Mirage III CJ

scale 1:33

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The aircraft story

The prototype of the French aircraft Mirage III first flew in 1956. It had a tailless delta configuration, i.e., contrary to, e.g. MiG-21, it lacked classic elevators and the ailavators placed on the trailing edge acted as flaps, ailerons and rudders. The aircraft appeared to be a success and, apart from the French Air Force, many foreign contractors, e.g. from Germany, Belgium, Netherlands and Israel, got interested in it. Two variants of the aircraft were manufactured for Israel - 24 MIRAGE III CJ planes and 4 combat trainers MIRAGE III BJ. The Israeli planes took part in the Yom Kippur War in 1973 and fought against Egyptian MiGs (MiG-17, MiG-19 and MiG-21). As the Israeli pilots were highly-trained, they won air-to-air duels with the Egyptians in most cases. The aircraft presented in the kit, bearing the side number 159, won 13 duels. The real plane is on exhibition in a museum in Israel.

Assembling

Necessary materials: 1mm cardboard, some wire of different diameter, some transparent foil and different types of glue. The parts marked with "*" should be strengthened with 1mm pasteboard. Follow the rule "fit three times-glue once" during the kit assembling. The level of assembling difficulty is average, and the simplified version may be assembled even by less experienced modellers. Decide on the level of difficulty before assembling.

Fuselage: In the simplified version, shape segments A1- A7 into rings. Glue the joining stripes and ribs W1-W7 inside the segments. Join the segments together with the serrated stripes. When the front part of the fuselage is ready, glue the canopy A12-A13 and the back of the fuselage A 14.

In full version, first, make the fuselage and cockpit framework from parts B1-B14. Glue the landing gear yoke B17 in the landing gear hatch. Fix the control column in the cockpit. Make the control column head from the modelling clay or putty by forming a ball of 1,5 mm diameter. When the head dries, grind its two edges as shown in the instruction leaflet. Next, fix the dashboard (parts B44-B45). The dashboard may be more vivid if you glue foil Y2 to part B44 and part B44a with cut-out white spaces. Glue the rudder bar pedals B18 to the dashboard base B13. Make the pilot seat using parts B29-B41. When ready, glue the seat belts B42a-B42. Next, glue part B43 - the engine control lever - to left panel B13L. Glue part B21 followed by parts B22-B25 to the back side of the cockpit B7. When the framework is ready, glue the inner cockpit walls B43, B43P and B43L to it. Make the bombsight using parts B47, B47a, B47L and P. When it's ready glue the bombsight to the dashboard. Next, glue the framework over with the sheathing, make sure that the landing gear hatch hole in segment A6 matches the landing gear compartment. In full version, make the canopy using parts A12, A13 with the blue sections removed. Glue the glasswork frames to part Y3 (may be replaced with a ready-made drawpiece). Next, fix parts A13L and A13P as well as inner elements of the glasswork frames A12a, A13a, A13bL and P and A13c. Glue the frame with the rear mirrors B47 to the windshield. Glue the ready canopy to the fuselage.

Make the rear part of the fuselage using parts A8-A11 shaped into rings. Glue the serrated joining stripes to the shaped segments. Glue the ribs W9-W12 into the rings. Cut a hole in segment A8 for the wing framework. Paint segment A11 grey inside. Make the engine exhaust nozzle using part E1 rolled with the coloured surface inside, rib E2, the last engine segment E4 and afterburner E7. Next, fix the engine exhaust nozzle in the rear part of the fuselage. Glue part E10 with the coloured surface outside to part E9 with the coloured surface inside.

Engine air intakes: Make the framework of the air intake using parts A20 and A21 plus ribs W13-W15. Do not strengthen parts A20 and A21 with the pasteboard but make sure you glue them together not misplacing one in relation to the other. Make the air intake cone using parts A22, A23 and ribs W16. When it's ready, glue the cone and rib W17 to the air intake framework. Next, shape part A24 to have the coloured surface inside And fix it to the framework. Now, fix the channel of the gun barrel A13. Glue the ready intake framework with the outside sheathing A25 and A26. Glue the steering jets A29 and A30 as well as the outside sheathing A27 and A28 to the fuselage side intake. Make the gun barrel using part A34 rolled around 1mm wire. Also, roll part A35 on one of the barrel ends. Fix the ready barrel inside part A31.

Fuselage assembling: Now, assemble the fuselage and the air intake elements. The correct assembling may be easier with the joining bolts made from skewers. Glue the skewers in rib W9 and slide the front part of the fuselage on them. When the glue dries, fix the air intakes.

Tail fin: Make the tail fin using parts W18-W25. When assembling a model with a separate rudder, complete the framework with part W26 and remove the element corresponding to the rudder from part A18. Make the rudder framework using parts W29-W31 and A32 and A34. When it's ready glue the framework over with sheathing A33. Glue the rudder to the tail fin. Glue the drag parachute container A16 with ribs W27 and W28 to the ruder mounting. Next, glue the rudder drive and its cover (parts A19 and A19a) to the tail fin.

Wing: Make the wing framework using parts Wc1-Wc13. While assembling, fix the landing gear compartments. While doing that, place parts X2 glued over with parts B1 and g2 (the landing gear basis) in the framework. Now, glue the ready framework and the compartments over with the wing sheathing beginning with the central part C1, C2, C3. Now, glue the pre-shaped sheathing to the framework. Next, fix the sheathing of the outer surfaces of the wings C4L and C4P. More experienced modellers may make the fault in leading edge C5. Now, glue the ready wing to the fuselage and glue the fairing of the wing-fuselage joint (parts C6, C7 and C8). Begin with the front part of the wing. Glue the covers of the ailavator drives C9 and C10 as well as the pylons of the suspended armament C21 plus J10 plus H12 to the bottom surface of the wing. Glue elements C11 and C12 as well as the pylon of missile MATRA C13 under the central part of the wing.

When assembling the full version of the wing, remove the parts which serve as ailavators and flaps from the wing sheathing C4 and glue the separate control areas to instead. Make the frameworks of the flaps and ailavators using parts Wc18 - Wc24 and glue the frameworks over with the sheathing C27, C30, C33. When ready, glue the flaps and ailavators to the rear wing spar Wc4.

Nose landing gear: Roll tightly element F1 around wire X3. Make the upper part of the undercarriage leg using parts F2, F3, F4. Make the mounting of the undercarriage leg rocker using parts F5 and F6, then make the rocker using parts F8-F10. Make the front wheel using parts F14, F15, F16. Glue parts F14 and F15 together and grind the tyre tread semicircular. Then paint the wheels black and glue the elements of the wheel hub F16. When ready, fix the wheel in the rocker on axis X4. Glue elements F12, F13 and the landing gear retraction actuator X5 to the landing gear leg. Next, fix the cover of the nose landing gear compartment (parts F17, F18). When ready, fix the undercarriage leg so as to have elements F2 in sockets B17 of the nose landing gear compartment and have the end of part X5 in the hole of the rear part of element B14

Main landing gear: Roll tightly part G5 on element X6. Make the bottom part of the undercarriage legs using parts G6, G7, G8 and use parts G3 an G4 to make the yoke which is to join the undercarriage leg to element G2, glued previously into the main landing gear compartment. Fix the brake (parts G11-G14) to the undercarriage legs. Make the scissor mechanism using parts G14-G16). Roll tightly part G17 around wire X7. Glue parts G21, G22, G23 together and grind the tyre tread semicircular. Next, paint the wheel black and glue the elements of the wheel hub G24. To join the ready undercarriage leg and the wing, drill a hole in part G2 to place part X8 protruding from the leg. Glue parts G19 and G20 to part G1. Next, glue part G17 and wire X7. Make the landing gear retraction actuator using parts X8 and G25 as well as G26 and G27. When ready, glue the actuator into the landing gear compartment with its other end glued to the undercarriage legs. When the landing gear is fixed, make the covers of the main landing gear compartments using parts C17 and C17a as well as C18-C20. Glue the ready covers to the model: part C17 to part C1 and elements C18-C20 to part C4

Suspended armament: Many variants of the armament are possible to make.

Make the launcher of the unguided missiles using element K3 rolled into a ring and strengthened with ribs K2 and K4. Glue cone-shaped part K1 and part K5 glued into a ring to part K3. Paint the inside of part K5 grey. When ready, the launcher may be glued to pylon H12 instead of the additional tank H.

Make the SWINDER missile using element L1 rolled into a long ring, then glue it over with parts L3. Glue the stabilisers L4 and L5 to the missile body. When ready, the missile may be suspended on the pylon C24.

Make the MATRA missile using part M3 rolled into a ring and strengthened with ribs M2 and M4. Glue the front of part M2, the propelling nozzle M5 and the stabilisers M6 and M7 to the missile body. When ready, glue the missile to pylon C13.

Additional fuel tanks It is possible to make two variants of these. Make the large 625 l tank using element H4 rolled into a ring and strengthened with ribs H8. Glue the front part of the tank (parts H1-H3) as well as the rear one (parts H5-H7) to its body. Glue the tailplane H10 and the tail fins H9 to the ready tank. When ready, the tank may be joined to the wing with pylon H12.

Make the small 500 l tank using element J4 rolled into a ring and strengthened with ribs J8. Glue the front part of the tank (parts J1-J3) as well as the rear one (parts J5-J7) to its body. When ready, the tank may be joined to the wing with pylon J10.