

The Soviet-Built MIG-21D, or Fishbed as it's called in the NATO inventory of Soviet aircraft is now being used in the Vietnam crisis. The powerful Delta-winged Single-seat "Clean-air" Interceptor, Fishbed is a small plane just over 50 ft. long with a wing span of 25 ft., maximum take off weight of 18,800 lbs. In comparison the Air Force's F-102 Interceptor is 68 ft. long, 38 ft. span, weighs over 25,000 lbs. The MIG is powered by a Mk.P.166 engine of 22,000 lbs. thrust. Keeping in mind the safety of the pilot a bullet-proof windshield is provided in the canopy, also the cockpit is lined with extra heavy armor. Equipped with the fire power of two air to air Atoll infra-red "Heat Homers" missiles, the MIG 21D is the hottest fighter produced behind the iron curtain.

A NOTE OF PRECAUTION

Read instructions carefully to get familiar with parts and procedures. Then decide which version to build—stock, battle damaged stock, camouflaged, or battle damaged camouflaged. Next decide whether you want the gear up or down and dive brake doors opened or closed. The clear stand need not be used. This model is molded in authentic basic color and may be displayed without painting, however painting adds that final touch—use only flat enamels made for plastics. Use cement sparingly and remove paint from areas to be cemented. PLEASE TAKE YOUR TIME, DON'T RUSH—you will find that your finished model will reflect your time, work, and patience. Enjoy your kit.

Other . . . IMC BATTLE DAMAGE KITS



A-4E SKYHAWK

F-100D SUPERSABRE

RF-4B PHANTOM II

STOCK PAINTING AND DECAL USE ONLY FLAT ENAMELS

SILVER GREY	Entire body
RED	Nose cone on Soviet Union version
DK. BLUE	Nose cone on North Korean version
FLAT BLACK	Tail cone, interior of nose cone tires and rockets
SILVER	Gear struts and wheel hubs
CHROMATE GREEN	Interior of gear doors and wells
DETAILING PILOT	Olive Green . uniform
	Greenvisor
	Whitehelmet
	Flat Black . . .gloves, boots & mask
	Gloss Black . seats

CAMOUFLAGE PAINTING AND DECAL

LT. GREY	Entire plane
FOREST GREEN	Upper surfaces of plane blotched as indicated above
CHROMATE GREEN	Interior of gear doors and wells
SILVER	Gear struts and wheel hubs
FLAT BLACK	Tires, rockets and interior of nose air intake
DETAILING PILOT	Whitehelmet
	Brownboots
	Greyuniform
	Flat Blackgloves and mask
	Greenvisor
	Gloss Blackseat
	Redejecting hood

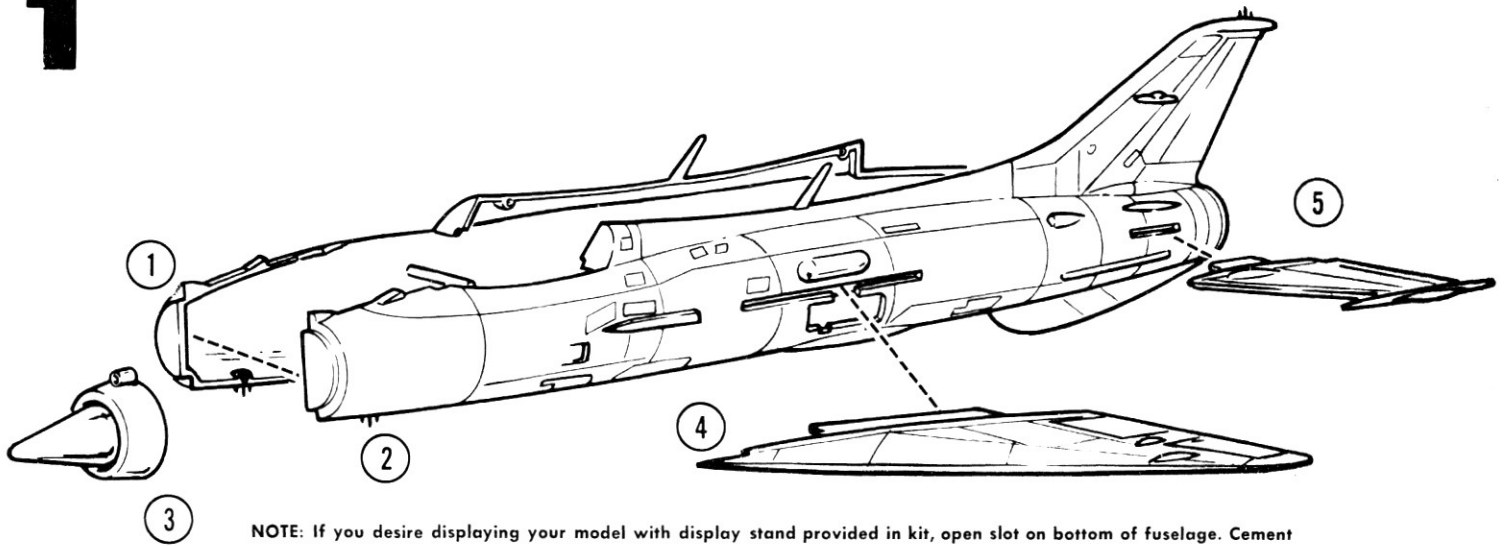
GENERAL DECAL INSTRUCTIONS

Remove individual decals from sheet, cut as close to decal as possible, dip in water for a few moments, then carefully slide from backing into position. Remove air bubbles with a damp cloth, working from the center out. Press decals against all contours, lines and rivets before they are completely dry.



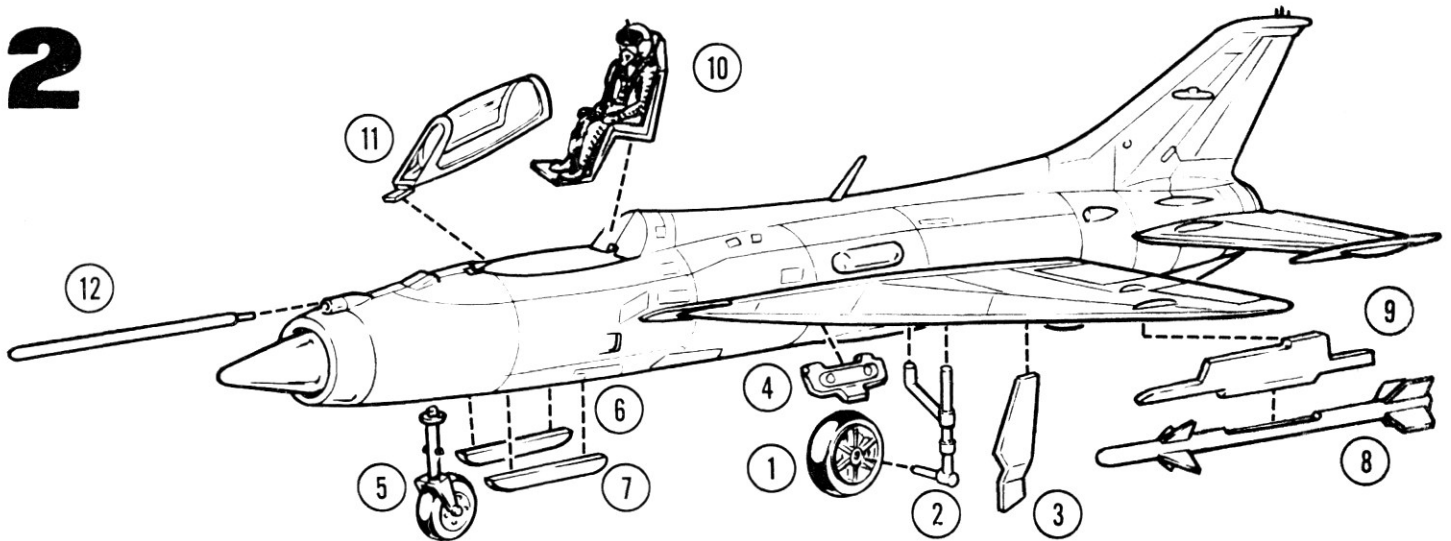
USE TESTOR'S PLASTIC CEMENT FOR A FINER MODEL

1



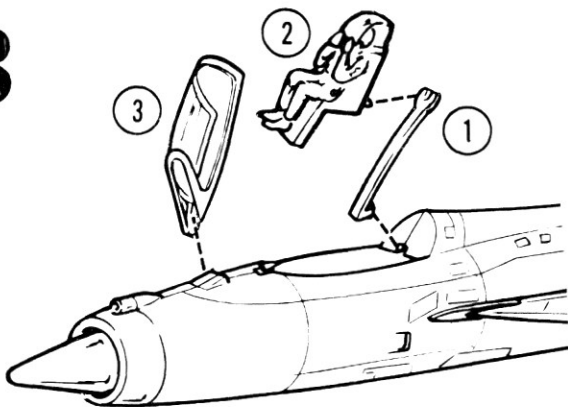
NOTE: If you desire displaying your model with display stand provided in kit, open slot on bottom of fuselage. Cement (1) and (2) fuselage halves together. Cement (3) nose cone to fuselage. Cement (4) wing to fuselage angles downward slightly. Repeat wing instruction on other side. Cement (5) horizontal stabilizer to fuselage. For battle damaged version use left half of fuselage, left wing and stabilizer.

2



NOTE: For gear down version, weight nose of plane down to aid in balancing on tricycle landing gear. Cement (1) main wheel to (2) main gear strut, then cement gear assembly into holes in wheel well. Cement (3) "opened" main gear door (crooked door) to gear strut. Cement (4) fuselage gear door to fuselage wheel well (repeat on opposite side). Cement (5) nose gear strut to locator in nose gear wheel well. Cement (6) and (7) nose gear doors to fuselage. (To build "gear up" version, cement "closed" main gear doors (flat) into wing wheel wells and fuselage gear doors into fuselage well; then cement nose gear doors into nose wheel well.) Cement (8) rocket to (9) pylon, then cement pylon to slot under wing. Cement (10) pilot to support pin inside fuselage. Cement (11) canopy to fuselage. Cement (12) nose probe to nose cone. See auxiliary view for ejecting pilot assembly.

3



For ejecting position cement (1) clear pilot support yoke to interior of fuselage. Cement pin on back of seat of (2) ejecting pilot into "Y" of support yoke. Cement (3) canopy to notch in fuselage. Note: Canopy should stand vertical.

BATTLE DAMAGE PAINTING

Use only **FLAT ENAMEL** paints on the battle damaged areas. First apply a medium grey to the outer surfaces of damaged areas, using a fairly dry brush, work inward darkening the grey gradually as you near the center of the area. Next add a small amount of red to the grey and this time work from the center outward to indicate

a scorched metal appearance. Let paint dry. Now add highlights with silver on a small pointed brush to indicate torn and bared metal surfaces. Let paint dry. Now apply zinc chromate green (one part green to three parts yellow) to inner parts of airplane that would be exposed due to damage.