

Clear Prop!

ADVANCED



XA2D-1 SKYSHARK



1:72

model # CP72005

SPAN: 211,6 mm

LENGTH: 174,6 mm

NUMBER OF PARTS: 317 pcs

scale model kit

- stages of assembly
- optional
- variants of assembly
- glue by super glue
- part number
- do not glue
- separate details
- make a hole
- apply decals
- detach with knife
- apply the adhesive mask
- paint
- bend
- repeat the operation N times

Role	Attack aircraft
Manufacturer	Douglas Aircraft Company
First flight	26 March 1950
Primary user	United States Navy
Number built	12

The Douglas A2D Skyshark was an American turboprop-powered attack aircraft built by the Douglas Aircraft Company for the United States Navy. On 25 June 1945, the Bureau of Aeronautics asked Douglas Aircraft for a turbine-powered, propeller-driven aircraft. Also, on 11 June 1947 Douglas received the Navy's letter of intent for a carrier-based turboprop. The need to operate from Casablanca-class escort carriers dictated the use of a turboprop instead of jet power. While it resembled the AD Skyraider, the A2D was different in a number of unseen ways. The 5,100-equivalent shaft horsepower Allison XT-40-A2 had more than double the horsepower of the Skyraider's R-3350. The XT40 installation on the Skyshark used contra-rotating propellers to harness all the available power. Wing root thickness decreased, from 17% to 12%, while both the height of the tail and its area grew.

Engine-development problems delayed the first flight until 26 May 1950, made at Edwards Air Force Base by George Jansen.

Navy test pilot Cdr. Hugh Wood was killed attempting to land the first prototype XA2D-1, BuNo 122988, on 19 December 1950. He was unable to check the rate of descent, resulting in a high-impact crash on the runway. Additional instrumentation was added to the second prototype, but by the time it was ready to fly on 3 April 1952, sixteen months had passed, and with all-jet designs being developed, the A2D program was essentially dead. Total flight time on the lost airframe was barely 20 hours. Twelve Skysharks were built, two prototypes and ten pre-production aircraft. Most were scrapped or destroyed in accidents, and only one has survived.

REQUIRED PAINTS



A.MIG-0227
NAVY BLUE



A.MIG-0194
ALUMINIUM



A.MIG-0125
INSIGNIA YELLOW



A.MIG-0046
BLACK



A.MIG-0191
POLISHED STEEL



A.MIG-0045
GUN METAL



A.MIG-0048
YELLOW



A.MIG-0049
RED



A.MIG-0047
WHITE



A.MIG-0220
INTERIOR GREEN



A.MIG-0056
KHAKI



A.MIG-0187
BURNT IRON



A.MIG-0033
TIRE BLACK

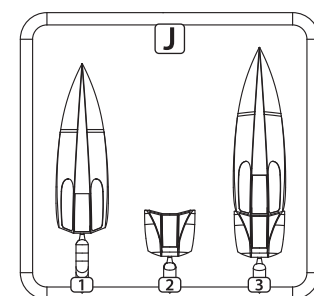
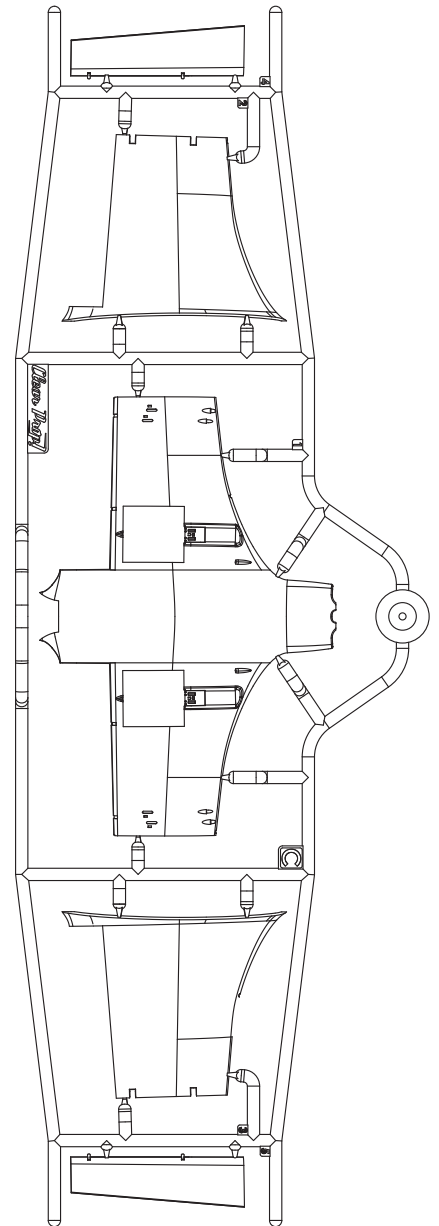
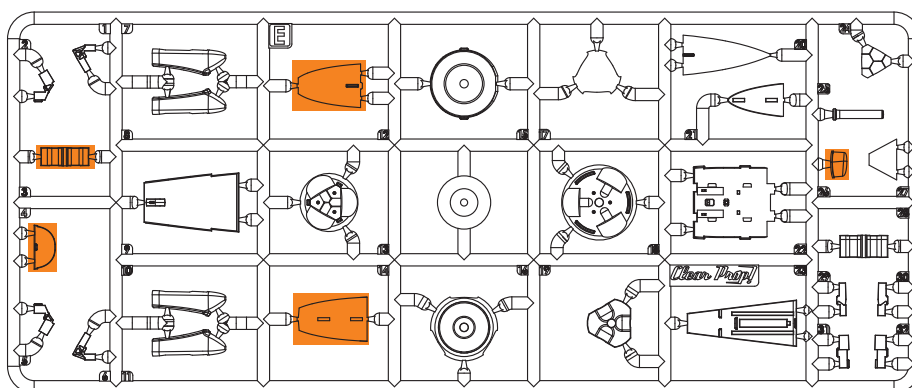
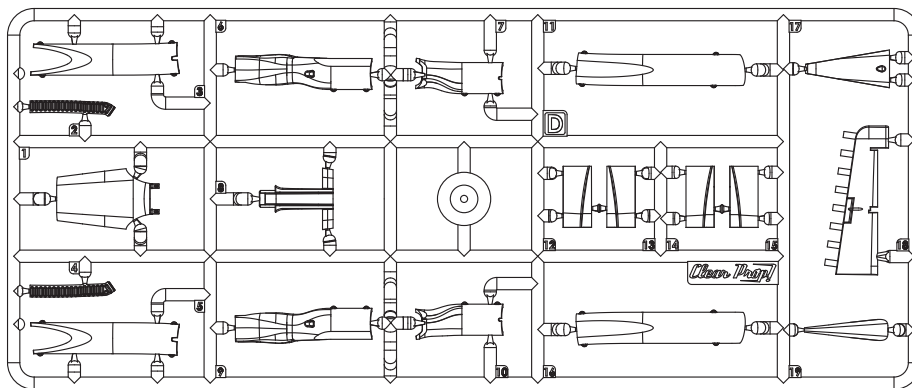
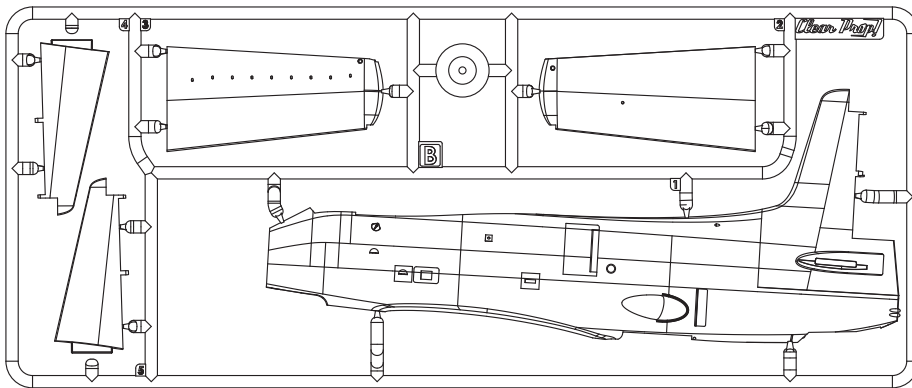
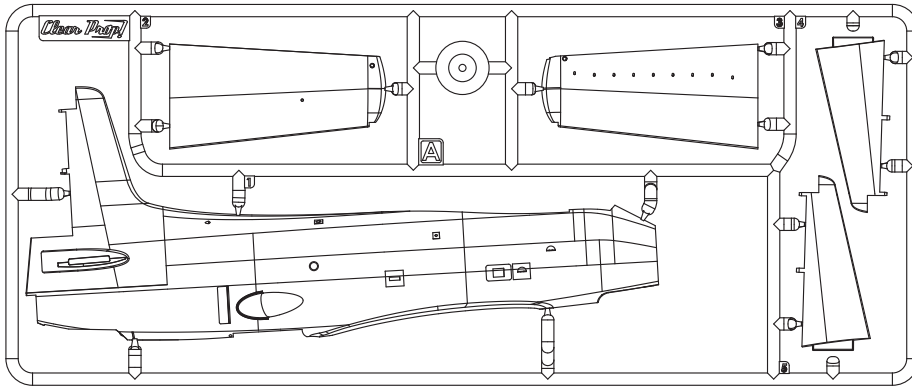


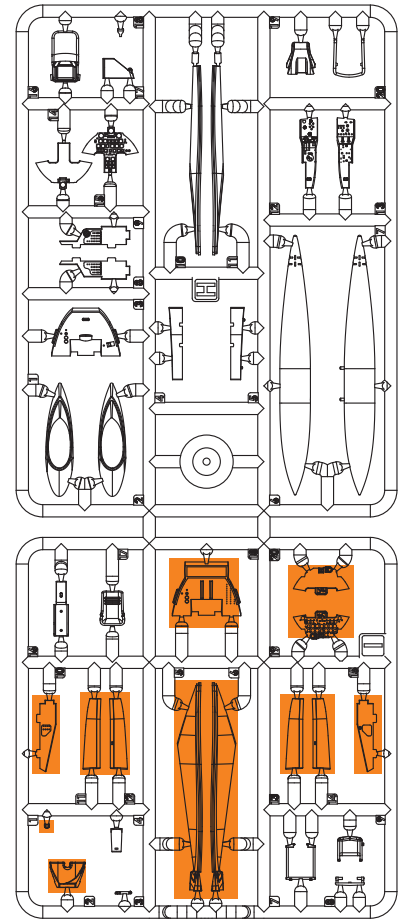
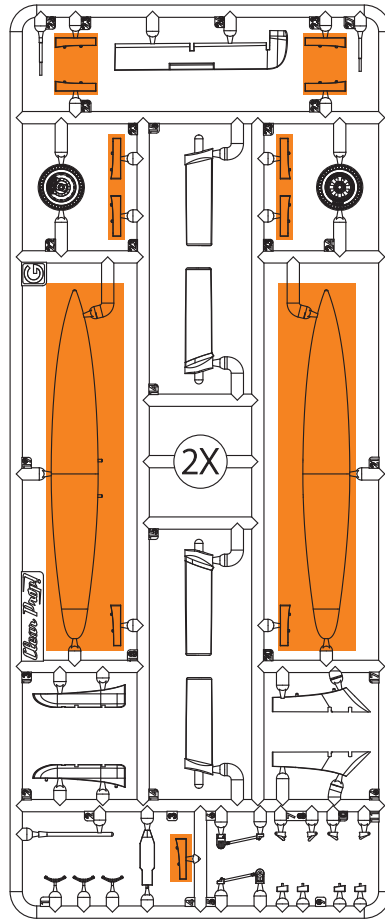
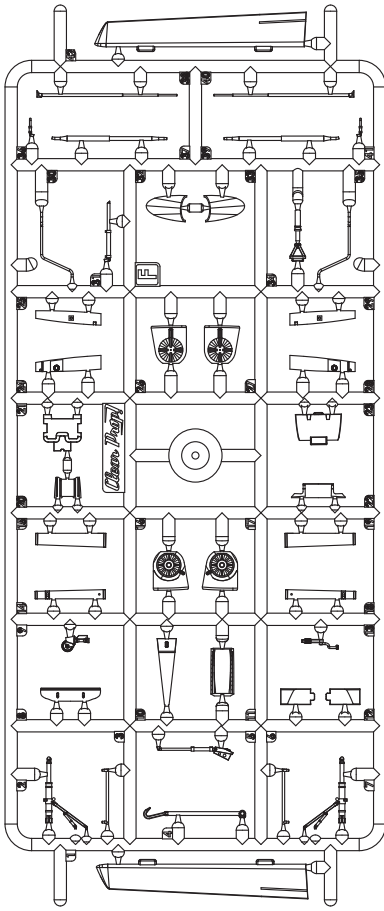
A.MIG-0195
SILVER



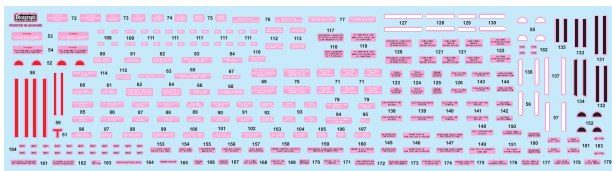
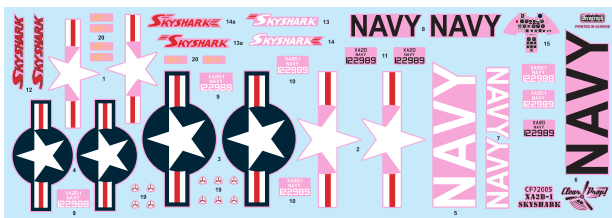
AMMO
by MIG Jimenez

THIS MODEL IS PRODUCED FOR EXPERIENCED MODELERS OVER 14 YEARS



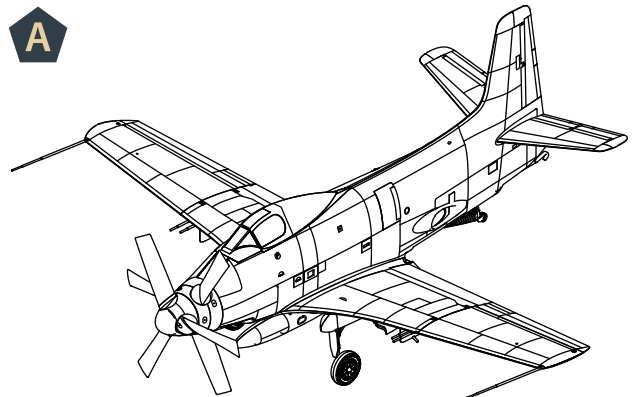


DECAL SHEETS

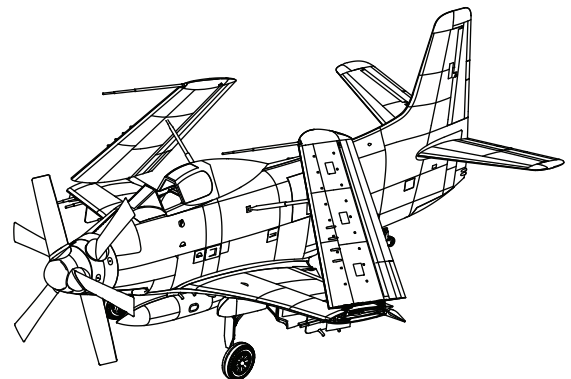


VARIANTS OF ASSEMBLY

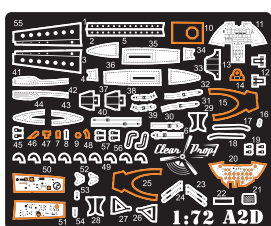
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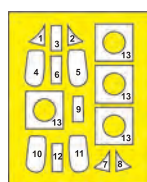
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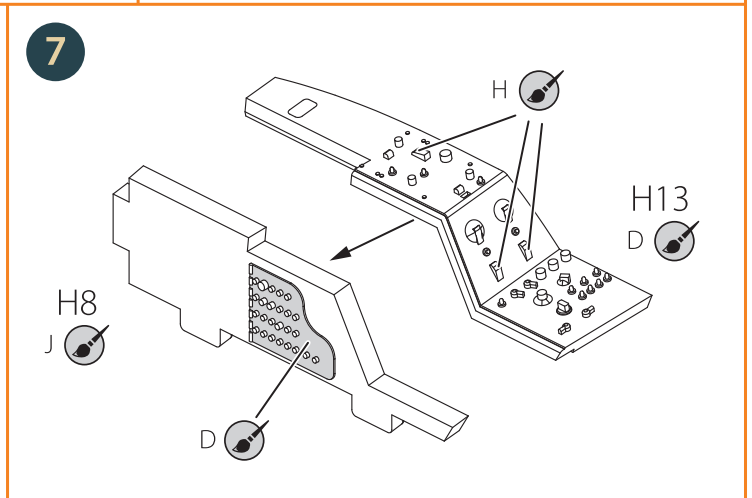
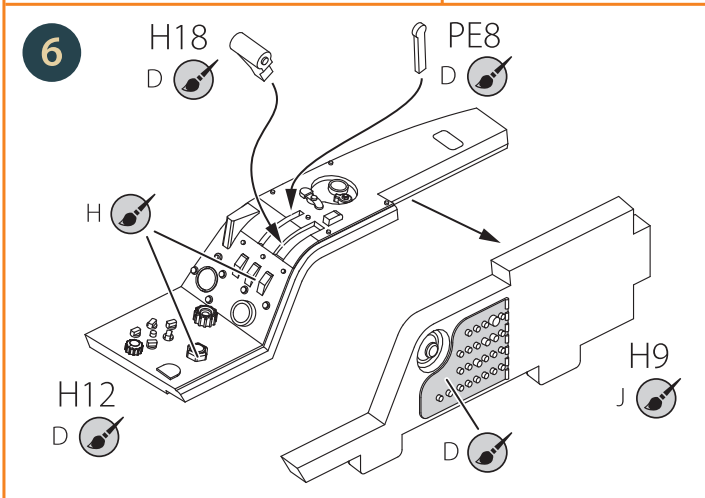
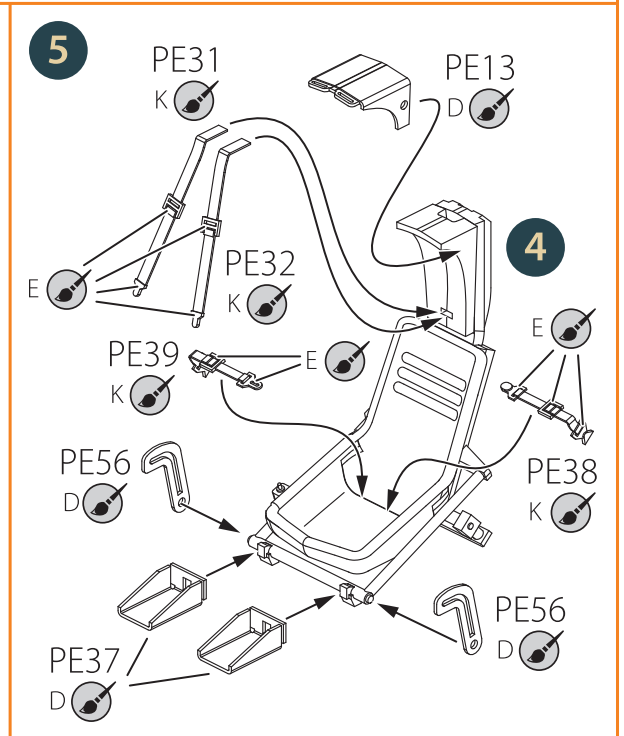
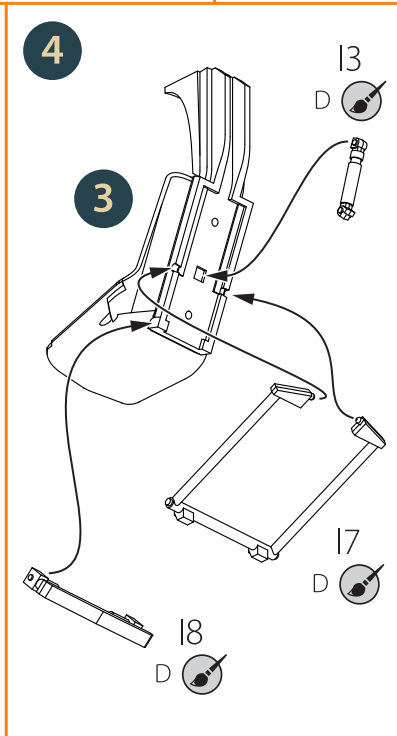
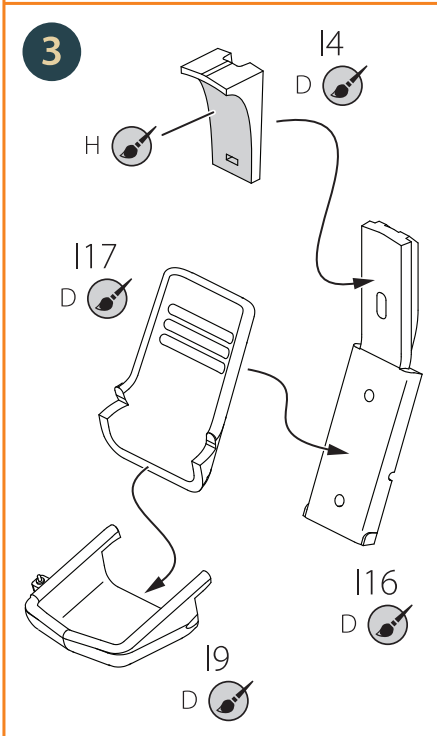
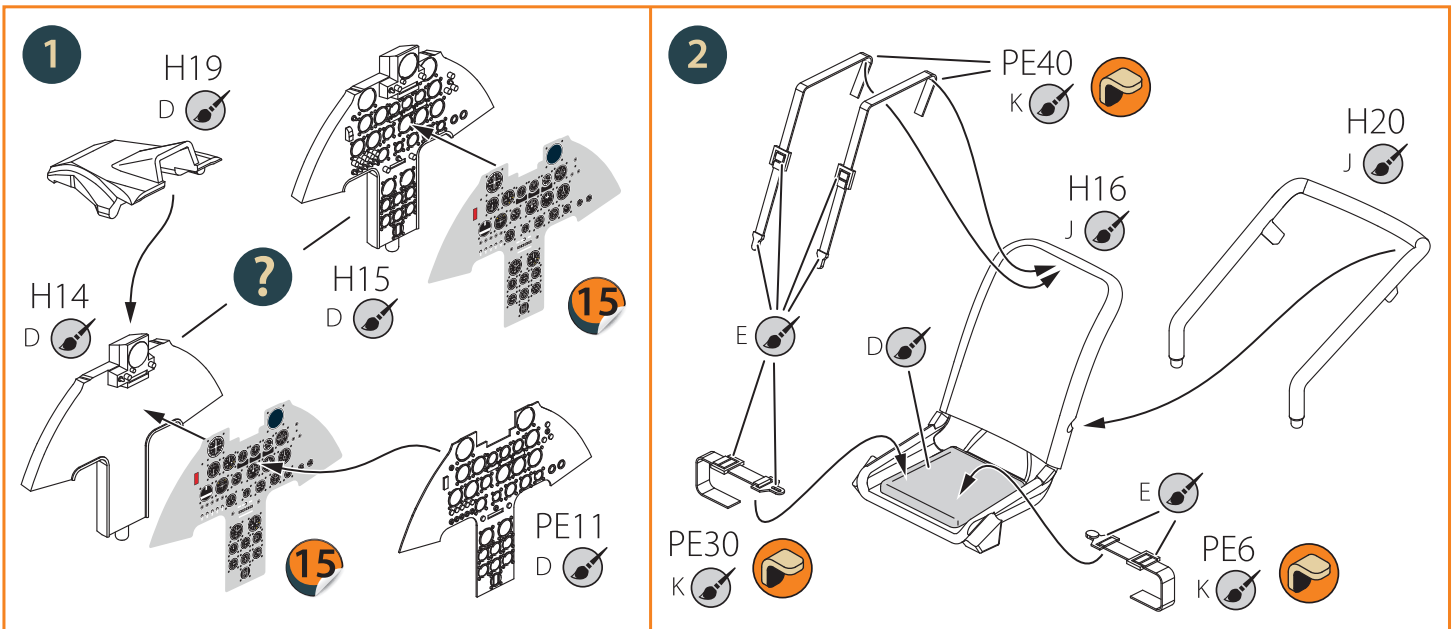
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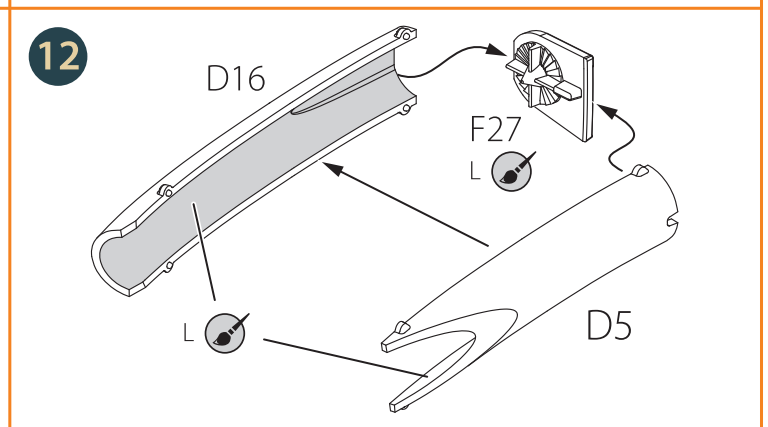
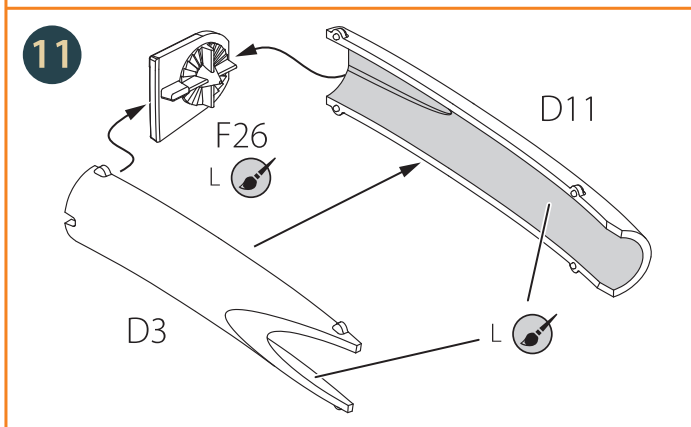
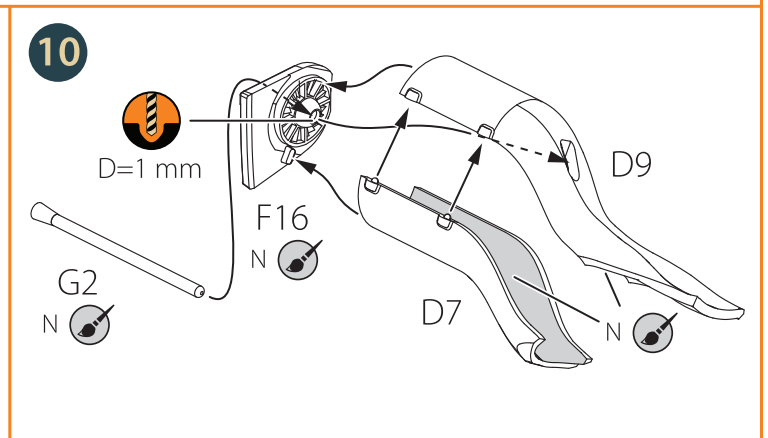
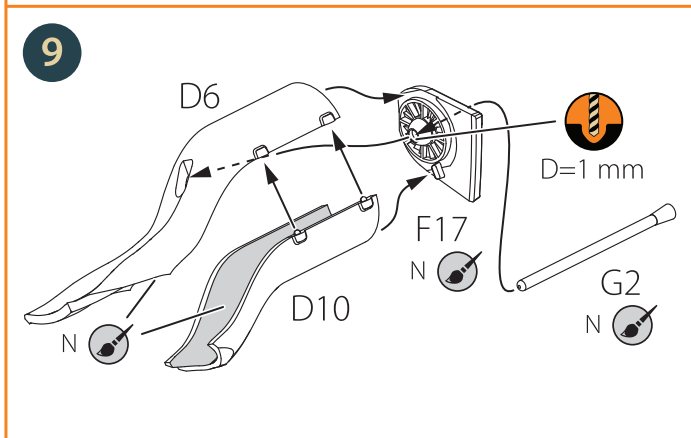
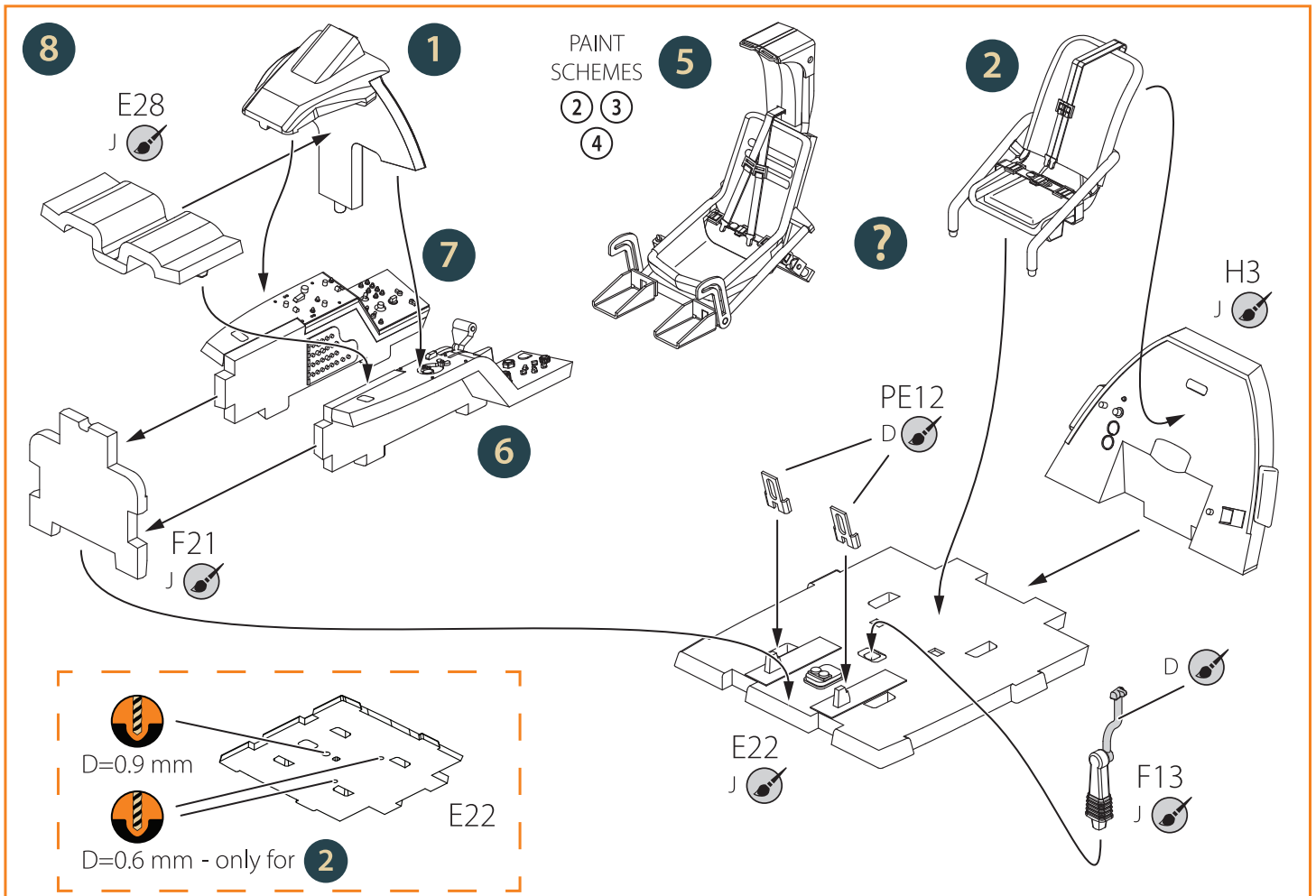


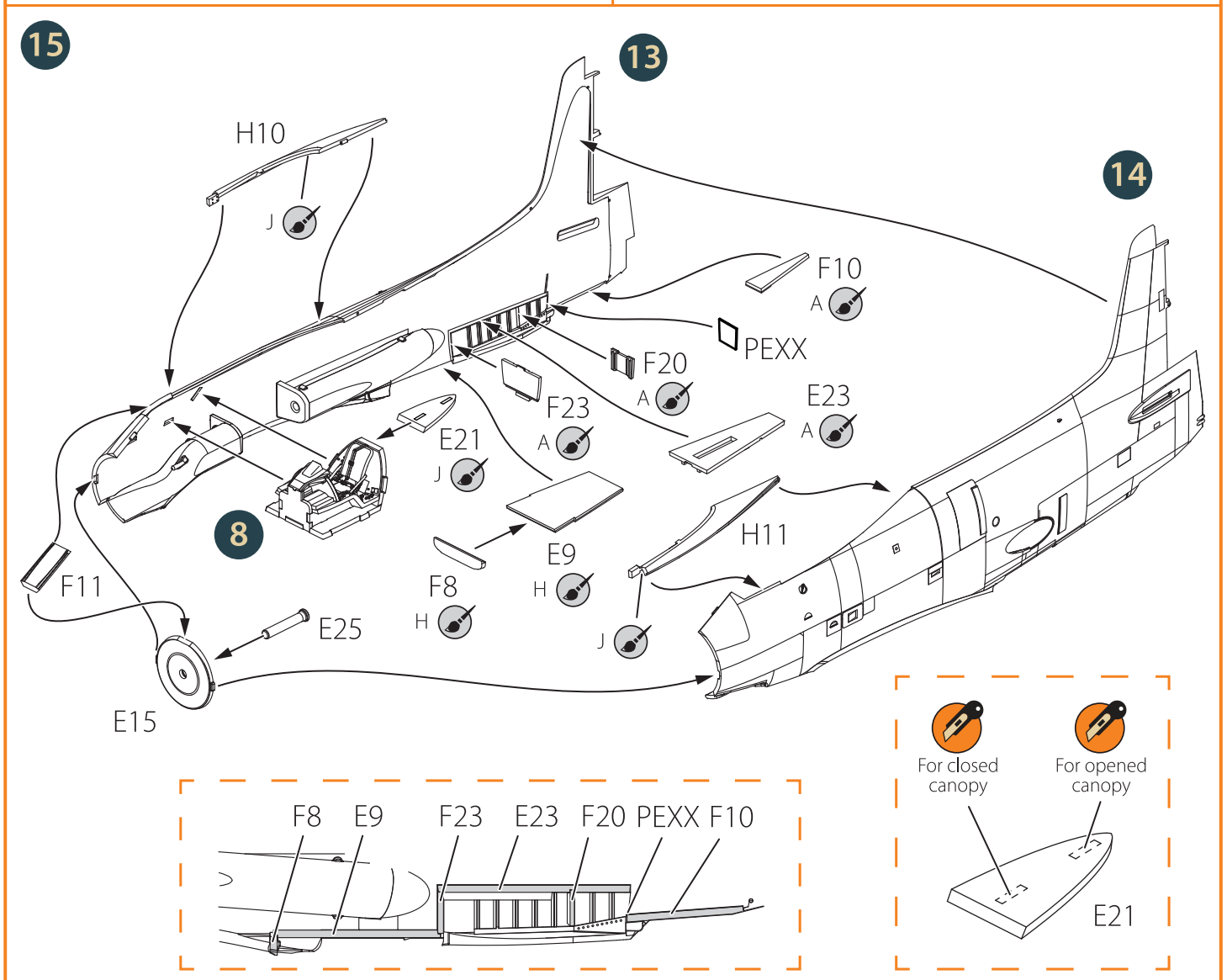
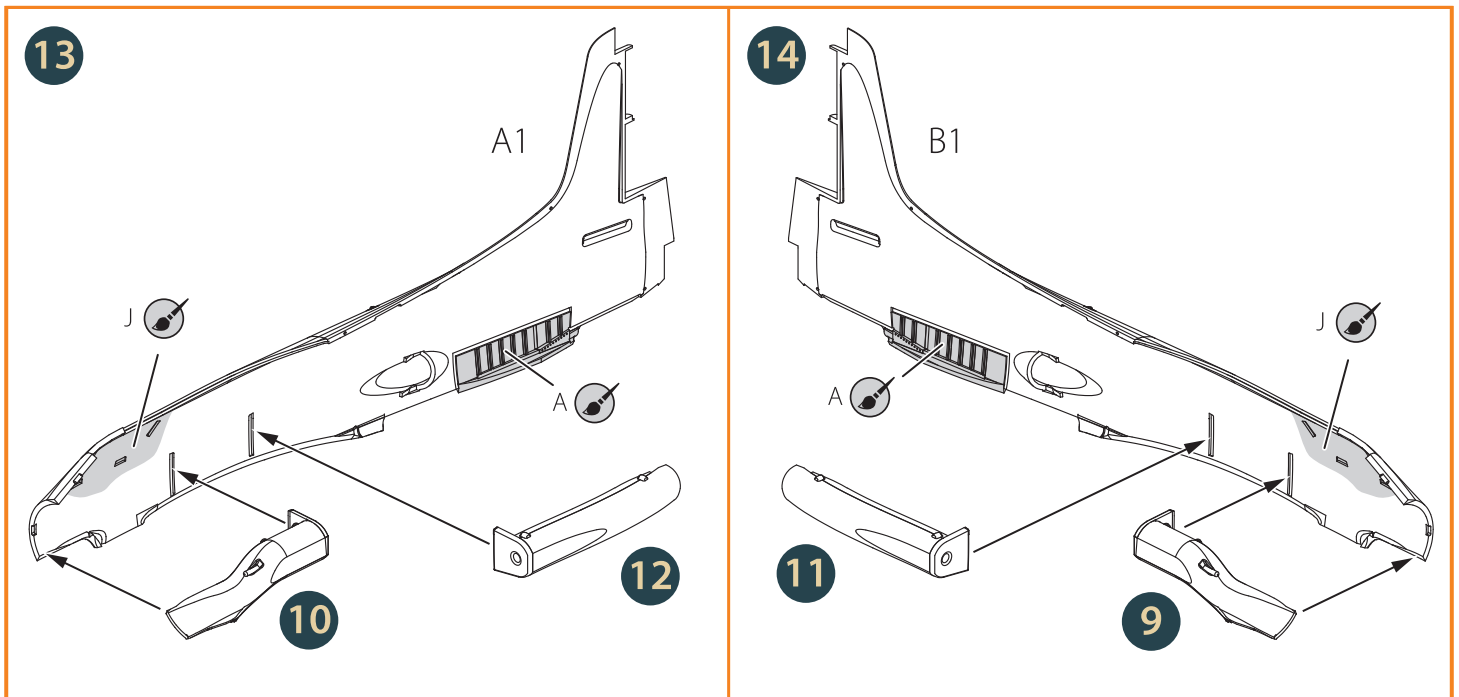
MASKS

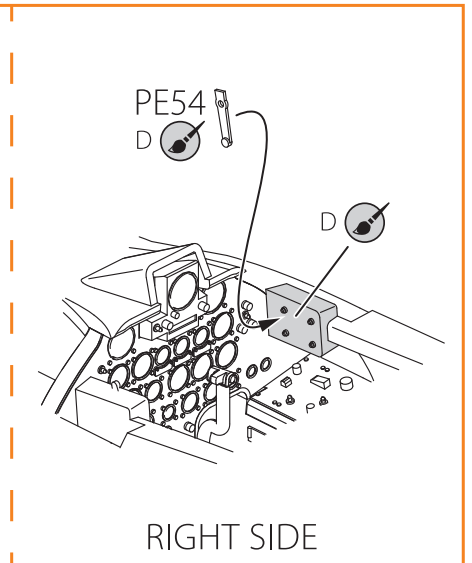
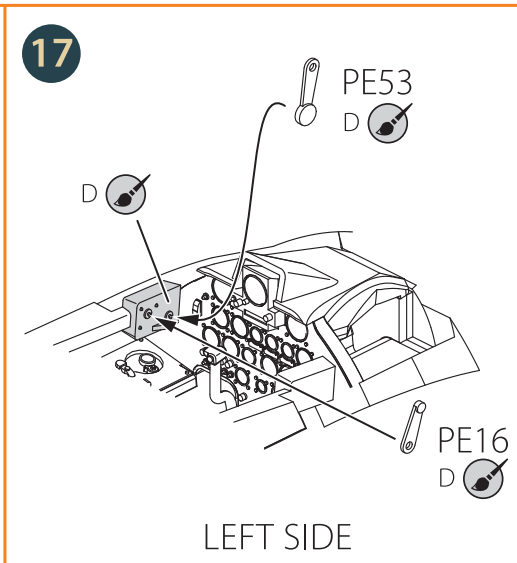
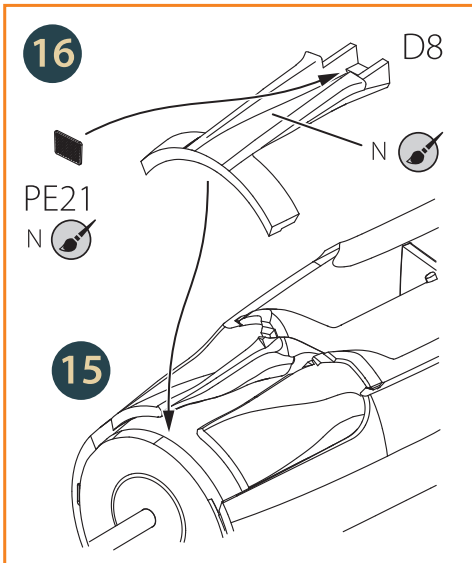


Parts not for use



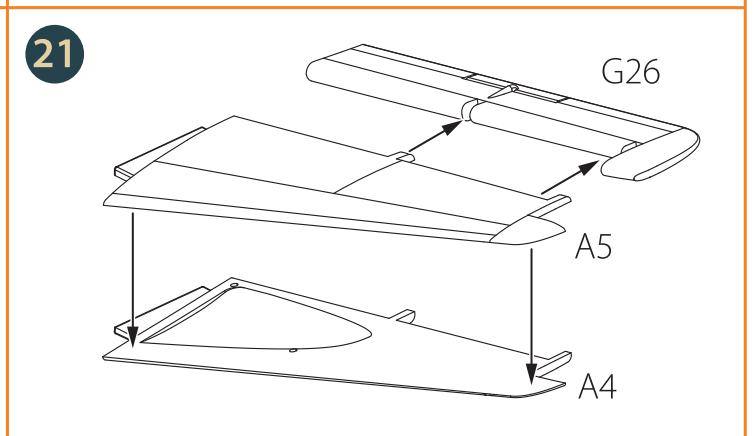
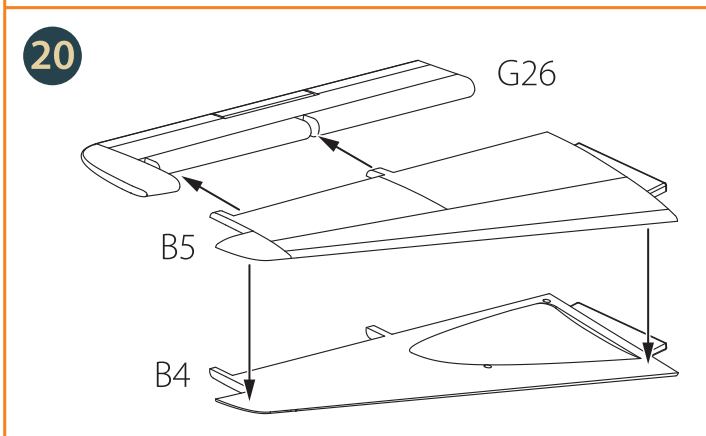
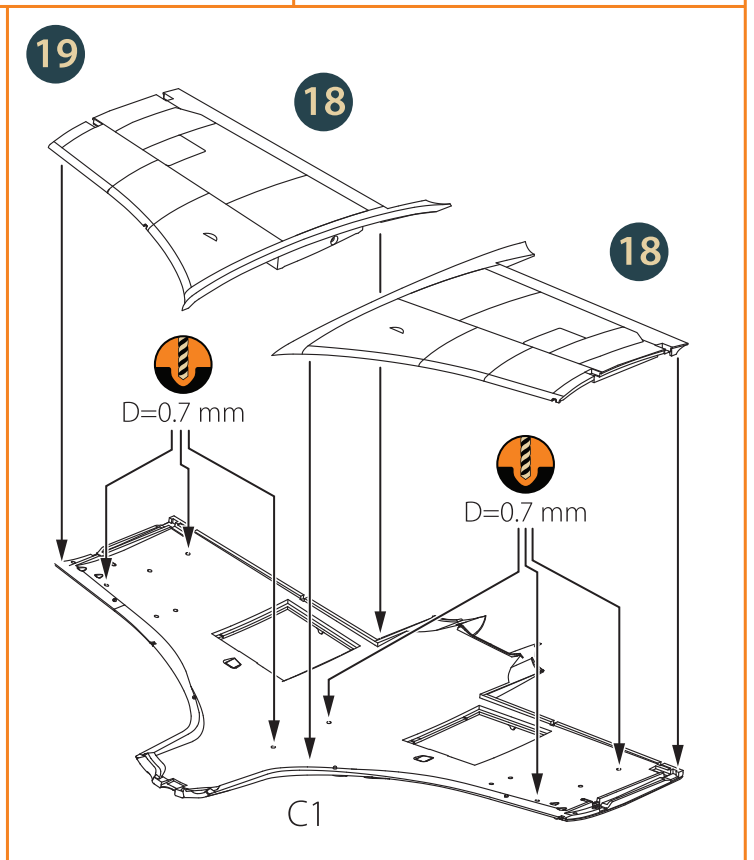
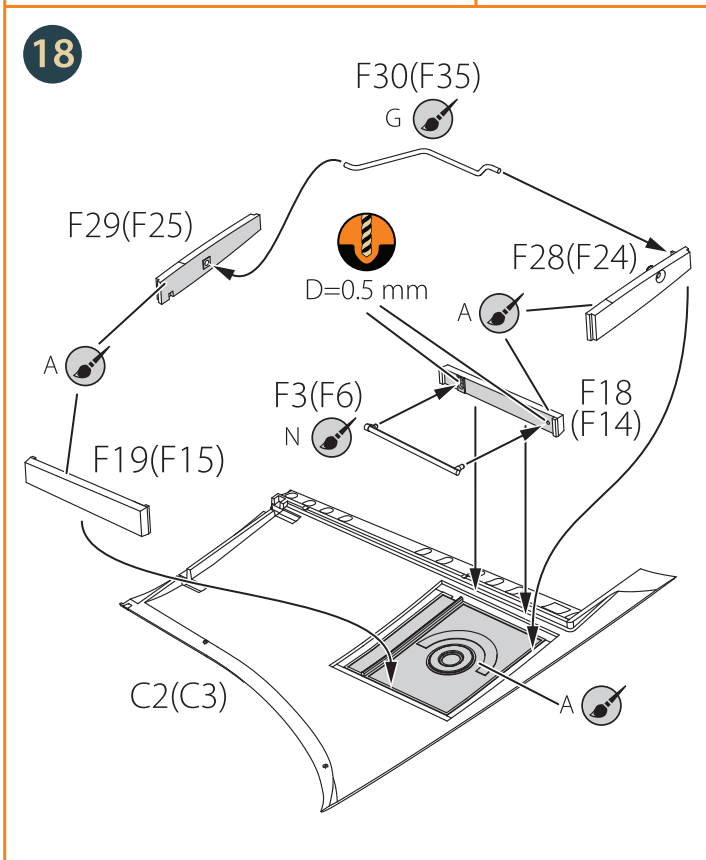


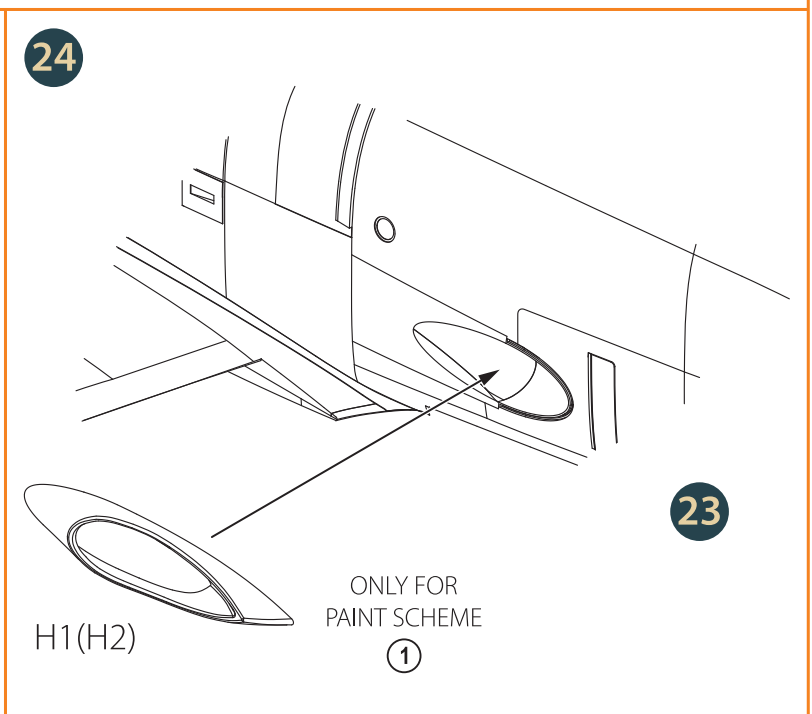
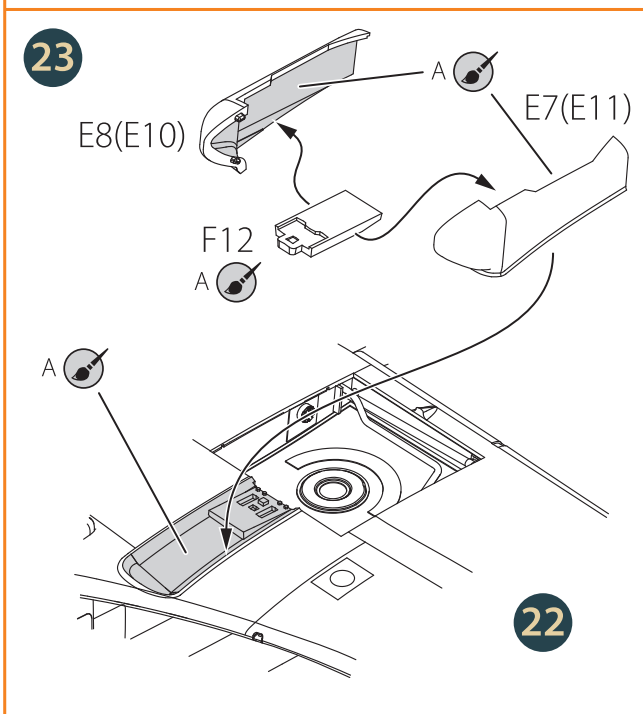
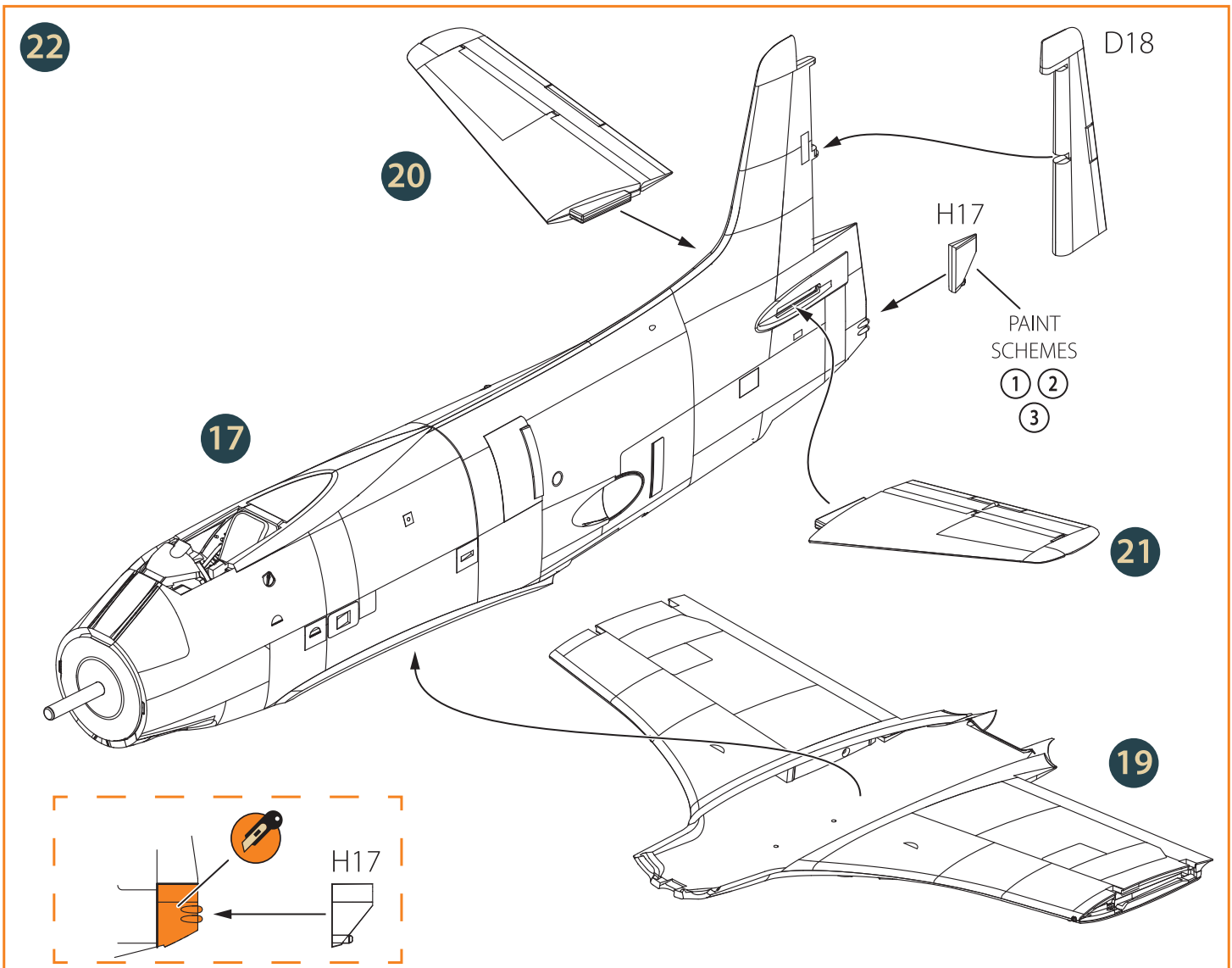




LEFT SIDE

RIGHT SIDE





25

A

G22

(wheel disk)

A

G24

A

F2(F7)

A

E

G6

A

PE23

A

G5

A

PE24

A

CORRECT POSITION
OF MAIN WHEEL ON
LANDING GEAR

FLIGHT DIRECTION

26

PE27
(PE26)

D14(D15)

PE49

PE49

28

N

G1

G1

G12

G13

27

PE52

PE52

PE49

D13(D12)

PE49

29

N

G1

G1

H5

H4

30

G3

A

PE17(PE18)

A

PE28

A

PE29

A

26

27

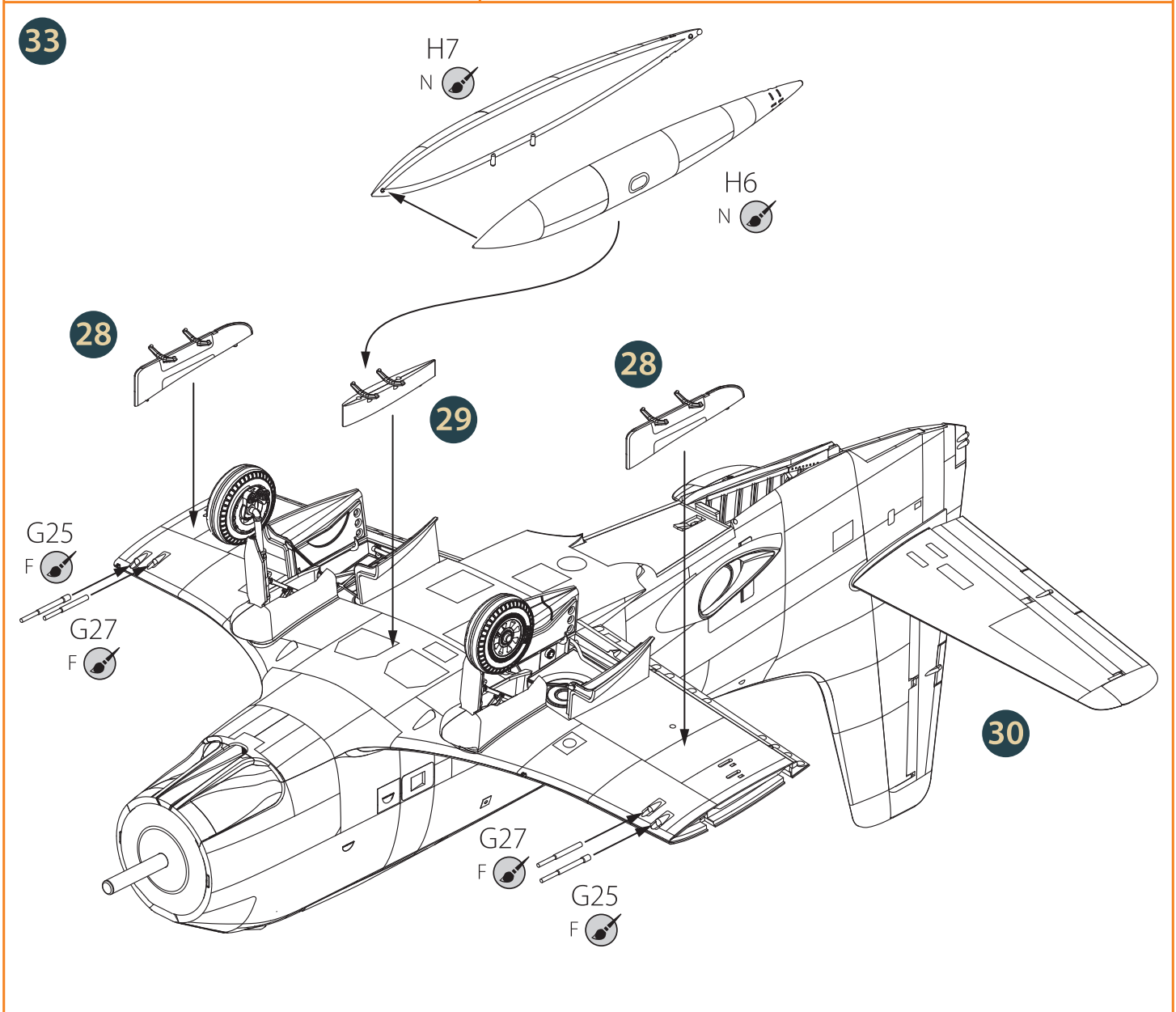
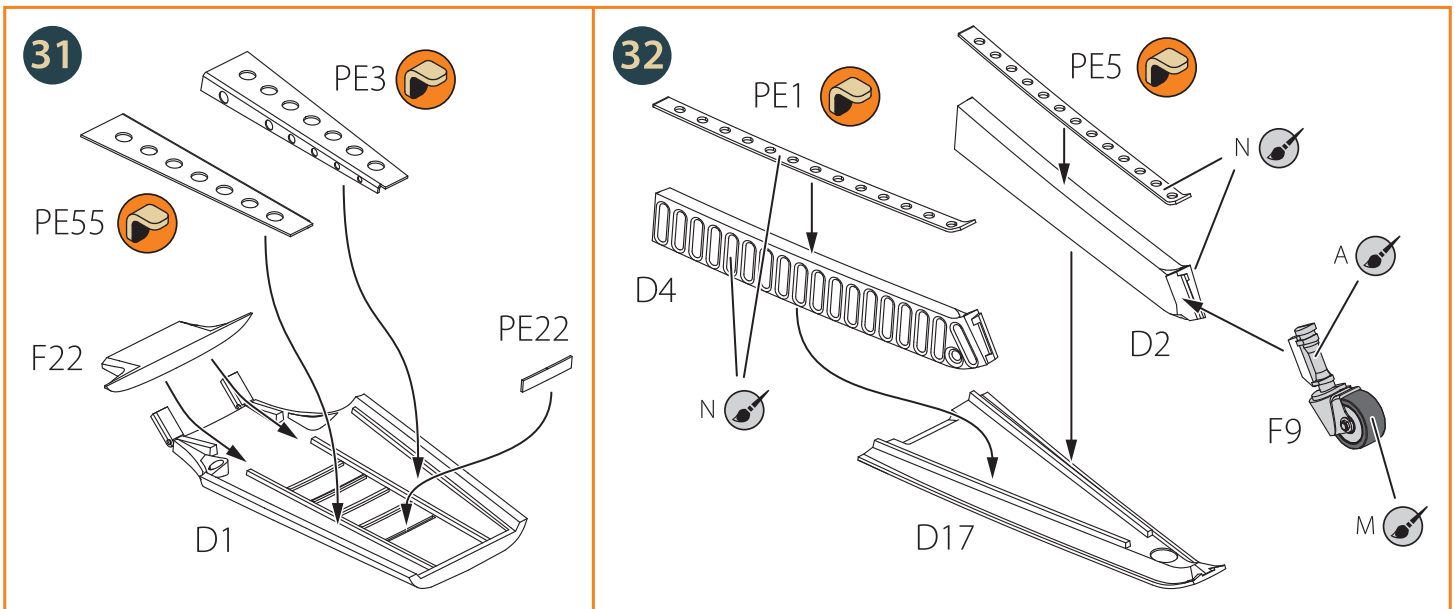
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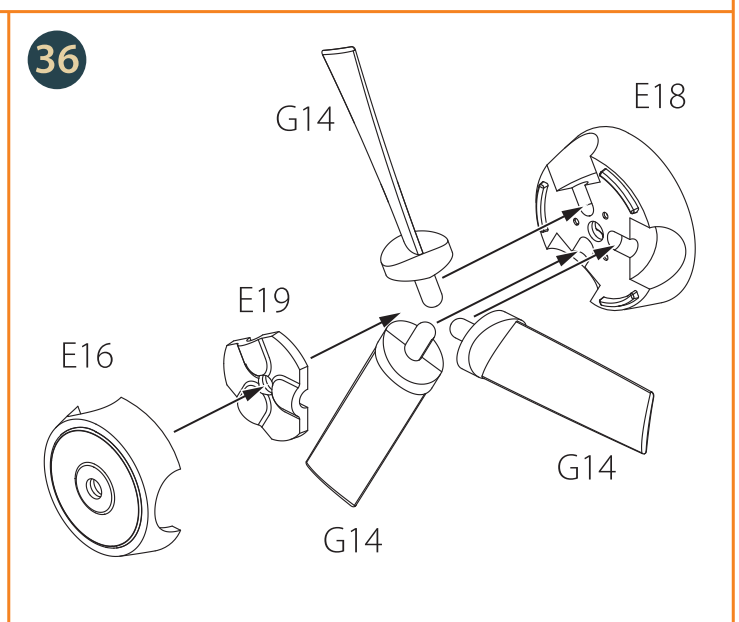
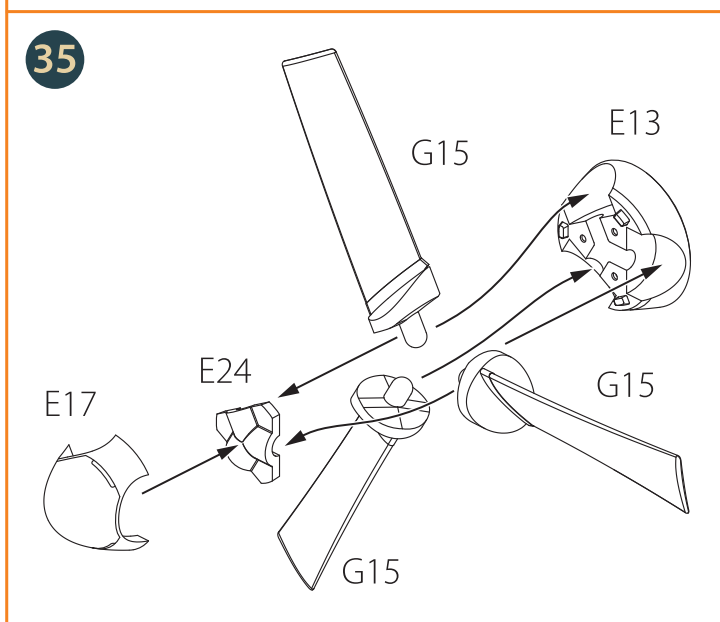
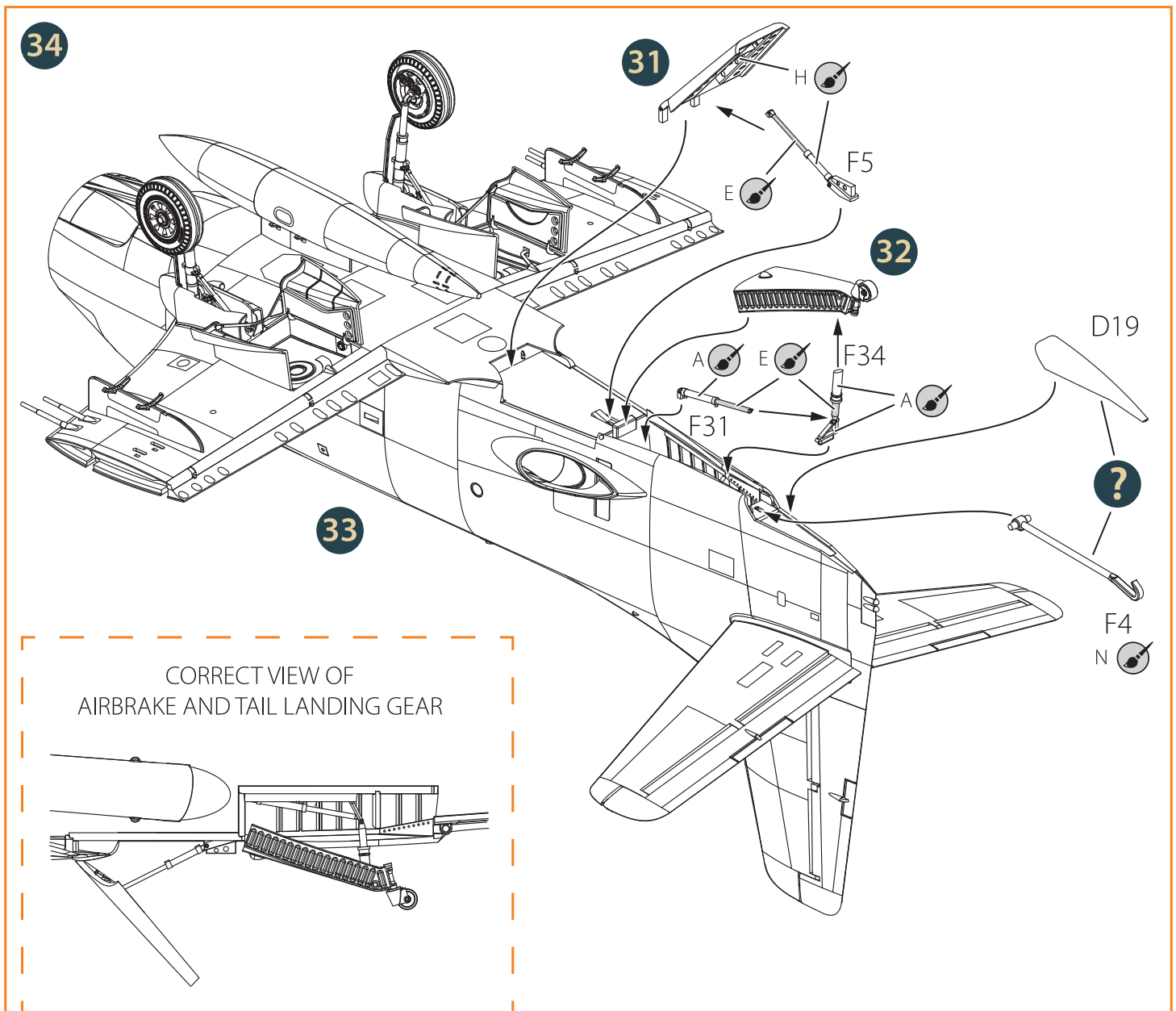
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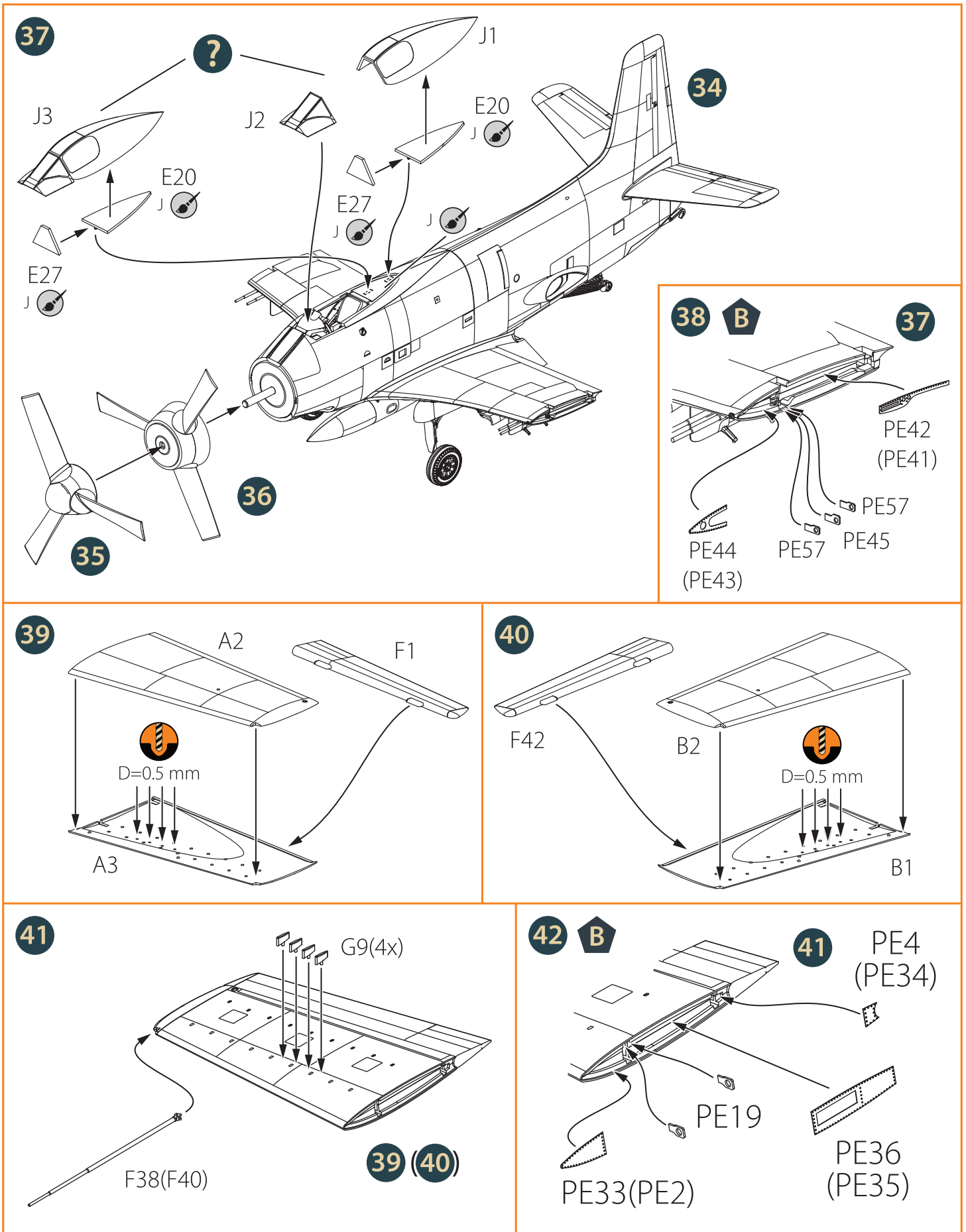
F36(F41)

E

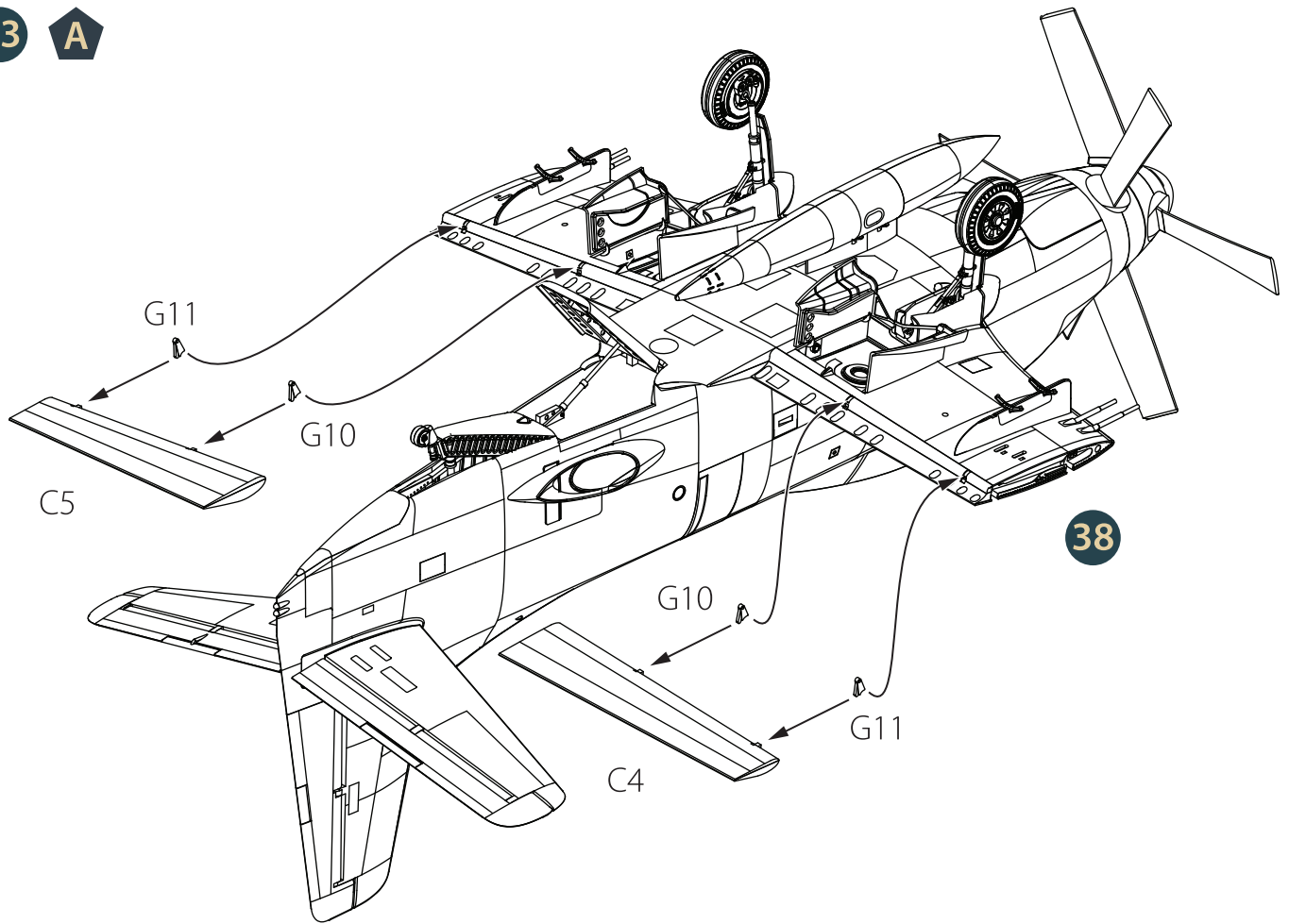
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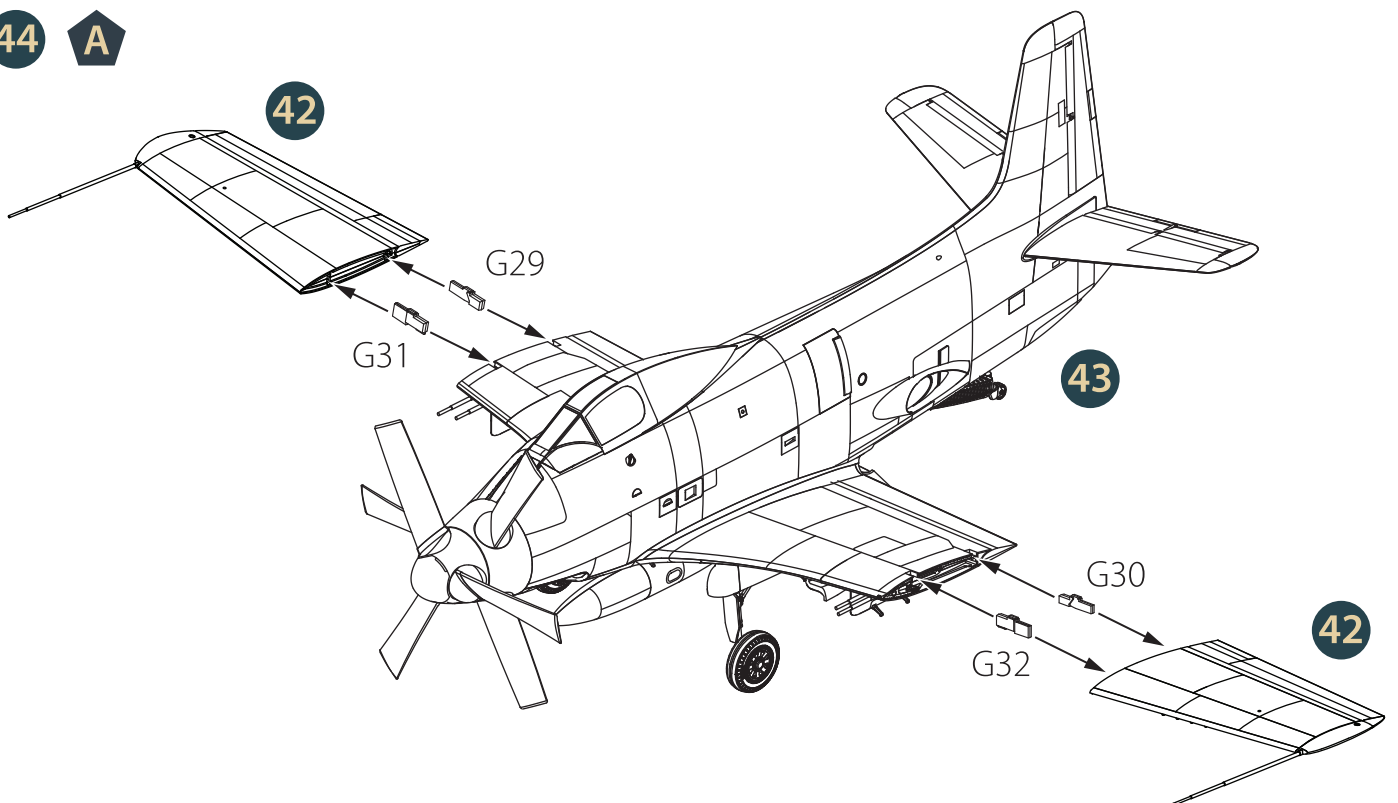




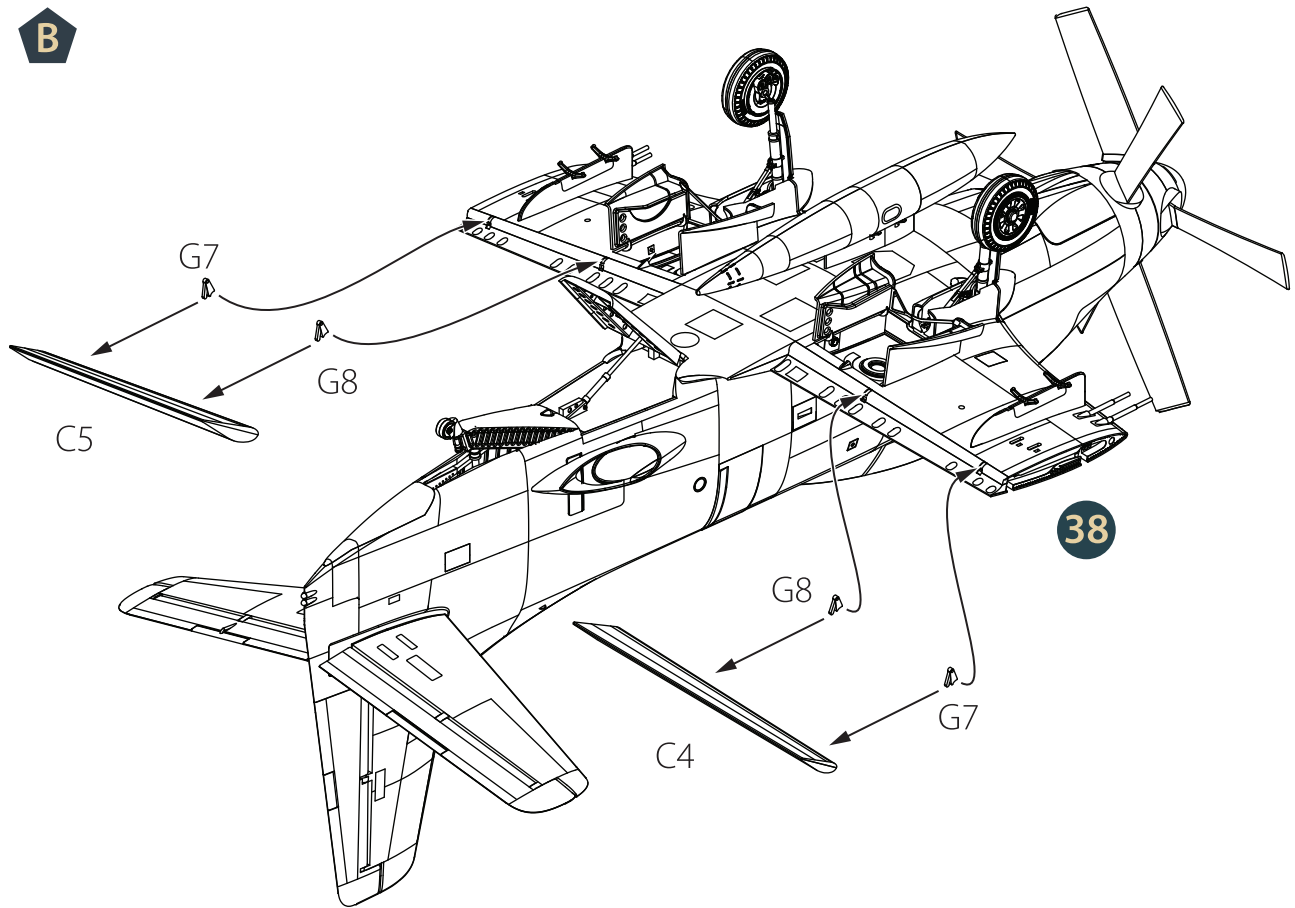
43 A



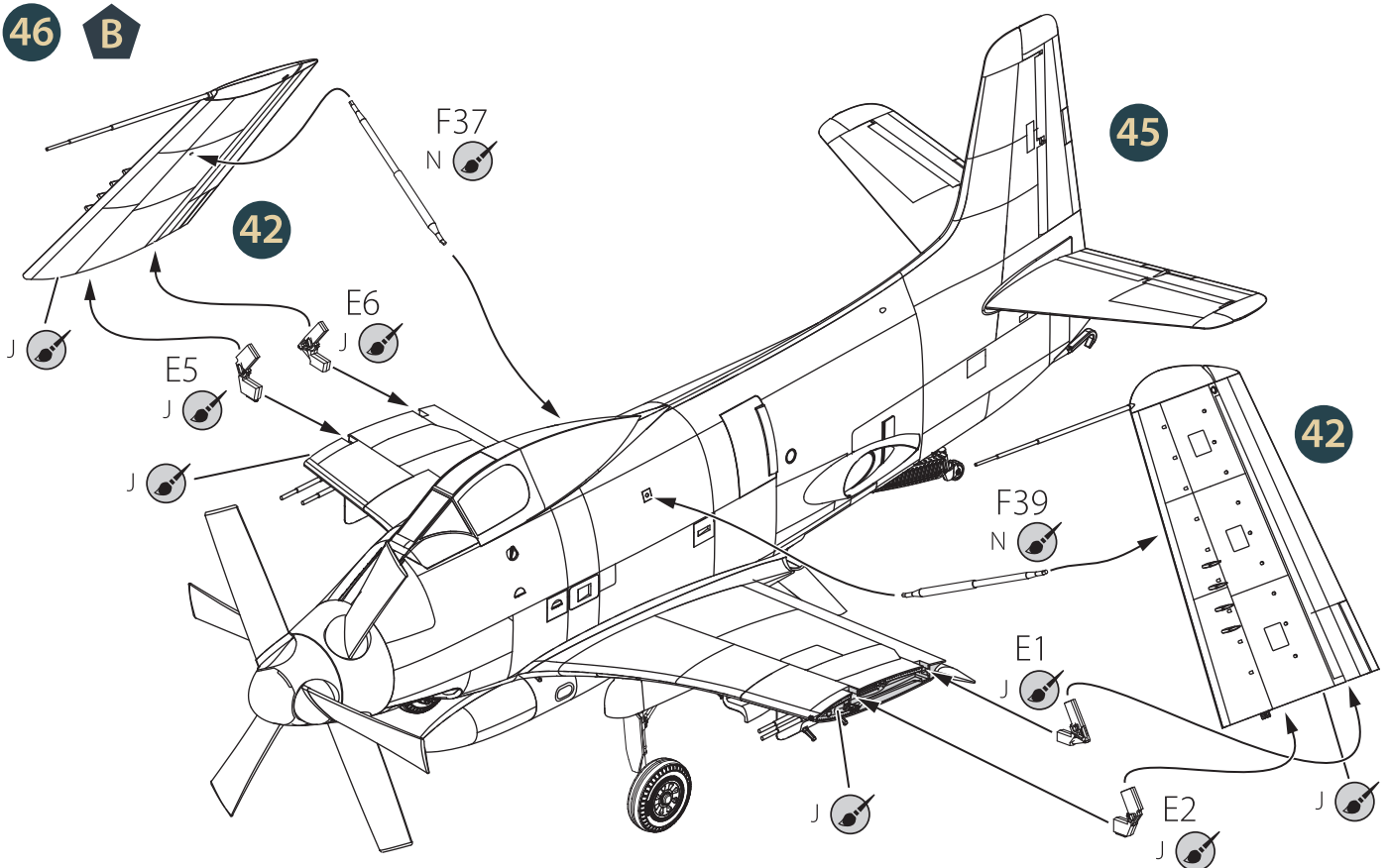
44 A

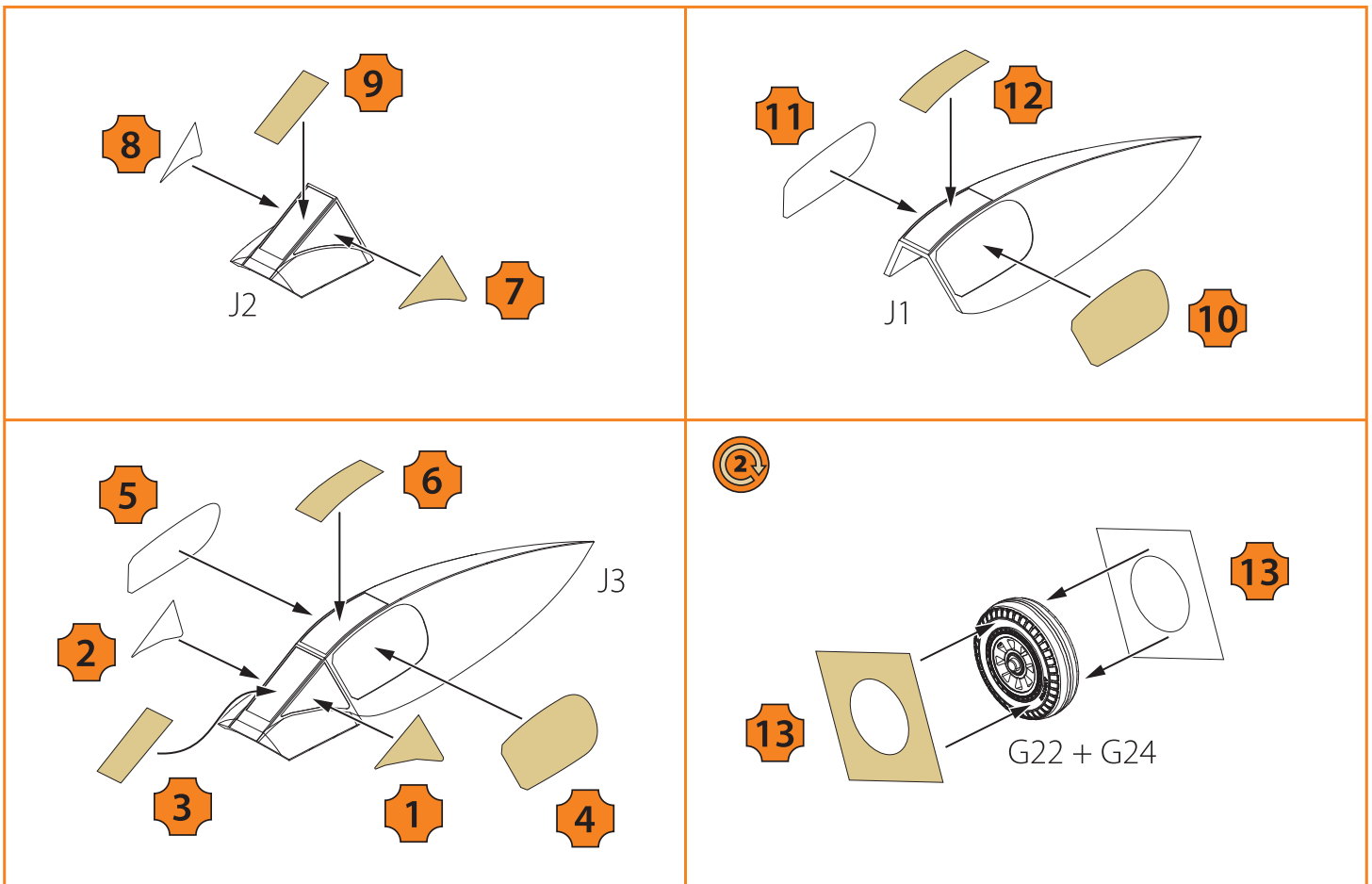


45 B



46 B





1. If necessary prepare the surface of the kit parts - remove unwanted items, polish and degrease.
2. Remove the elements of painting masks from the subbase with a spatula and tweezers, bending the paper in place of the workpiece edge.
3. Transfer the mask elements to the prepared surfaces of the cockpit cover kit parts and wheel hubs in accordance with their numbers. First, mask the outer surface of the glazing, focusing on the framing line, then internal if present, focusing on the contours of the exterior elements previously deposited masks.
4. Paint the interior cockpit cover, using the minimum required amount of paint.
5. Remove the internal elements of the masks. If necessary, trim the edge of the mask in order to avoid detachment the paint.
6. Paste the items in a model and paint it first interior color, then at the color of the outer surface. After that remove the remaining mask elements with wooden toothpick. If necessary, gently trim the edge of the mask.

Warning. Don't leave masks on clear parts for a long time.

Use with care on clear parts coated with "Pledge (Future) Floor Wax".

Our tip. For removing mask parts we recommend to use spatula made from wooden toothpick. This prevent clear parts from possible damaging



✉ sales@clearpropmodels.com
 f www.fb.com/Clearpropmodels



A.MIG-0227
NAVY BLUE



A.MIG-0194
ALUMINIUM



A.MIG-0125
INSIGNIA YELLOW



A.MIG-0046
BLACK



A.MIG-0191
POLISHED STEEL



A.MIG-0045
GUN METAL



A.MIG-0048
YELLOW

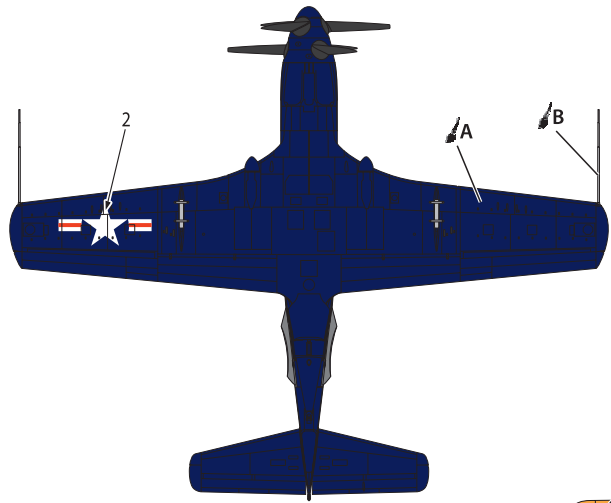
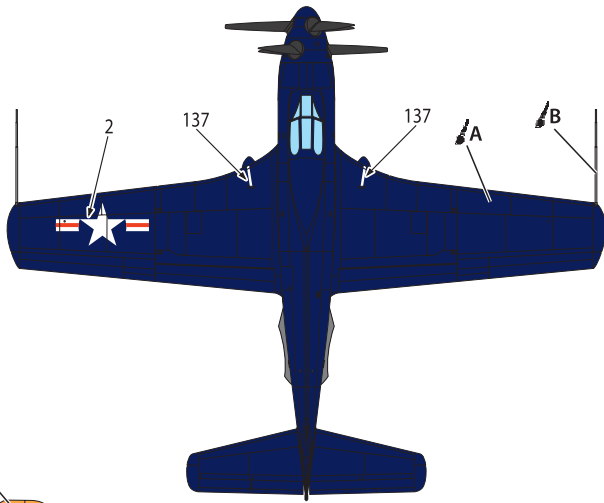
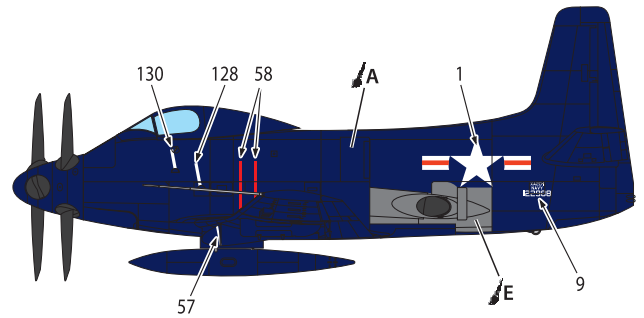
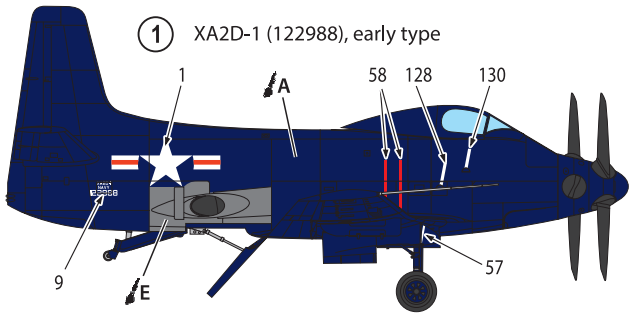


A.MIG-0049
RED

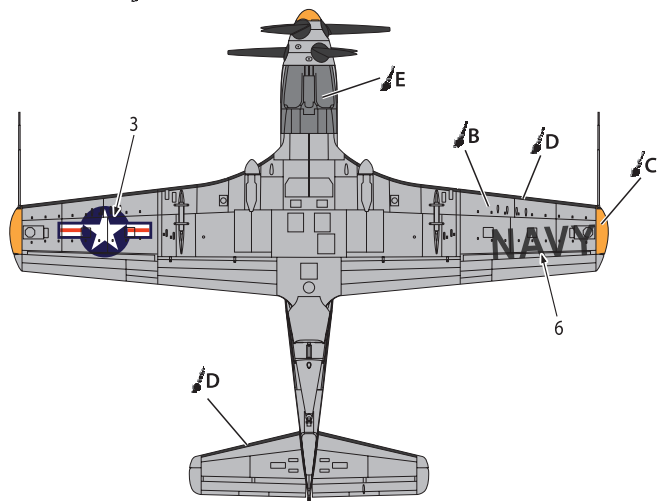
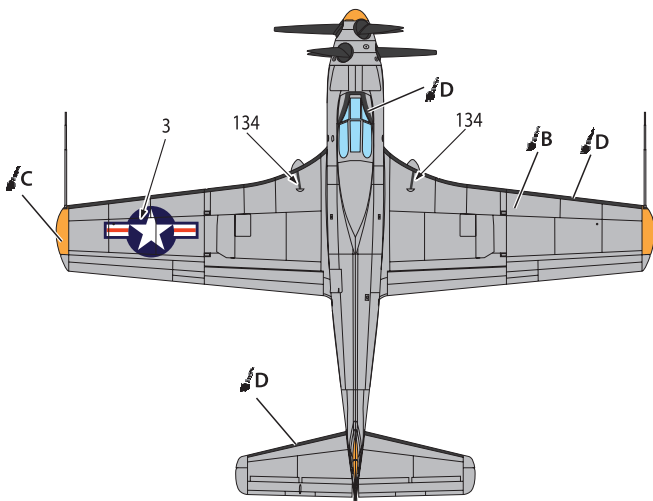
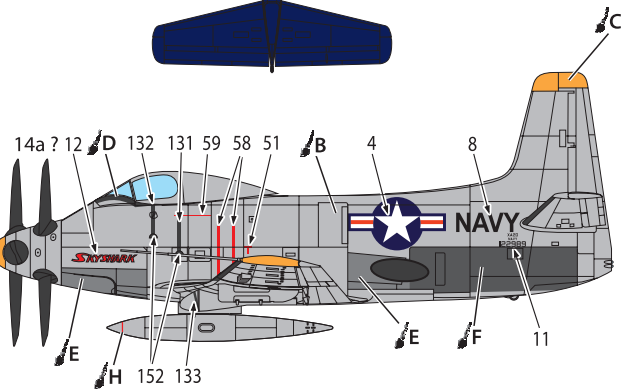
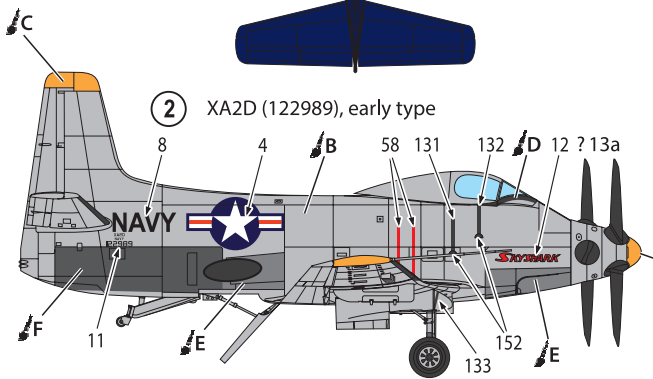


A.MIG-0047
WHITE

① XA2D-1 (122988), early type



② XA2D (122989), early type





A.MIG-0227
NAVY BLUE



A.MIG-0194
ALUMINIUM



A.MIG-0125
INSIGNIA YELLOW



A.MIG-0046
BLACK



A.MIG-0191
POLISHED STEEL



A.MIG-0045
GUN METAL



A.MIG-0048
YELLOW



A.MIG-0049
RED



A.MIG-0047
WHITE

