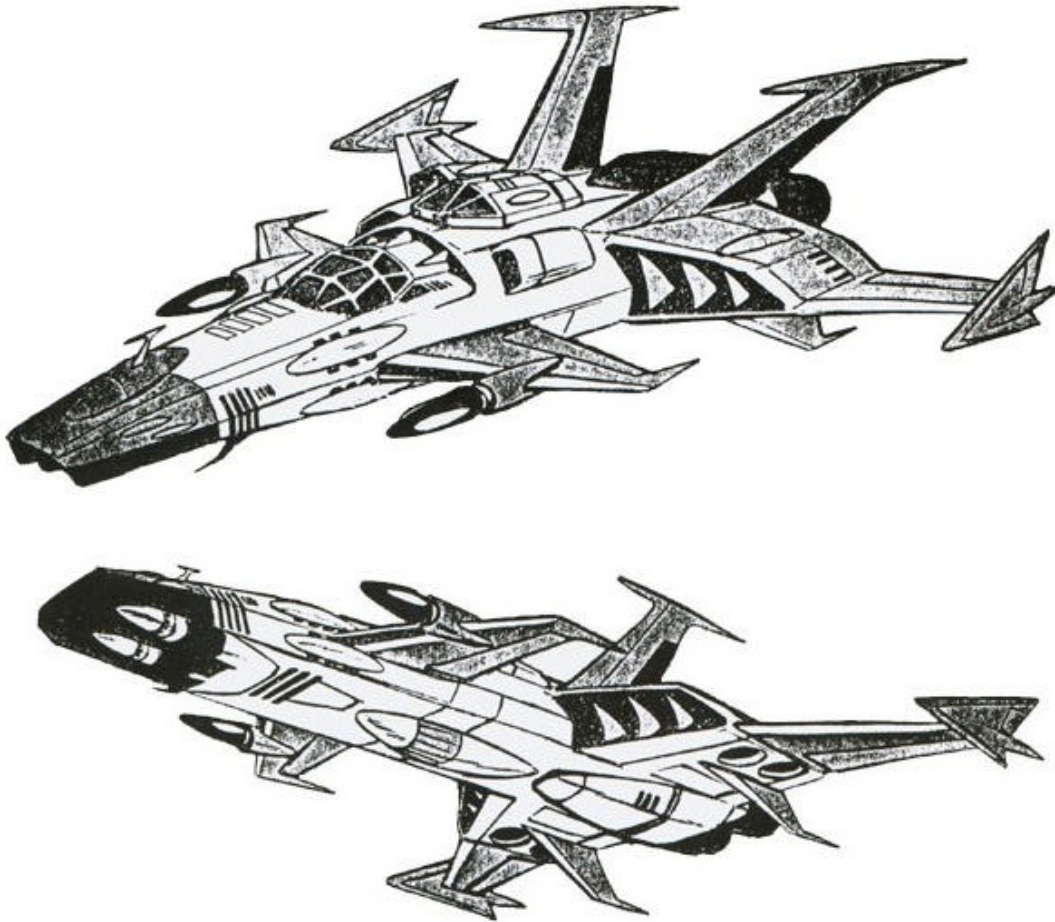


Cosmo wing

MULTI-ROLE FIGHTER - 1/170 SCALE

The Cosmo Wing is a versatile multi-purpose heavy fighting craft. Beside his well equipped armament, it can deploy smaller fighter plane, Bullet One (Dagger), from its fuselage. It also carries a drill-nosed fighter, Bullet Two, and a reconnaissance ground vehicle, Bullet Three. The 1977 Space Pirate Captain Harlock TV Series book lists this design as a "Z-Wing" Fighter. Until now, searches to find the official dimensions of the Cosmo Wing have been in vain. However, by comparing some drawings with reference points (like a pilot), the length of the craft is estimated to 17 meters (55.9 ft.)



Original art. ©Leiji Matsumoto.



WORKING WITH RESIN

- Resin dust is harmful to your lungs so wear a protective mask when sanding. Wet sanding is recommended.
- Before handling resin parts wash them in warm (not hot) soapy water and let them dry. This step is necessary to remove the mold release agent used during casting.
- Resin must be glued with "super glue" (cyano acrylate glue) or alternatively epoxy glue.
- To glue parts together you may want to hold them in place and drip thin glue along the seam instead of trying to align the pieces with glue on them.
- If warping (distortions) occurs in some parts, use hot water or a hand held hair dryer to soften the area. Hold the piece in place and cool it with cold water. You may have to repeat this process more than once to correct the shape.
- Always use an appropriate primer before painting your resin model.

PREPARATION

- Verify that all parts are present by referring to the picture below – This kit contains 16 parts :
 - 15 resin parts
 - 1 square piece of styrene (not shown)
- Carefully cut the parts from their tree and remove flash, mold seams and imperfections.
- Fill any apparent holes, seams and scratches with hobby putty. Thicker super glue also works well to fill small scratches.



ASSEMBLY

- Refer to the original art in this document as a guide for parts placement, as well as a color guide for painting and finishing.
- For ease of assembly it is recommended not to glue the following parts until after painting:
 - Nose missiles
- Glue all the parts together using adequate glue.
- Once the glue has dried, apply a thin coat of primer and correct the imperfections that may still be visible. Apply another coat of and lightly sand with 400 (or more) grit sandpaper.

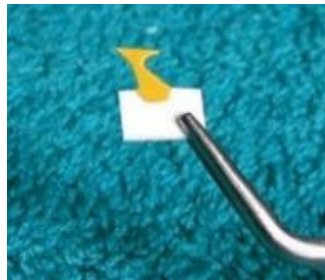


PAINTING & FINISHING

Section	Color	Federal Standard code(s)
Main fuselage	White	37875
Nose, wings	Red	31136
Fins, flaps	Blue	2 x 36375 / 1 x 35044
Air intakes, nozzles interior	Gray	36370
Front fuselage (top)	Light gray	35622
Raised hexagon (rear)	Dark blue	35044
Nozzles, missiles, flaps, nose (bottom)	Black	37038
Front antenna	Yellow	13538



- Once everything is painted, glue the front missiles in place (underneath the nose fuselage).
- Using the styrene part supplied with the kit, cut the front antenna fins that are located at the front – One on top (yellow) and two at the bottom (black).

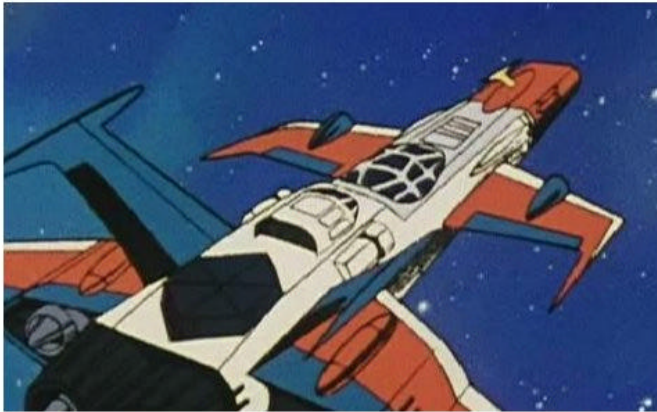
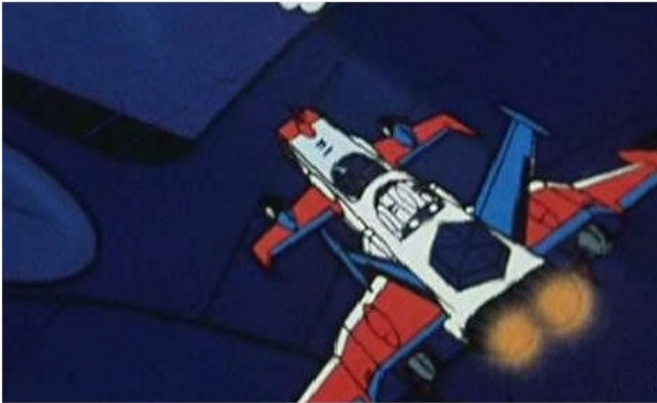
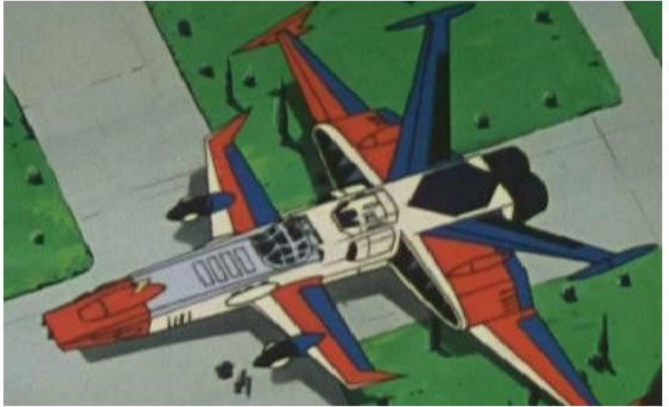


- To paint the windows and to enhance appearance apply a black wash. Typically, mix 4 parts of thinner with 1 part of paint.

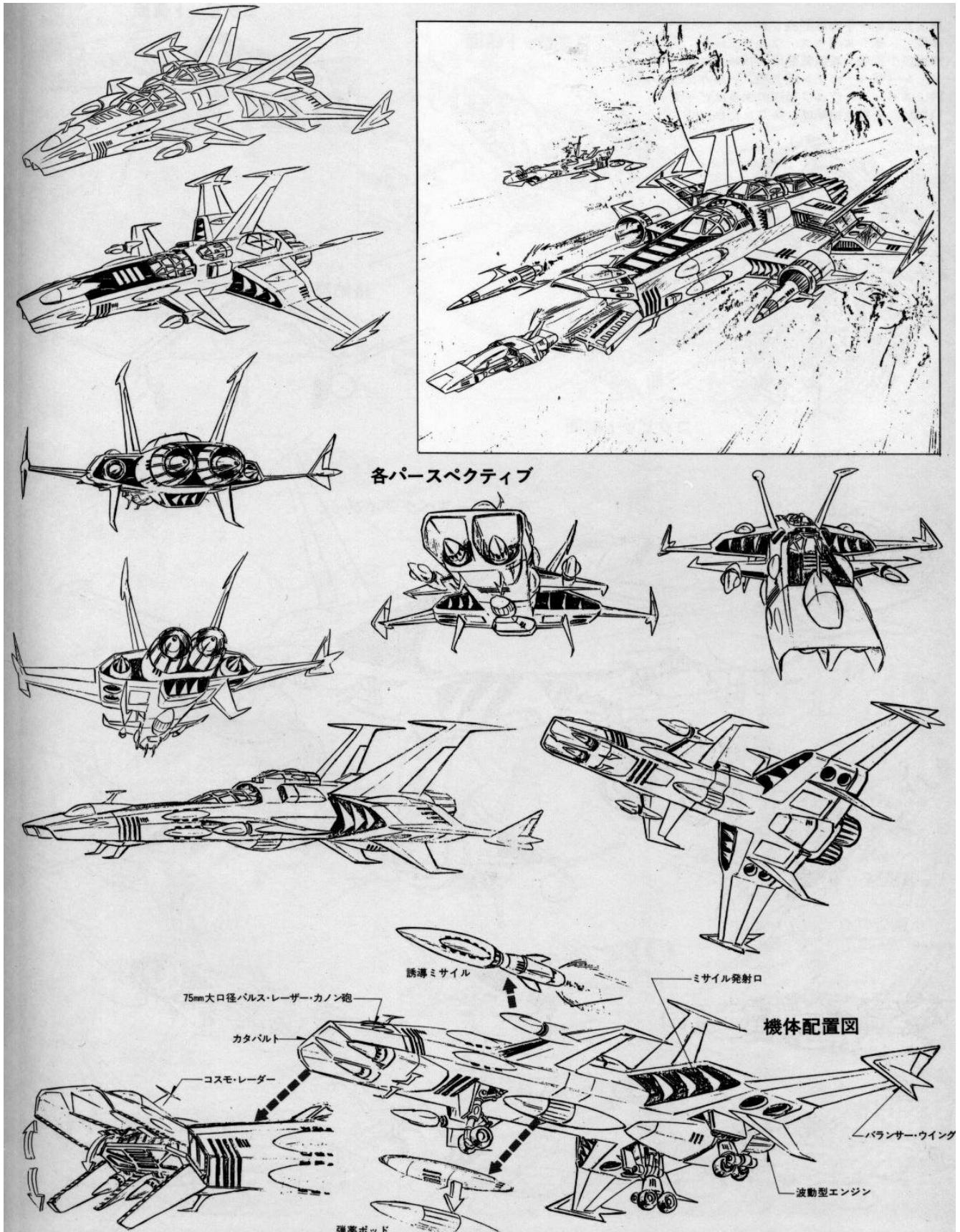


- You can add even more weathering by applying pastels in areas like nozzles, thrusters and intakes.
- Finally, apply a coat or two of semi gloss clear to seal the finish.

REFERENCES



Images from the original show. ©Toei.



Original art. ©Leiji Matsumoto.

Latest assembly instructions are available for download at www.geocities.com/adumas02/cosmowing.pdf