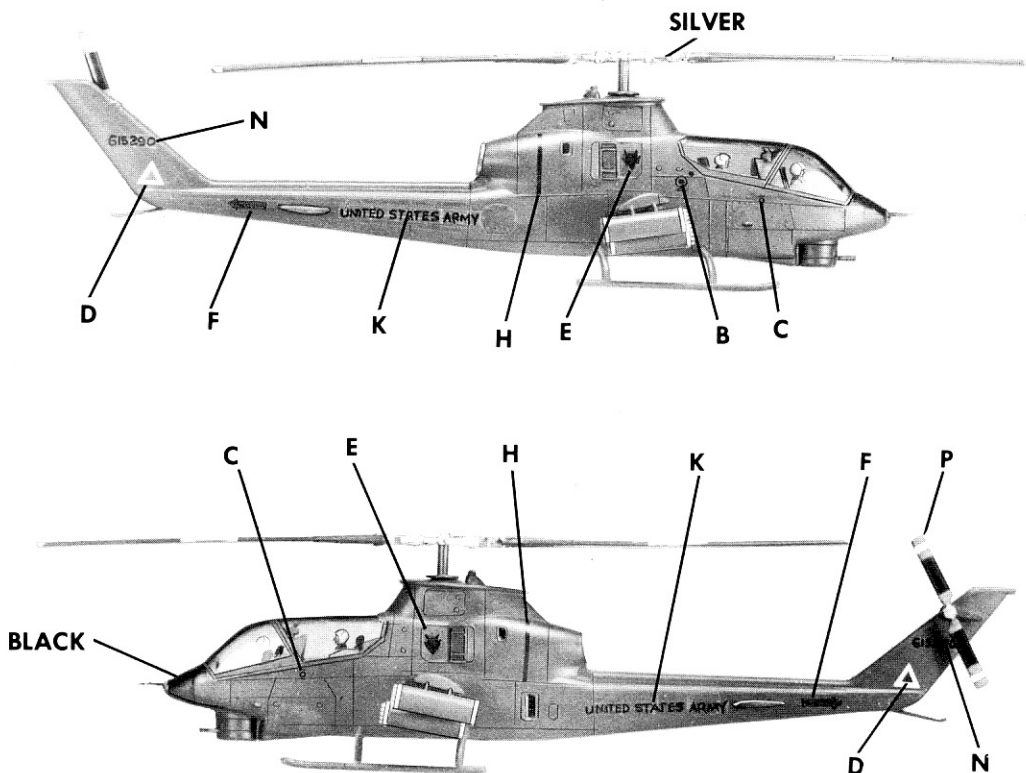
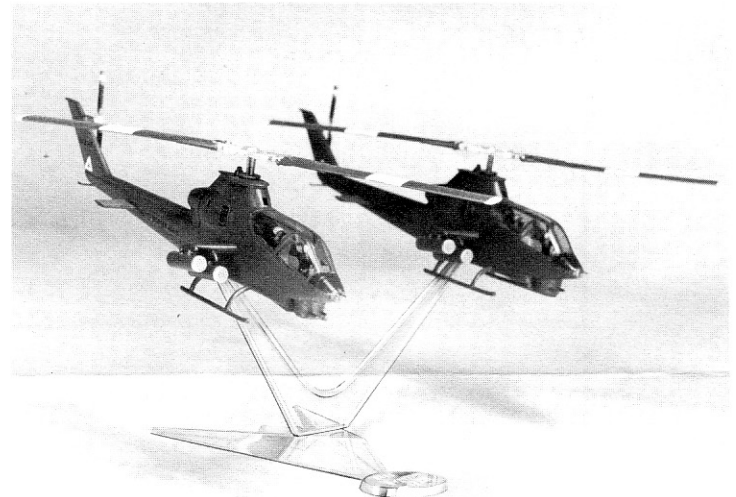
The decals for this kit are letter coded to make it easier to properly finish your model. Refer to the photos below for decal locations. For a neat job work with one subject at a time and trim each close to the color outline. Read the directions on the back of the decal sheet for proper application of decals.

DISPLAY STAND



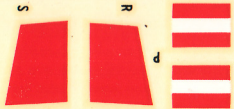
**TABS ON SUPPORT ARMS
CEMENT INTO SLOTS IN
BOTTOMS OF HUEYCOBRAS**

Cement large tab on bottom of "V" shaped support into slot of base. Allow to dry thoroughly. Next cement small tabs into slots in bottoms of fuselages of models. Position as desired and support planes until cement has dried.

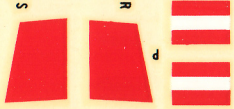




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