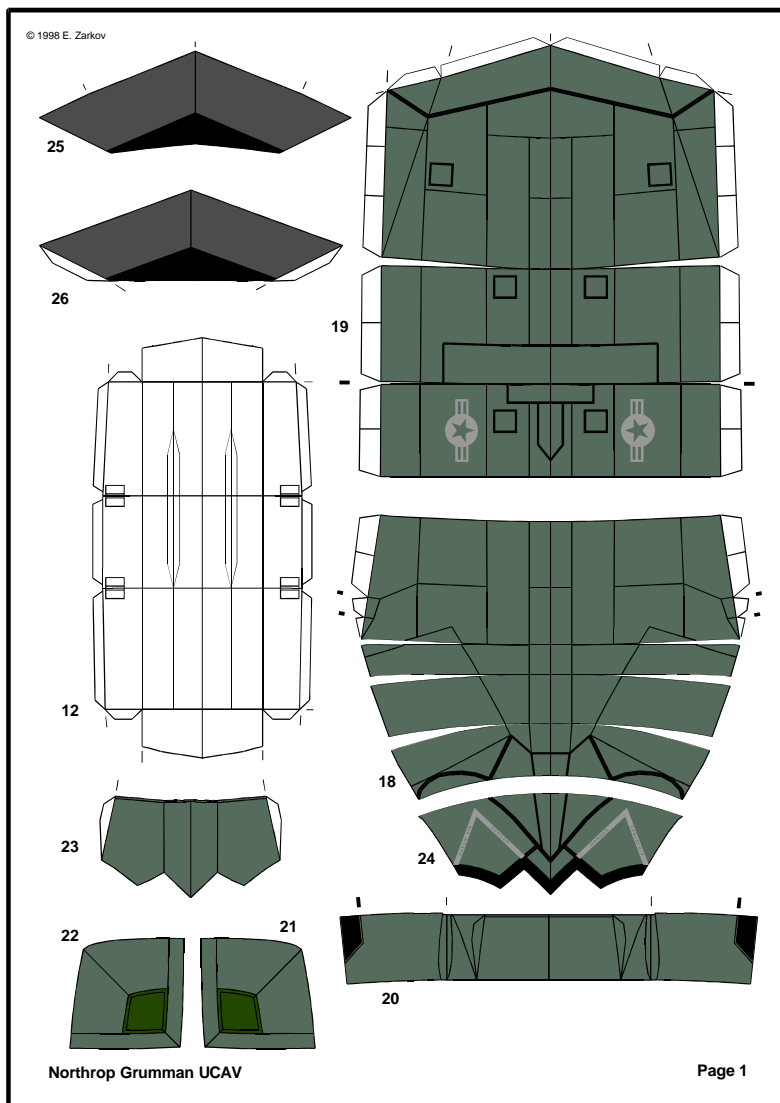
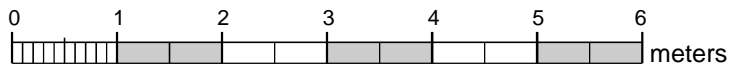


★ For best results use 80 gr/m² special coated paper If you have ink jet printer
 ★ For best color matching use color reference tables for printer calibration

★ Use border scales to control the dimensions of the printed layout
 ★ Print the layout with maximal available resolution



Scale 1:72

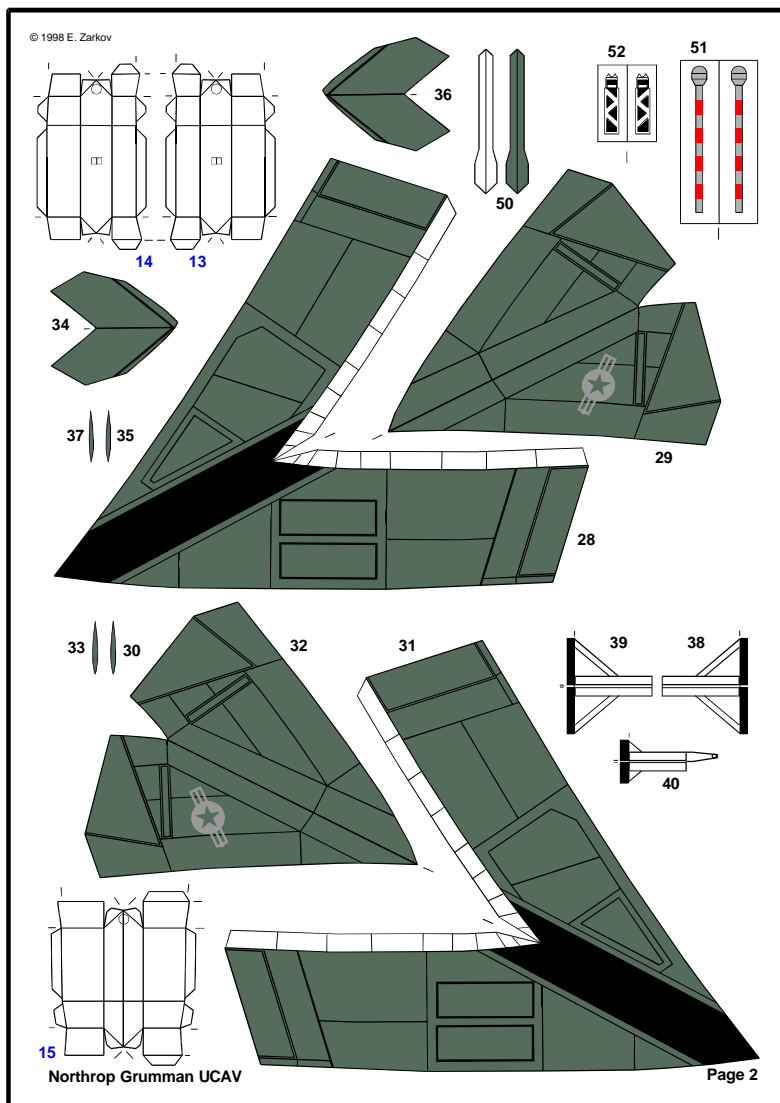


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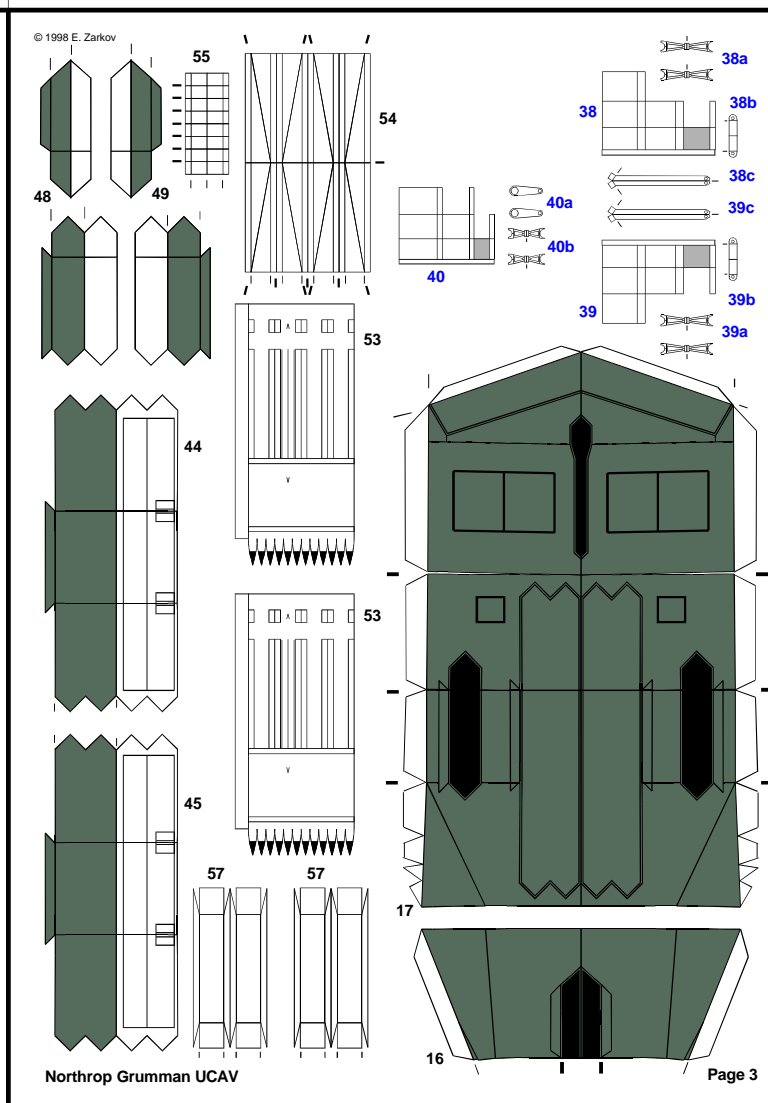
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Northrop Grumman UCAV

Page 2



Northrop Grumman UCAV

Page 3

Scale 1:72

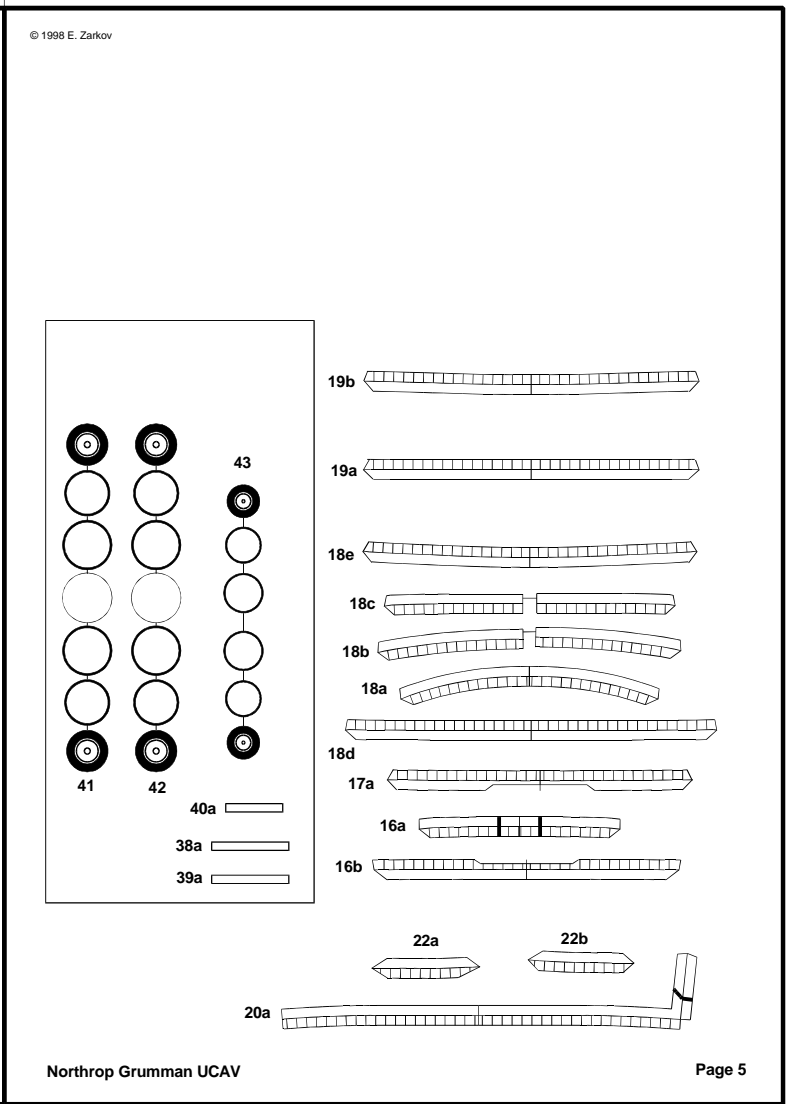
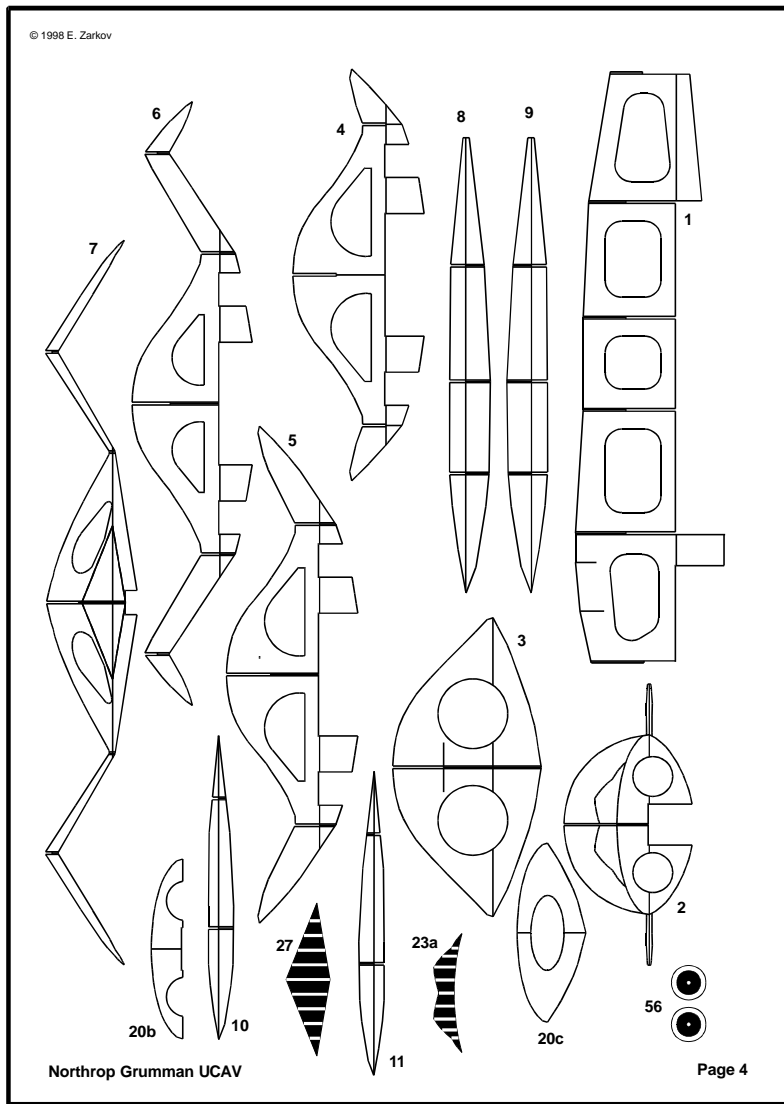


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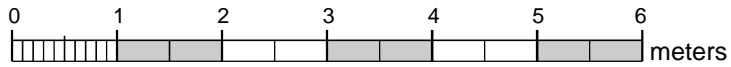


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Scale 1:72



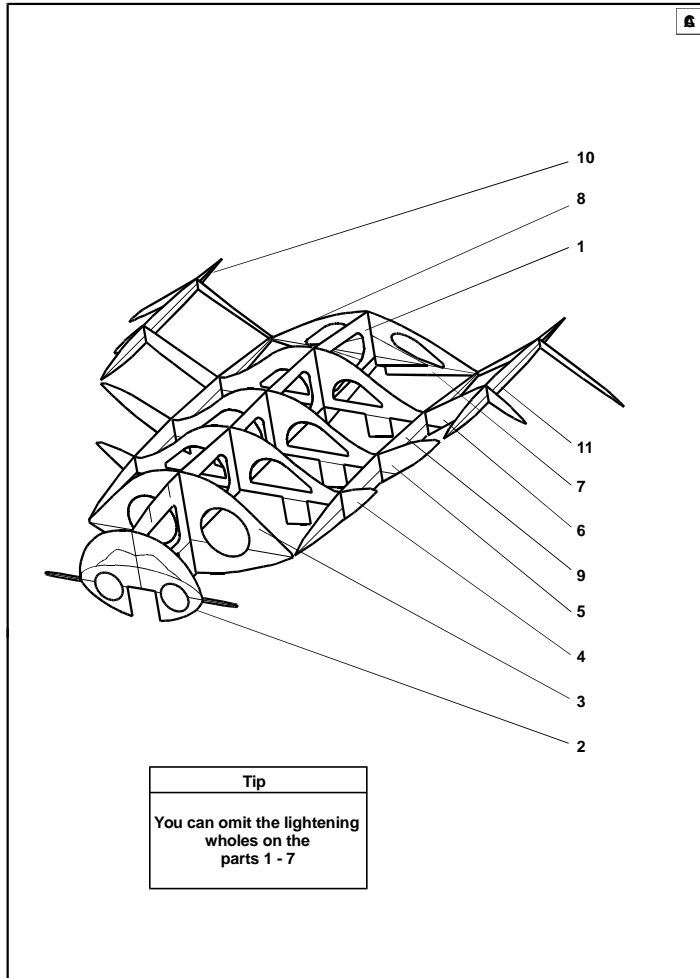
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ASSEMBLY INSTRUCTION



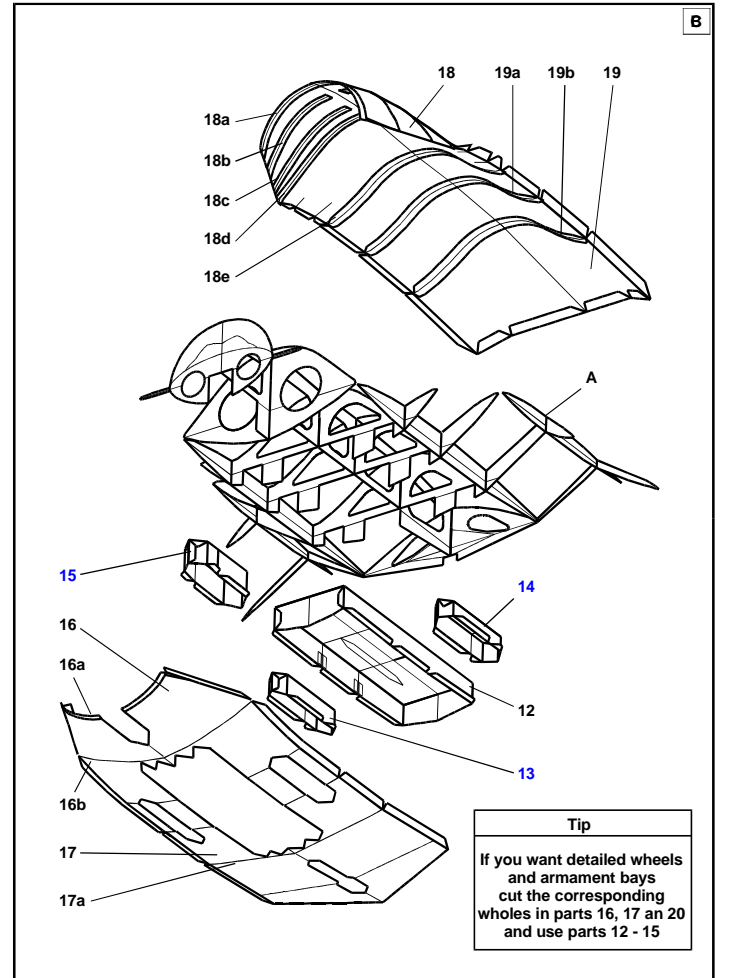
Tip
You can omit the lightening
wholes on the
parts 1 - 7

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Page 1

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ASSEMBLY INSTRUCTION

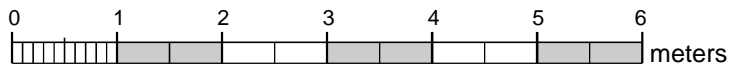


Tip
If you want detailed wheels
and armament bays
cut the corresponding
wholes in parts 16, 17 an 20
and use parts 12 - 15

Northrop Grumman UCAV

Page 2

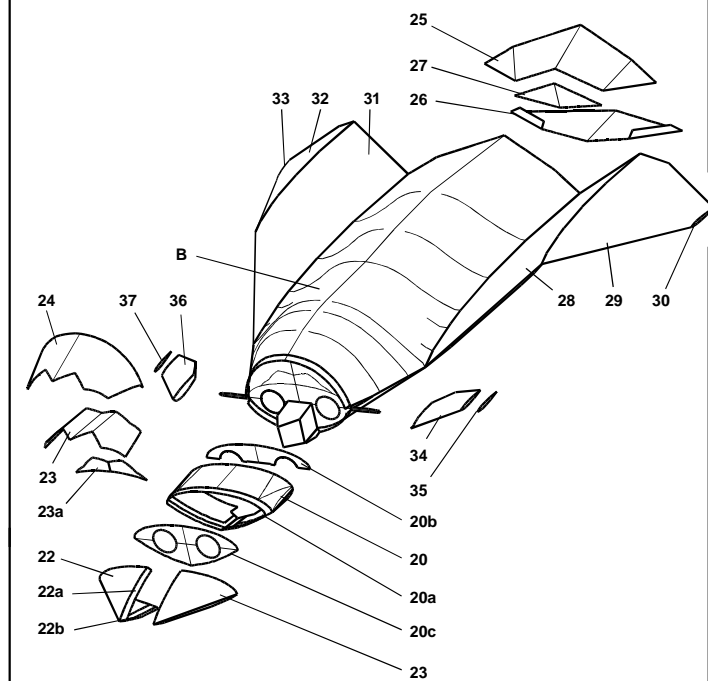
Scale 1:72



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ASSEMBLY INSTRUCTION

C



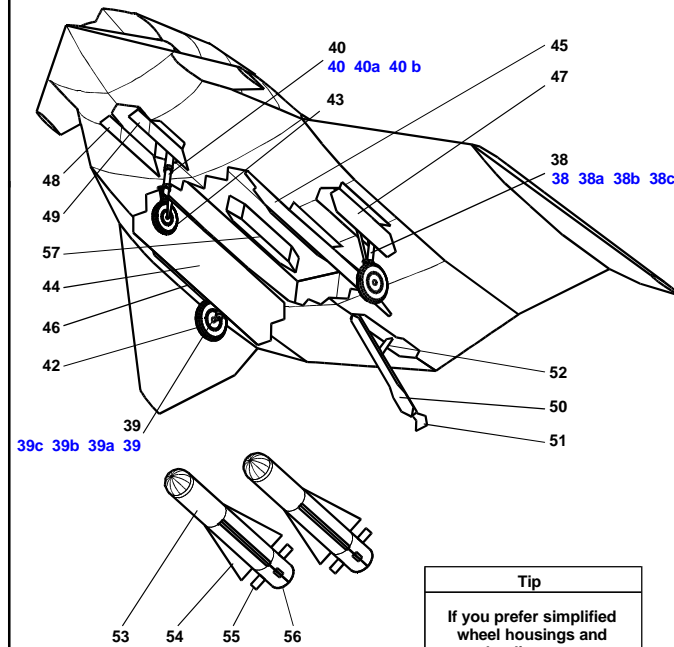
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Page 3

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ASSEMBLY INSTRUCTION

D



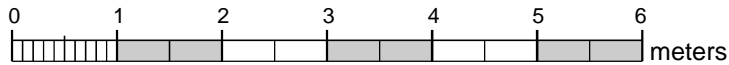
Tip

If you prefer simplified wheel housings and landing gear use black numbered parts 38, 38a, 39, 39a and 40, 40a

Northrop Grumman UCAV

Page 4

Scale 1:72



ASSEMBLY INSTRUCTION

UCAV

Study drawings of assembly steps carefully before starting the work on the model. Make sure you understand the purpose and place of every part.

The assembly requires some basic tools, such as scissors, sharp modeling knife, blunt knife for scoring the fold lines, ruler and needle. Additional material you need is a piece of cardboard approx. 0.3 mm thick for reinforcing formers and wheels. You'll need of course suitable cement too. For cement application you can use toothpicks or some similar tool (special fine cement applicator is most suitable if you have one).

First of all you must score with the blunt knife all fold lines shown on the cutouts with short thin marks near the parts. To avoid mistakes cut necessary details shortly before their use.

Start with the skeleton of the model that is composed from formers 1 - 11 according to view A. You can omit the internal lightening wholes in all parts. Glue carefully the parts of skeleton so the symmetry to be obtained.

The next step is covering the skeleton with skin parts 16 - 19 as shown on the view B. If you prefer detailed representation of the wheels and armament bays with open doors, put the parts 12 - 15 on their positions and cut the corresponding wholes on the skin parts 16, 17 and 20. The skin parts must be prepared and formed carefully for obtaining the correct shape before

Northrop Grumman UCAV

Page 5

glueing. Test the assembly several times before glueing the skin. Pay attention of the symmetry, follow the central lines and do not allow twisting.

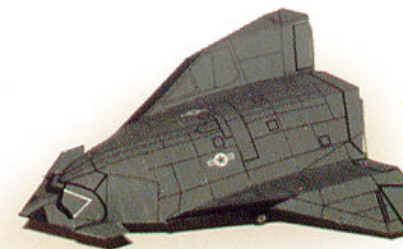
Continue with the nose of the aircraft and the wings as shown on the view C.

Then assembly the landing gear. You have a choice to use simplified landing gear, marked with black numbers 38 - 40 if you didn't cut the wholes of the wheel housings. If you are building the model using the bays 13 - 15, assembly the landing gear using blue marked parts.

You can also add an arresting hook in down position.

If your model is with open armament bay, you can add two MAVERIC missiles in armed position, using parts 53 - 57.

Now your model is ready. Enjoy your UCAV!



Northrop Grumman UCAV

Page 6