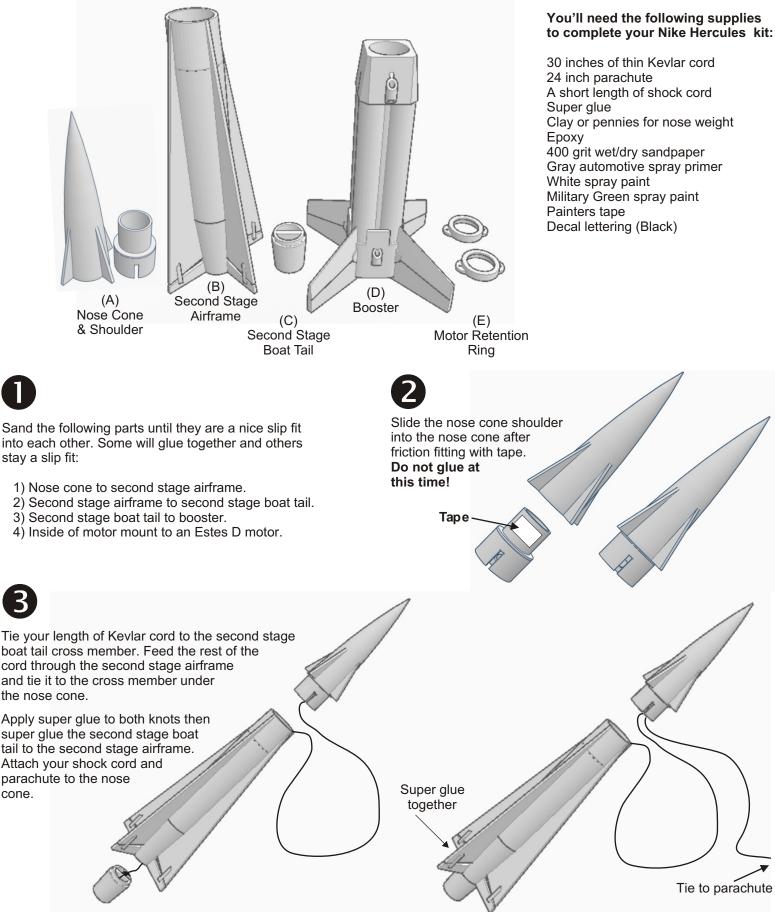
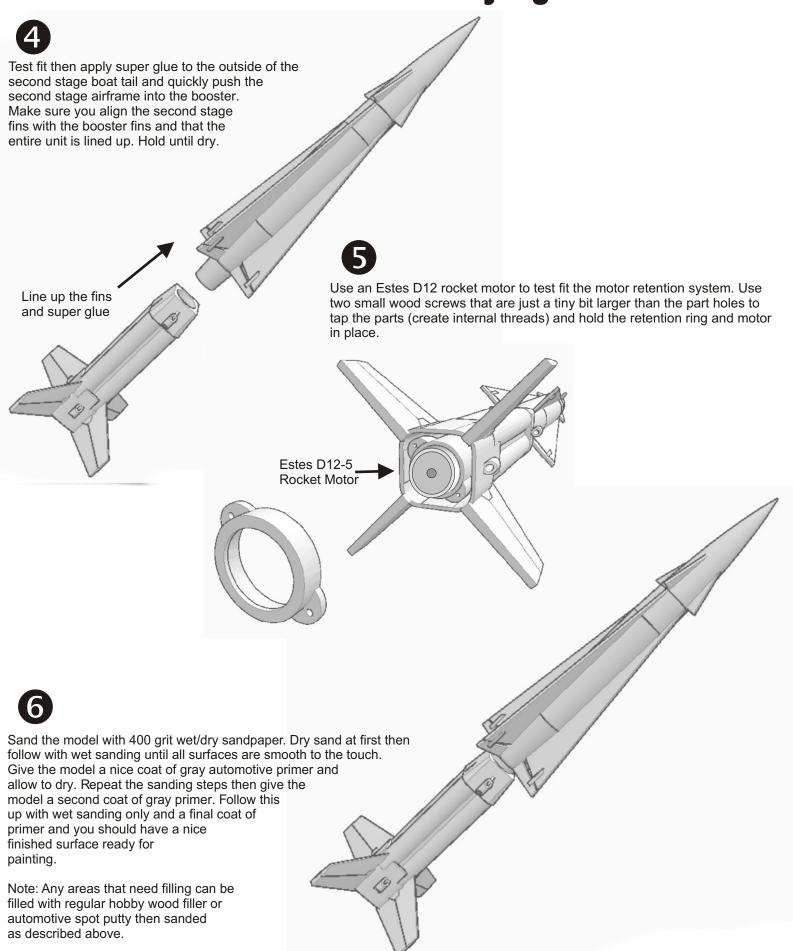
## 1/24th Scale Nike Hercules Flying Model Rocket

Thank you for purchasing a Boyce Aerospace Hobbies Nike Hercules kit. Please read these directions fully before you begin. All parts will be referred to in these instructions as labeled in the drawing:

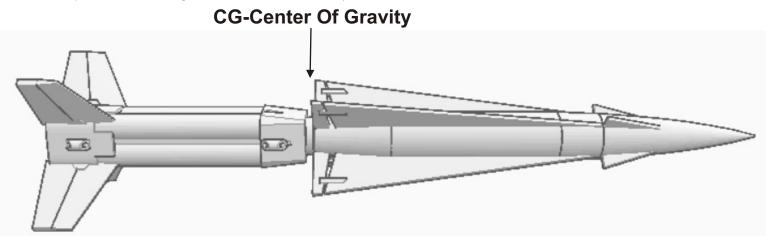


## 1/24th Scale Nike Hercules Flying Model Rocket



# 1/24th Scale Nike Hercules Flying Model RocketIMPORTANT!IMPORTANT!IMPORTANT!IMPORTANT!

Put a rocket motor in the model then add clay or pennies to the cup inside the nose cone shoulder until the model balances at the required center of gravity (CG) as shown below. Failure to do so will result in a unstable flight that could injure someone, damage personal property, and damage the rocket! Once enough nose weight has been added epoxy the clay or pennies in place then glue the shoulder to the nose cone making sure to align the nose cone's fins with the fins on the main body (as the shoulder is in place and in its alignment slot on the airframe).



#### Flight Prep:

Use recovery wadding and carefully pack your parachute.

Use an Estes D12-5 motor for your first flight. Use two small screws to hold the motor retention system over the end of the exposed motor to prevent it from ejecting itself when the delay charge fires.

Use a software program such as ROCKSIM to model the rockets flight if higher performance motors are used. Please follow all local laws and the NAR Model Rocketry Safety Code when flying this model. Fly safe and have fun!

### PAINT AND DETAIL THE MODEL AS SHOWN BELOW:

There are a ton of painting references on the web for the Nike Hercules. I printed just one photo to give you some motivation. Booster is painted military green just on the motor casings. The rest of the missile is white. The U.S. ARMY text is black and appears to be Arial Bold. Please enjoy your model and send us some images of you completed rocket for our web gallery (when we get it set up!). Thanks again for your purchase....Alex and Sheree Boyce boyceaerospacehobbies@gmail.com

