



Blakes'7 Chase Craft

Model kit by Masterpiece Models: www.masterpiecemodels.com
 Pattern Maker: John Archdeacon
 Casting: J&S Technologies LLC



Parts List

Main body	1
Main body nose vanes	8
Main body panels	10
Main body antenna	1 long 8 short
Engine collar	2
Engine hemispheres	2
Decal sheet	

Chase Craft Assembly guide:

General Instructions

Before assembly, please read the assembly instructions and check that all parts are present. While there is not any single correct way to assemble the Chase Craft, the assembly guide is based on how the prototype kit was put together. That experience should help you to successfully complete the kit

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This kit is made of plastic resin. All parts should be thoroughly washed with soapy warm water in order to remove any mold release as this can affect gluing and painting. Use of superglue is required for assembly. Parts may have flash from the molding process which needs to be removed. Mold lines also need to be carefully removed so as not to destroy any detail.

The Main Body

The Chase Craft main body consists of one hollow cast piece. Ten panels need to be added around its circumference. There are registration slots to help with placement.

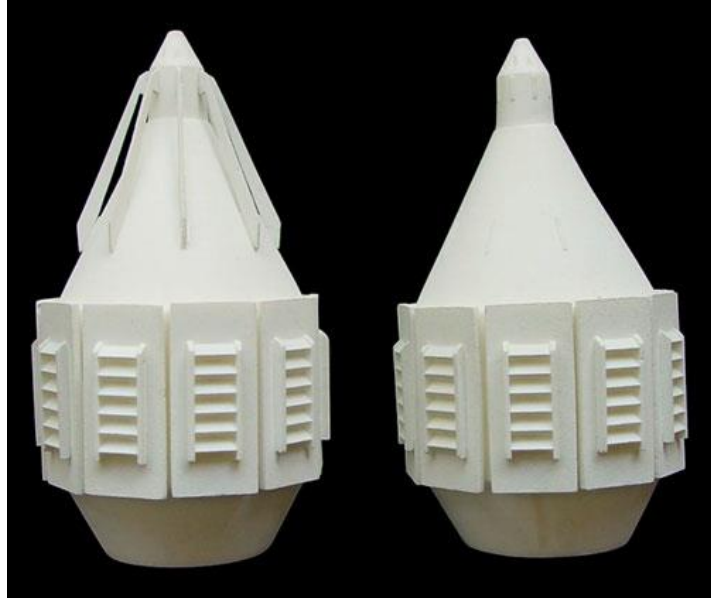
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There are 8 small detail pieces that need to be glued to the nose the main body. These pieces also have registration marks to help with placement. As these pieces are small it is recommended that a tweezers be used to place the parts.

The Engine assembly

The Engine assembly is the most difficult part of the kit and should you want to add lighting it is even more challenging. Having said that, with some patience and care you will end up with a great display piece. At this point you will need to decide on whether you want to light the kit or not as it will significantly affect how you prepare the engine sections. As the prototype was lit I will go through the process I followed. This was that worked for me but it by no means the only way to light the kit.



There are two transparent red resin hemispheres supplied with the kit. The white striping engine detail should be added to the hemispheres first. For the striping I used narrow strips of tape in the pattern. It is also possible to paint these lines on but in my opinion this would be extremely difficult.

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The engine collars should be painted prior to adding the hemispheres. As the Chase Craft is essentially white I simply used white primer.

At this point it will probably be necessary to sand the surfaces of the Engine halves that will be glued together to get as smooth a finish as possible. Once the engine halves are glued together it is necessary to fill the joint where the parts meet. This was done in several stages of adding putty followed by sanding. By repeating this process a very nice finish can be achieved.

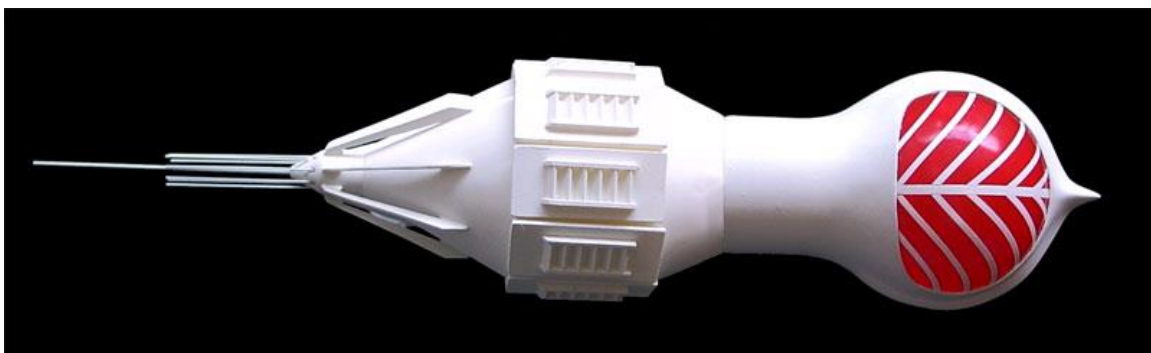
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the Engine section can simply be glued to the Main Body.



Antennae:

The nose of the Main body has 8 short antennae and one long antenna in the center. plastic rod is supplied with the kit and is cut to the correct length. You will need to drill small holes in the Pod nose so the brass rods can be inserted. I recommend using a handheld pin vise drill as you have more control than with an electric drill (like a Dremel). There are registration marks provided to help with the correct location of the rods. Place a drop of superglue on the end of the end of the brass rods and insert them in the holes.



Painting:

As the Chase Craft is mainly white, I used a Rust-Oleum white clean primer #7780. This does a great job of both priming and painting making life easier. Please make sure to work in a well-ventilated area when using spray cans. Touch ups were needed on the Engine collar, especially after filling the seams and sanding them. Be sure to mask off the red engine dome so as to avoid any over spray. The spray from a can of primer is pretty difficult to control. It certainly is not an airbrush!

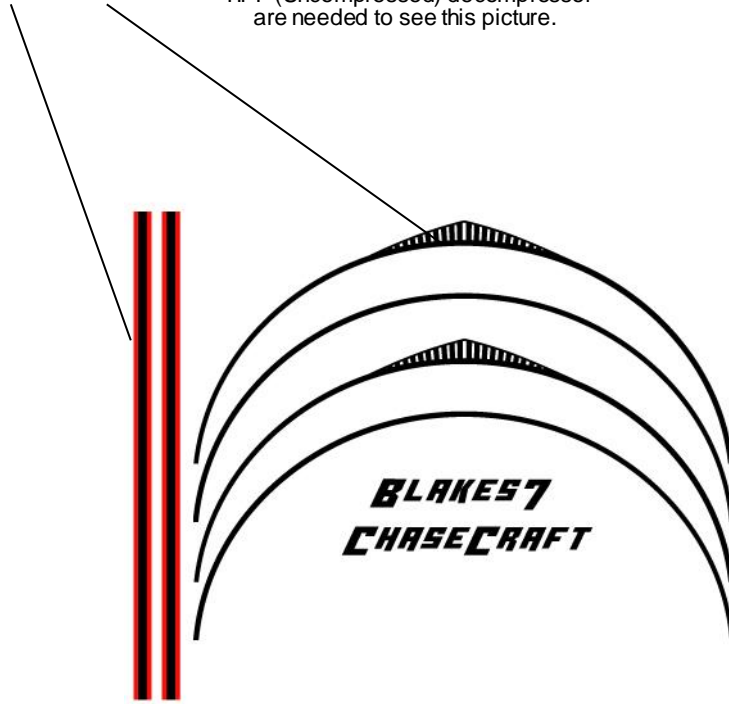
Then comes the fun part. Taking that pristine white model and weathering the hell out of it. To help with the paneled look I cut a bunch of squares and rectangles from Masking tape and place them carefully all over the model. I then started with some very light grey, barely off white and painted around the masked areas. Once dry, I removed the masking tape and, hey presto, instant panels. Another trick is to use small pieces of white decals to simulate panels. Its important to seal your work. I use Deft Satin clear wood finish. I love this stuff but there are many different products you can use. Just make sure they are compatible with your paint and decals.

I also used a lot of pastels and dry brushed them into strategic areas. Again the pastels were sealed with a coat of Deft. The final weathering step I used was an oil wash. I used a mix of black and burnt umber and thinned it way down with Turpenoid. I applied this in sections. Once dry I took a very fine steel wool and gently rubbed the kit all over so as to remove any oil wash from the raised areas. This really brings out the detail. Once everything is to your satisfaction be sure to clear coat the model again to seal you paintwork. Last but not least, its time to apply the decals. Please use the guide provided for placement of the decals.

Please note that the decal that goes around the Engine housing is split in half for ease of handling. You will find that these decals will overlap as they are longer than necessary. You may need to trim the ends for a proper fit.

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