

# MESSERSCHMITT Bf 1106



The Messerschmitt Bf 110 or "ZERSTORER" (destroyer) as it was christened in Germany, was designed in 1934 as a strategic fighter. The prototype made its maiden flight on May 12, 1936 and attained a speed of 316 m.p.h. Production commenced in the fall of 1938.

In order to widen its usefulness, many variants of the Bf 110 were produced. Among these were the bomber-interceptor, intruder, long range fighter-bomber, reconnaissance and night fighter. In all, over 6000 were produced before the close of the war. The Bf 110E is the version in this kit. The 110E marked the introduction of two bomb racks on the underside of each wing for 110 lb. bombs. This version also carried two 1100 lb. bombs on external fuselage racks. The nose armament consisted of four 7.9 mm MG 17 machine guns and two 20 mm MG FF cannon. Only one 7.9 mm MG 15 machine gun was used for rearward firing. The span was 53′ 5″ and length was near 40′. Two inverted 1,100 h.p. Daimler-Benz DB 601A liquid cooled V-12 engines produced a top speed near 350 m.p.h. and a service ceiling of 32,000 feet.

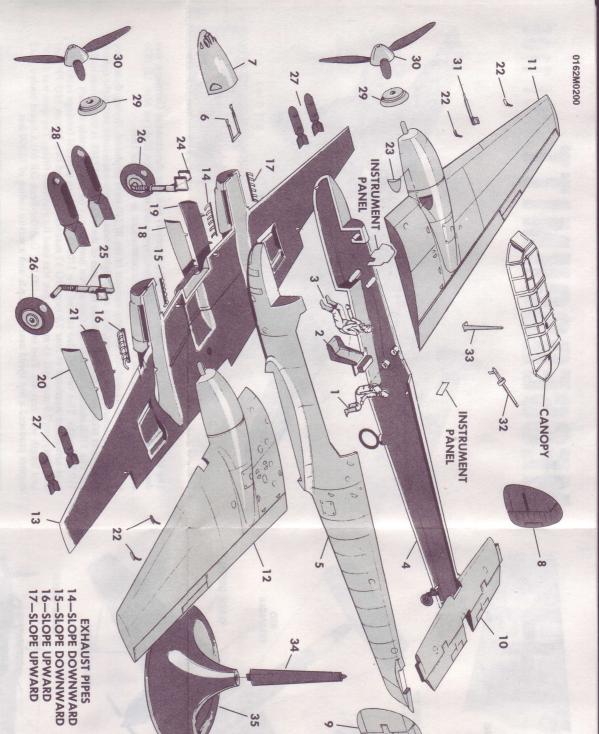
## IMPORTANT! READ THIS BEFORE YOU BEGIN . . .

Read the instructions and study the drawing to become familiar with the fit of the parts. Plastic parts are molded with identifying numbers corresponding to the drawing. Do not detach parts from the trees until you are ready to use them. After breaking or cutting off the part, trim away any excess bits of plastic.

Do not rush the assembly of your model. Avoid excessive amounts of cement. The cement solvents can soften and distort the plastic when applied excessively. The end of a toothpick should be used in applying cement in small or confined areas.

Refer to the instructions "Finishing Your Model" for helpful hints on painting. It is best to paint some parts before cementing them into place. Scrape away paint from areas where cement will be applied. Cement will not stick to paint.

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### FINISHING YOUR MODEL

### PAINTING

If you wish to paint your model, it is best to paint most of the parts before cementing them. The large outside surfaces, such as wings and fuselage, may be painted after assembly. Only ENAMEL or PAINT FOR PLASTICS should be used. All colors used should have a flat finish. A small pointed brush is best for painting small parts. Larger areas are best covered with a soft brush about 1/4 inch wide. Allow time for paint to dry thoroughly before handling parts. Scrape away paint from cement areas. Cement will not stick to paint. Suggestions for painting details are given below. Refer to photos on last page and boxcover for general painting and markings.

BLACK — Tires, propeller blades and spinners, canopy frame, machine guns, all bombs, machine gun and cannon depressions, inside of engine radiators, loop antenna.

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SILVER — Landing struts, tailwheel strut, wheel hubs, rings around propeller blade hubs, pitot tip.

RUST — Exhaust Pipes.

ORANGE - Life preserver.

PILOT & GUNNER — Blue-grey suit, flesh face and hands, brown helmet, black earphones and shoes and olive drab parachute and straps.

CHARCOAL GRAY — Inside of wheel wells, cockpit and seat.

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### APPLYING DECALS

When applying decals refer to the photos on last page. Choose either of two versions. To apply decals, select the item you wish to apply and cut it from the sheet. For a neat job, work with one subject at a time and trim it close to color outline. Dip the decal in water for a few moments until it slides easily on the paper backing. Next, slide the decal into correct position. After the decal is in correct position, press out trapped air bubbles and blot with a soft rag.

Cement pilot 3 to seat 2. Cement seat to pins on fusclage half 4 with pointed ledge at top of seat flush with top edge of fusclage. Cement pins on gunner I into sockets in fusclage. Cut out two instrument panels from decal sheet and trim them close to black edge. Leave decals on paper backing. Cement large panel to wall in front of pilot. Cement small panel to rear of housing at top of pilots seat. Next cement fusclage halves 4 and 5 together.

Fit nose guns 6 into nose cover 7 from the rear, with longer gun on right side and apply cement at points of contact. Attach nose cover to fuselage. Cement rudders 8 and 9 to ends of stabilizer 10 and stabilizer to fuselage rear.

### NOTE

If gear is desired in retracted position, omit landing struts and wheels and cement gear doors into closed position.

Slip wheels 26 onto landing struts 24 and 25 of an old knife. Cement large tab on landing struts between ribs inside nacelles on lower wing 13. Small tab on struts rests against the side. Cement exhaust pipes 14, 15, 16 and 17 into depressed areas in nacelles. Cement intake 23 to side of right engine nacelle on upper wing 11. Cement wing tops 11 and 12 to lower wing. Fit spinners 29 over pins on nacelles and flare over end of pins with the heated blade of an old knife to hold them in place. Spinners should revolve freely. Cement propellers 30 onto spinners. If you are going to display your model on the stand supplied, open flashed hole at center of wing. Cement assembled wing to fuselage.

Cement four balances 22 into square holes in leading edge of ailerons on underside of wing. Cement four small bombs 27 to wing racks. Small ribs on bombs fit into notches in racks. Attach bombs 28 with nose of bombs 1/16" ahead of housing on fuse-lage, hollowed side towards center, and fins at an angle same as the small bombs. Cement landing gear doors 18, 19, 20 and 21 to nacelles. Pins on doors fit into notches in nacelle openings. Doors should hang straight down when viewed from the front of airplane. Apply a small amount of cement to pitot tube 31 and fit into socket in bottom of right wing.

Slide rear gun 32 into rear notch in canopy with large rectangular portion inside. Tilt gun to desired position and apply a small amount of cement. Insert antenna 33 into hole in canopy from inside then apply cement. Cement canopy to fuselage. Assemble post 34 and base 35 and cement pin on post into hole in underside of wing.