

Revell Authentic Kit

ASSEMBLY INSTRUCTIONS FOR YOUR

MARTIN LACROSSE MOBILE LAUNCHER

KIT 1816

SCALE: 1" == 3'4"

HISTORY OF YOUR MARTIN LACROSSE

The Army's newest surface-to-surface guided missile, LACROSSE, is controlled from a forward observation station in order to enable it to hit its target without having a complicated computer installation at its launching site. When a target is located by the forward station the missile is fired from the launching site and directed into the target by the light and mobile forward guidance station.

Although LACROSSE was originally designed for close troop support, its role has been expanded to include general military support, and the missile is capable of delivering numerous types of warheads. The units are self-contained and highly mobile, having a simple and efficient supporting system. All units are vehicle mounted, and can be air-lifted to battle areas when necessary. Because of this mobility, it presents a difficult target for the enemy. A standard ARMY 2½ ton

6 x 6 truck chassis serves as a launcher.

LACROSSE has an overall length of 19.2 feet, a fuselage diameter of 20.5 inches, a wingspan of 9 feet, and a fin span of 4.7 feet. The missile body has three major assemblies, the nose section or warhead, the center section, which includes the guidance equipment, and the tail section with its solid propellant rocket engine. Four swept wings and four movable tail fins control pitch, yaw, and roll, keeping the rocket on course, and fit quickly into recesses in the fuselage. The missile has a range of between 15 and 20 miles.

The MARTIN COMPANY is one of the pioneers in the American missile program, having developed the VIKING, the MATADOR and the VANGUARD. The LACROSSE represents an important trend in the development of modern artillery weapons.

IMPORTANT!

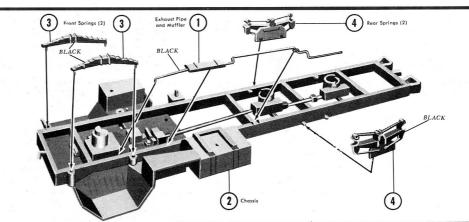
THIS FIRST:

- NOTE: Do not let cement touch your eyes or clothing. This kit is molded of Styrene Plastic. Use only
- 2. Apply cement to only those surfaces where parts join. Use sparingly, since any excess cement may run and damage the details on your model.
- Locate and identify all parts for each step before you begin that step. All parts are numbered, or the numbers are engraved on the bar next to each part, so that each part can be located easily. IMPORTANT: DO NOT BREAK ANY PART FROM ITS BAR UNTIL IT IS TO BE INSED.

- 4. For the best fit, carefully trim any excess plastic from parts before assembling.
- ${\bf 5.}$ If you wish, paint all parts where indicated and allow them to dry before assembling.
- The directions for applying Decals are on the back of the Decal Sheet. Use a small brush to wet your model and help place the Decals into position.
- 7. NOW CAREFULLY FOLLOW THESE NUMBERED STEPS FOR EASE IN BUILDING YOUR MODEL.

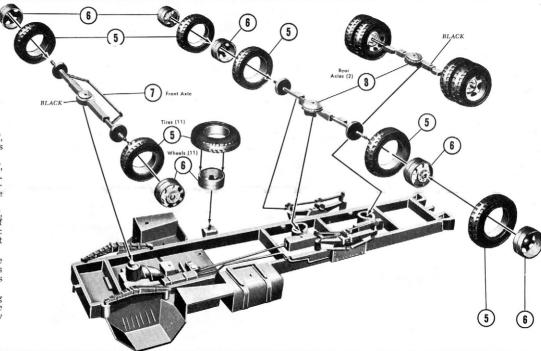
PAINT THE DETAILS, AS SHOWN, BEFORE ASSEMBLING.

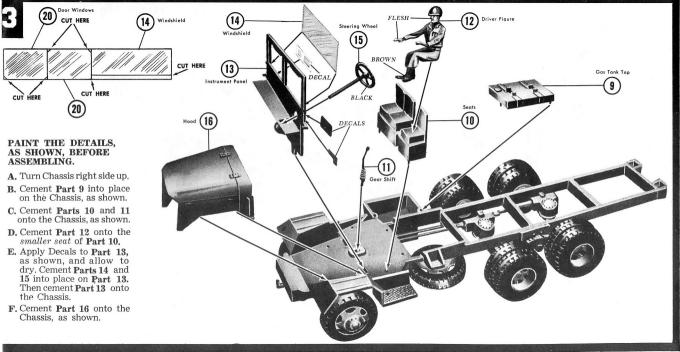
- A. Cement Part 1 into place on Part 2, as shown. NOTE: Locate Muffler on top of the frame edge.
- B. Cement Parts 3 onto Part 2.
- C. Cement Parts 4 onto Part 2. Allow cement to dry.

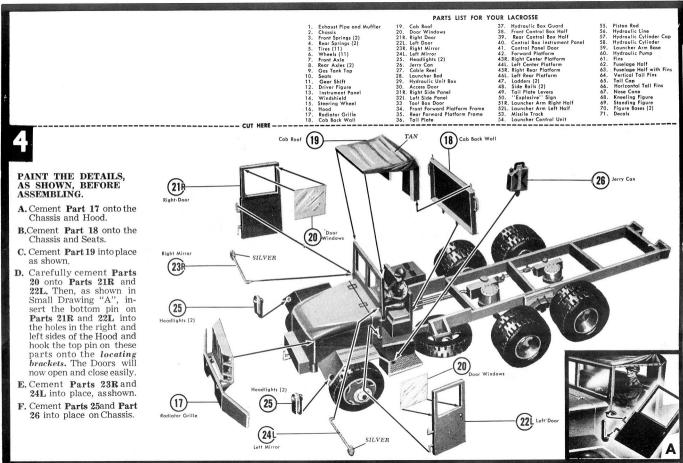


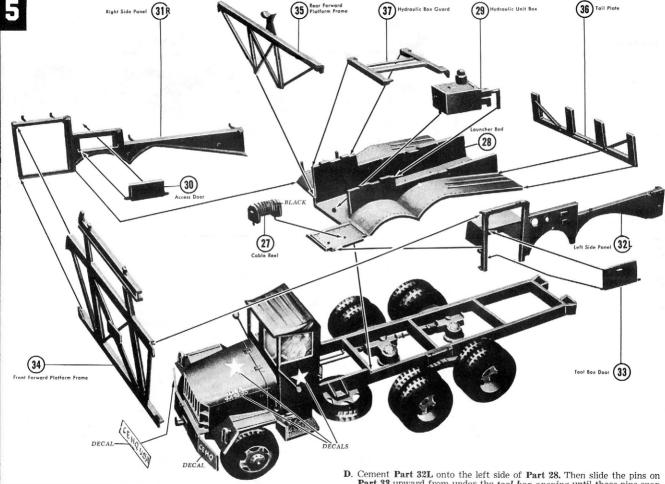
PAINT THE DETAILS, AS SHOWN, BEFORE ASSEMBLING.

- A. Snap, DO NOT CEMENT, Parts 5 onto Parts 6, as shown.
- B. Snap, DO NOT CEMENT, two Parts 6 onto Part 7. Then cement Part 7 carefully into place on the Chassis.
- C. Snap, DO NOT CEMENT, four Parts 6 onto each of the two Parts 8. NOTE: See Drawing for correct position of Wheels.
- D. Apply cement and locate
 Parts 8 onto the Chassis
 and Rear Springs, as
 shown.
- E. Cement the remaining Part 6 into place on the Chassis, as shown. Allow to dry completely.

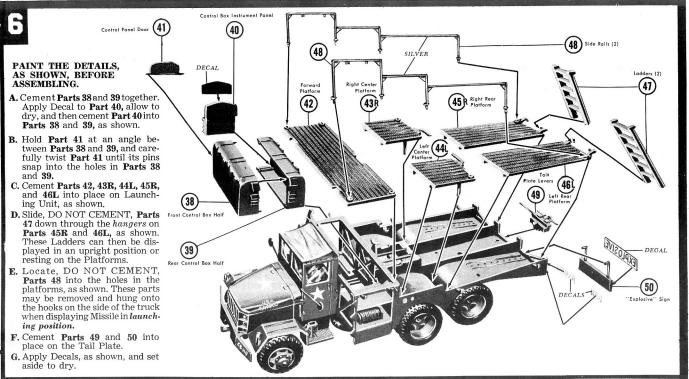


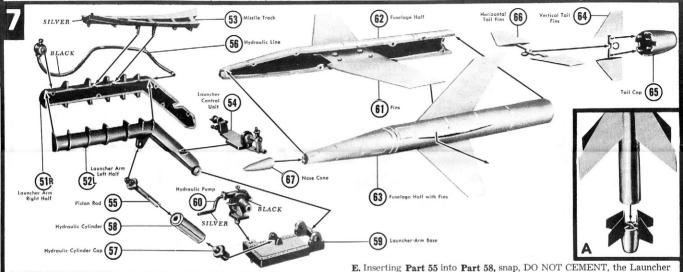






- PAINT THE DETAILS, AS SHOWN, BEFORE ASSEMBLING.
- A. Cement Part 27 onto Part 28. B. Cement Part 29 onto Part 28.
- C. Locate, DO NOT CEMENT, the pins on Part 30 into the slots in Part 31R so that Part 30 opens outward. Then carefully cement Part 31R onto the right side of Part 28, as shown. NOTE: No cement should touch Part 30 or it will not open easily.
- D. Cement Part 32L onto the left side of Part 28. Then slide the pins on Part 33 upward from under the tool box opening until those pins snap into place between Parts 28 and 32L.
- E. Cement Part 34 onto Parts 31R and 32L, as shown.
- F. Cement Part 35 onto Parts 28, 31R, and 32L, as shown.
- G. Cement Part 36 onto Parts 28, 31R, and 32L, as shown. H. Cement Part 37 into place on Part 28.
- I. Apply cement and carefully locate the Launching Unit onto the Truck Chassis, as shown. Apply Decals, as shown, and set aside to dry.





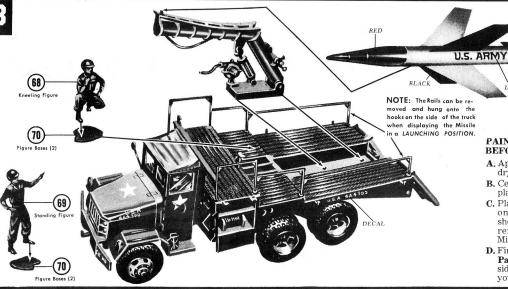
PAINT THE DETAILS, AS SHOWN, BEFORE ASSEMBLING.

- A. Cement Parts 51R and 52L together. Then cement Parts 53 and 54 onto the Launcher Arm.
- B. Snap, DO NOT CEMENT, Part 55 onto the Launcher Arm. Then cement Part 56 into place, as shown.
 C. Cement Part 57 onto Part 58. Then snap, DO NOT CEMENT, Part 57
- Arm into place on Part 59, as shown. Set aside to dry.

 F. Locate, DO NOT CEMENT, Part 61 through the slot in Part 62, as
- F. Locate, DO NOT CEMENT, Part 61 through the slot in Part 62, as shown. Then, locating Part 61 through Part 63, cement Parts 62 and 63 together.
- G. Locate, DO NOT CEMENT, Part 64 onto Part 65. Then locate, DO NOT CEMENT, Part 66 onto Parts 64 and 65.
- H. Carefully cement the Missile Fuselage onto Part 65. NOTE: No cement should touch Parts 64 and 66 or they will not move freely. See small Drawing "A". Cement Part 67 onto the Missile Fuselage.

into place on Part 59.

D. Cement Part 60 onto Part 59.



PAINT THE DETAILS, AS SHOWN, BEFORE ASSEMBLING.

DECAL

- A. Apply Decals, as shown, and allow to dry *completely*.
- **B.** Cement the Launcher Arm Unit into place on the Launching Unit.
- C. Place, DO NOT CEMENT, the Missile onto the Launcher Arm Unit, as shown, if you wish the Missile to be removable. Otherwise, cement the Missile into place.
- D. Finally, cement Parts 68 and 69 onto Parts 70. These may be displayed beside your model as shown, or any way you wish.



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U.S. ARMY U.S. ARMY

MISSILE

CHASSIS SIDES

CHASSIS REAR

OHADDIO HEIM

DASH

EXPLOSIVE

BUMPER

FRONT

DASH

NO STATE OF THE ST

. . .



HOOD

HOOD

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