

GENERAL
DYNAMICS
/CONVAIR

F-106A DELTA-DART

1/72 Scale Series,

Hasegawa

HASEGAWA



AIR VIEW

HISTORY

In 1955, the plan for the F-106A Delta Dart, the improved model of F-102 Delta Dagger was started. The first conversion type was named F-102. The engine output was increased 50% by converting to the J57 engine. The area rule conception was applied from the beginning and the intake was moved back near the root of the wing. The main wings were swept back and the area of the vertical wing chord was enlarged by making the top flat. After remodification on the whole system and the armament, this was designated the F-106A.

In 1959, this model was assigned to a unit and the improvement was made on its instruments, flying capability at low altitude, to provide higher intercepting performance. Over half of the airplanes assigned to the ADC squadron were replaced with the F-106, several of which were F-106Bs (two seaters) for use in training and combat. 340 planes, including the two seaters, were produced. The F-106 was provided with a superior instrument system and a firing control, the most advanced Hughes MA-1 electronic induction and the firing control linked with SAGE. Commands from the surface base tactical data system are transmitted to the AFCS (automatic pilot system). The radar automatically discovers the positions of enemies or friends, restricted areas and aerial standby, then pursues these findings, adjusts the sight and causes the missile

to fire automatically. In this system, all that the pilot has to do is to watch the instruments. The plane can be armed with nuclear warheads, AIR-2A Jenny, AIR-2B Super Jenney, AIM-4E, infrared Homing AIM-4F and Super Falcon AAM missiles. The missiles can be fired while the plane is in pursuit or on a collision course. On December 15, 1959, the F-106 had set the world speed record at 2,455.836 km/hr. Fifteen years have elapsed since the first flight and at present the F-106 is still considered the world's best all-weather interceptor and still serves on the front line of home defense in the U.S.A. In order to serve until the mid '70s she has been continually updated. However, the complicated electronic systems and the time consumed in servicing, makes it very difficult to constantly maintain her mobility beyond 50%.

DATA

Overall length: 21.56 m / Overall width: 11.56 m / Overall height: 6.18 m
Engine: P & W J75-P-17 / Thrust: 7,800 kg (with afterburner 11,000 kg)
Max. speed: Mach 2.0 - 2.3 / Crew: 1

Marking & Color Painting Guide

(1) 318 Interceptor Squadron

Canopy frame:

① Yellow

② Red

③ Mat black

④ White

⑤ Decal (small)

⑥ Decal (large)

⑦ Tire

⑧ Wheel

⑨ Iron black

⑩ Dragon Emblem

⑪ Red stripe

⑫ Red

⑬ White and red spiral

⑭ Wing tip light:

⑮ Clear red (L)

⑯ Clear blue (R)

White and red spiral

Red

Wing tip light:

⑮ Clear red (L)

⑯ Clear blue (R)

⑳ Mat black

Red

Decal (large)

Decal (small)

White

Silver

Decal

Red stripe

Entire surface:

Aircraft gray

Tire: ⑳ Mat black

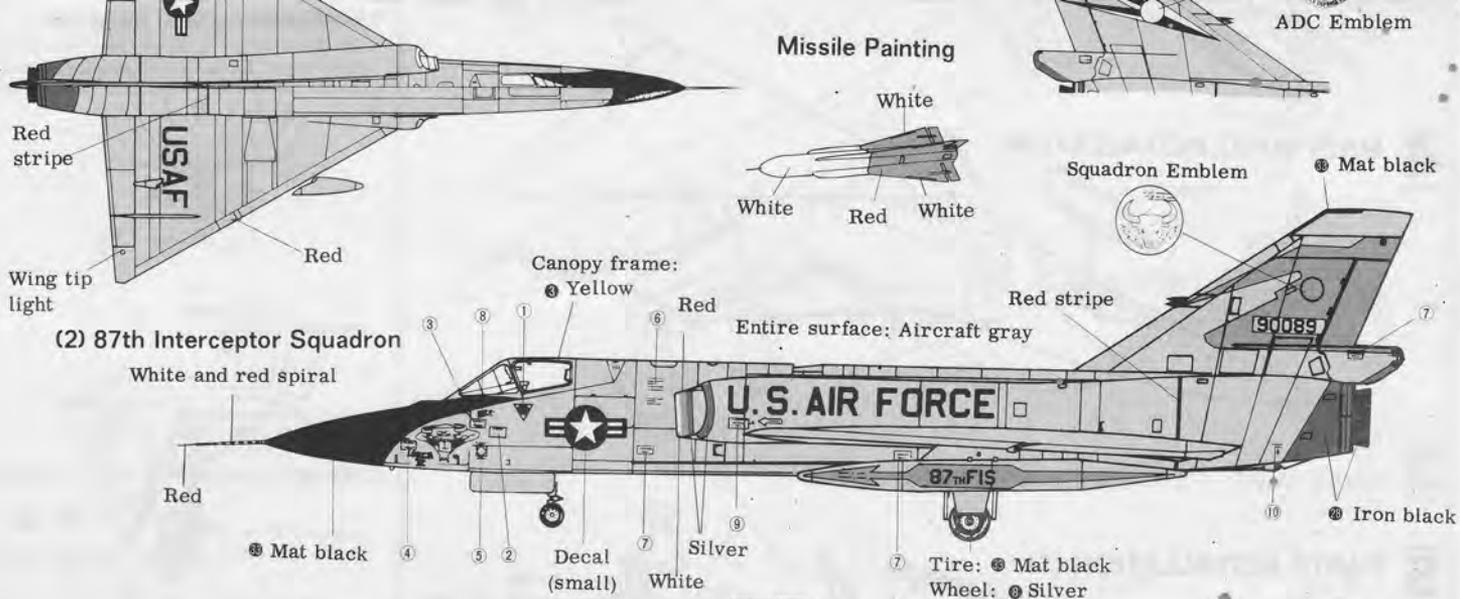
Wheel: ㉑ Silver

0-90057

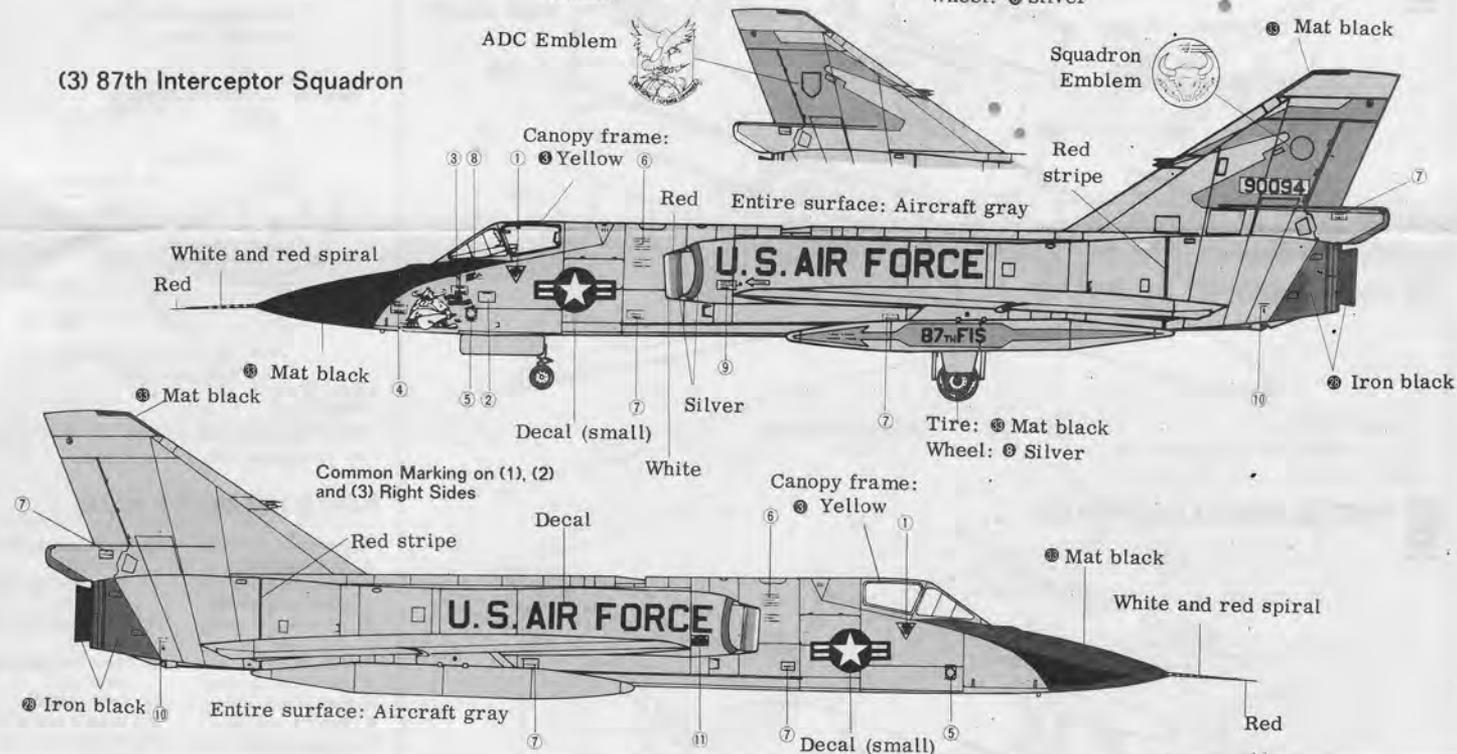
㉒ Iron black

Plain View





(3) 87th Interceptor Squadron

**PAINTING**

Paint the landing gear bay, inside of gear cover, missile bay and missile door khaki green. Paint the wheel and strut silver, and the tire black. The interior of the intake is the same color as the plane surface. The cockpit interior is painted light gray and the canopy frame yellow. For the color on the plane surface, mix the color by starting off with a small amount and gradually add. Aircraft gray is in mat finish.

APPLYING THE DECALS

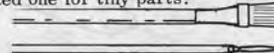
1. Cut out the decal and remove the film covering.
2. Place the decal in water for about 20 seconds.
3. Slide off the decal from the paper and position it at the proper place.
4. Press the transferred decal with a soft cloth to adhere to the model and to remove the excess moisture.

MODEL COLORS

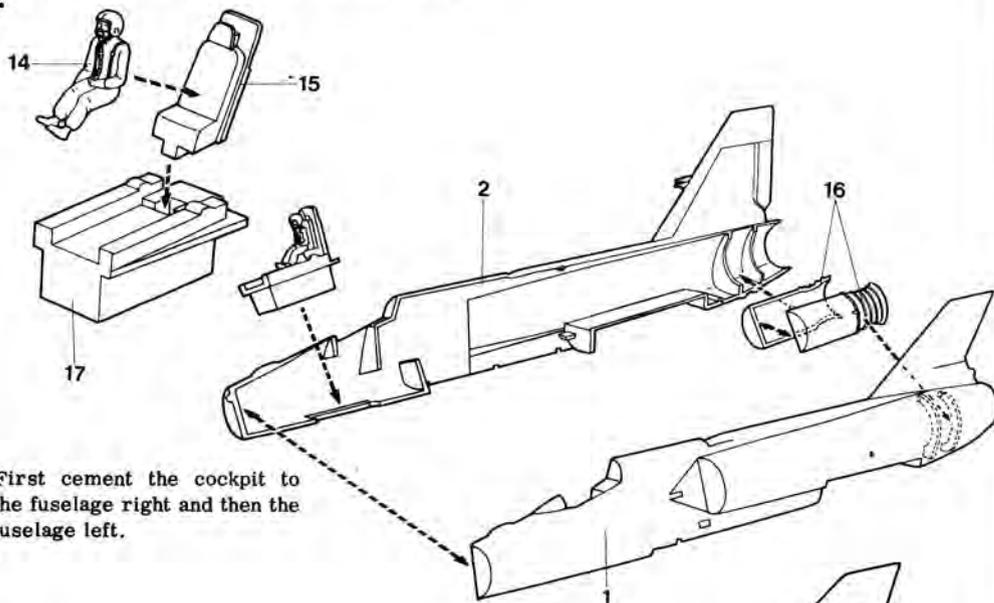
The model colors are from ① - ②. After the model is completed, be sure to paint it.

Aircraft gray (16473): ① + a little of ②

Use wide brush to paint the wide area and the pointed one for tiny parts.

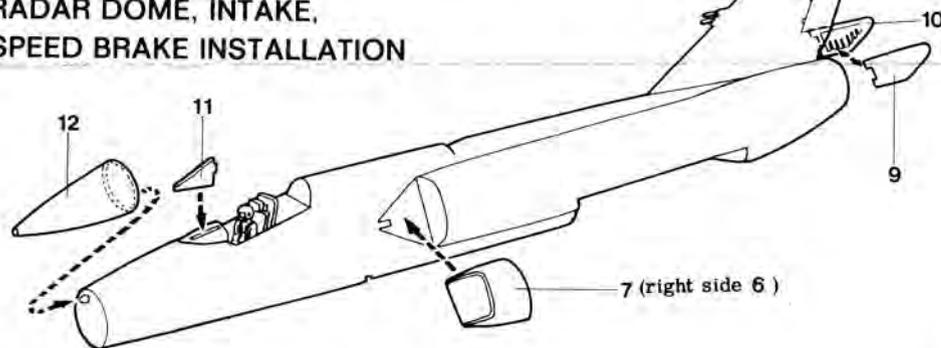


1 COCKPIT, FUSELAGE ASSEMBLY

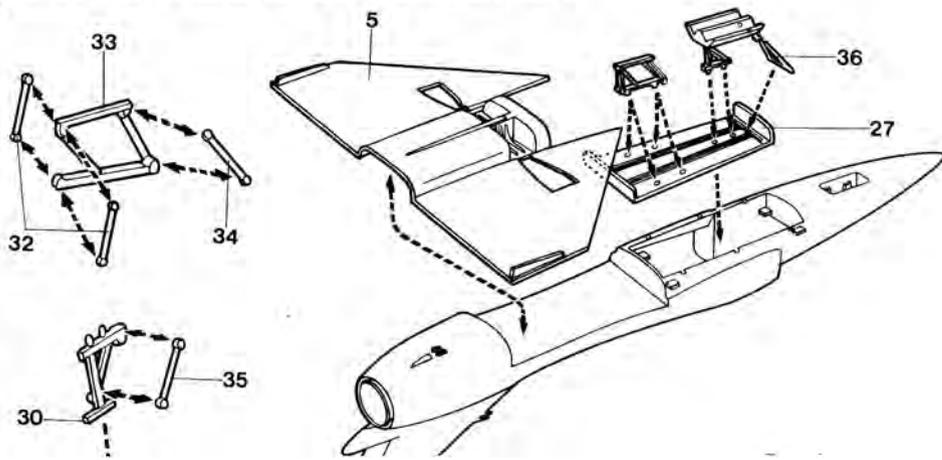


First cement the cockpit to the fuselage right and then the fuselage left.

2 RADAR DOME, INTAKE, SPEED BRAKE INSTALLATION



3 MAIN WING, LAUNCHER INSTALLATION



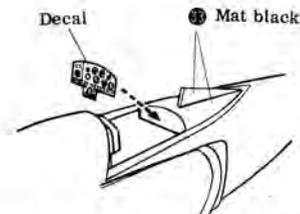
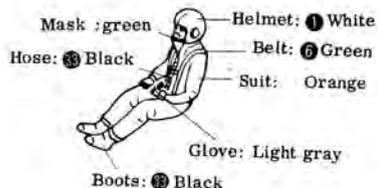
★ BEFORE ASSEMBLING

- Read these instructions carefully before assembling your model and check the exact fit on the parts.
- Do not tear off parts from the stem, but cut them off with a knife or a clipper.

★ After removing the parts from the bag, cut it in pieces and throw it away to prevent the infant from covering its head.

Drawing-1

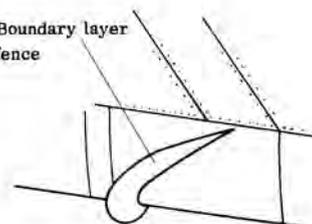
First paint the pilot and then cement it to the seat. Paint the cockpit area with light gray and dark gray.



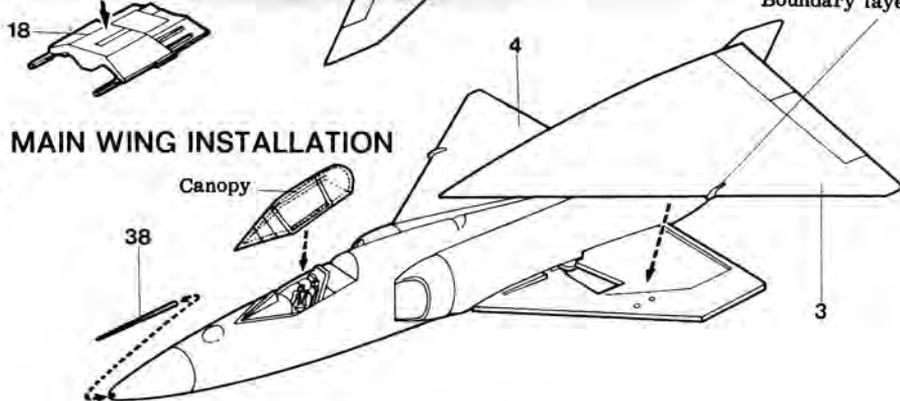
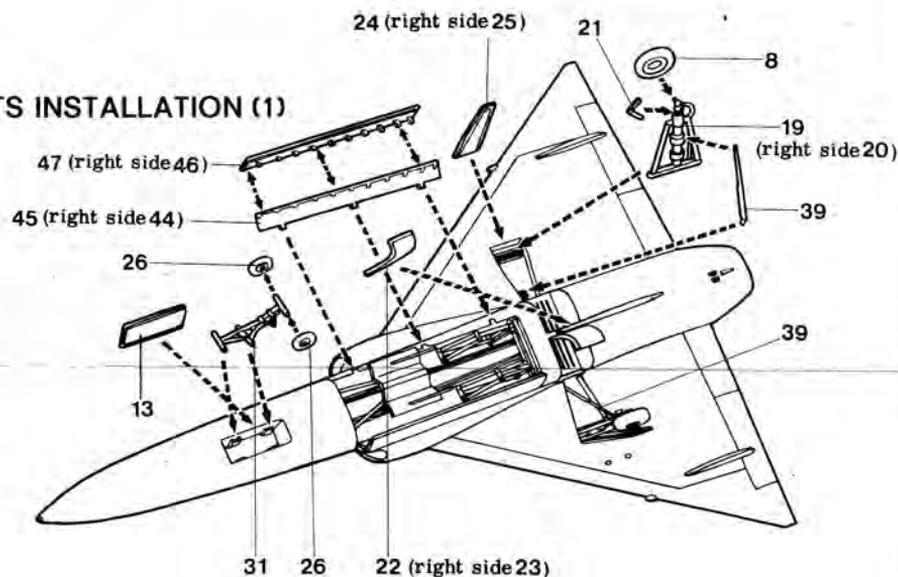
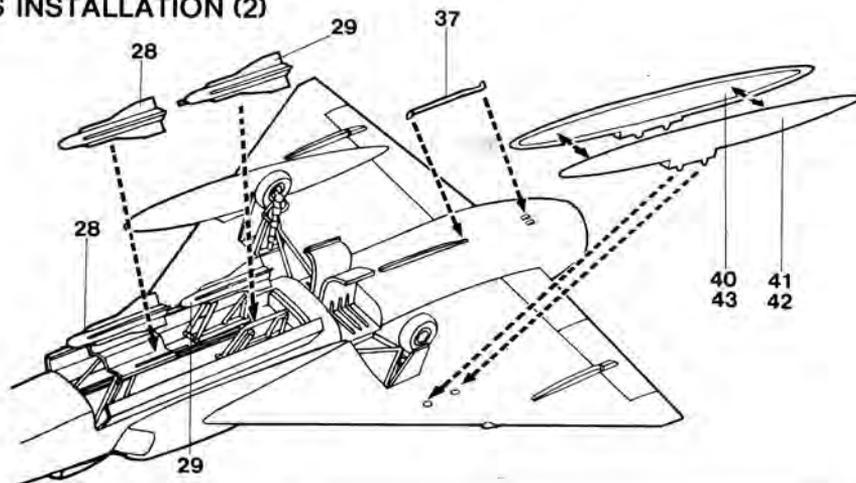
Decal (first cut with the baseboard and transfer.)

★ Interior of cockpit is painted light gray and dark gray.

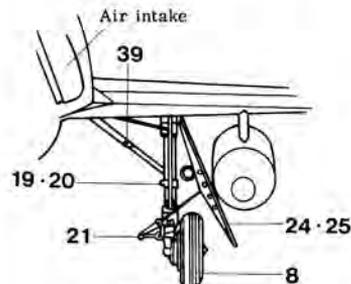
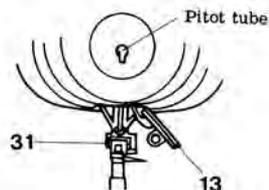
Boundary layer fence



★ On the present plane there is no boundary layer fence, but sawcut and painted in red. On this model cut off the boundary layer fence and paint it red.

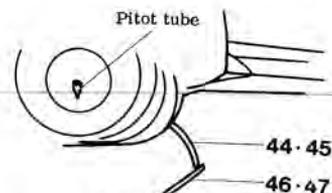
4 MAIN WING INSTALLATION**5** PARTS INSTALLATION (1)**6** PARTS INSTALLATION (2)

* Landing Gear, Cover Installation



Landing gear and wheel is painted silver

Missile Cover Installation



Paint the missile bay and cover in khaki green

Drawing-6

When installing the missile, be sure part 28 is in front and 29 is in back.

PARTS NUMBER & NAME

1. Fuselage (L)	22. Main landing gear cover (L)
2. Fuselage (R)	23. Main landing gear cover (R)
3. Main wing top (L)	24. Main landing gear cover (L)
4. Main wing top (R)	25. Main landing gear cover (R)
5. Main wing bottom	26. Front wheel
6. Air intake (R)	27. Missile bay floor
7. Air intake (L)	28. Missile
8. Main landing wheel	29. Missile
9. Speed brake (L)	30. Launcher bracket
10. Speed brake (R)	31. Front wheel strut
11. Vision splitter	32 - 36. Launcher bracket
12. Radar dome	37. Arresting hook
13. Front wheel cover	38. Pitot tube
14. Pilot	39. Main landing gear strut
15. Seat	40 - 43. Fuel tank
16. Engine	44 - 47. Missile door
17. Cockpit floor	48. Canopy
18. Missile launcher	
19. Main landing gear (L)	
20. Main landing gear (R)	
21. Oleo	