



BR72214

Redtop Air to Air Guided Missile Set

Designed for the 1/72 scale
new tool Airfix Lightning F.6



Master Patterns by Michael O'Hare

This set contains a pair of accurate, detailed HS Redtop missiles with clear cast seeker heads and decals for stencils and markings. These missiles were also fitted to the Sea Vixen, and can be fitted to any kit of the EE /BAC Lightning. Redtops were used by the RAF, Fleet Air Arm, the Royal Saudi and Kuwaiti Air Forces.

- 1) Remove the two upright guards and carefully saw the casting block in two, separating the 2 missile bodies. Make a saw cut at the back edge of the fins and another flat against the base. We recommend the use of a photoetched saw (JLC saw, Tamiya) for this fine work. Break flash free with tweezers as in figure 2. Saw missile from casting base and cleanup rear of fins. Carefully square up rear face with file or sanding block.
- 2) Saw off section of plug with one exhaust nozzle. Saw in carefully from all sides of exhaust nozzle to prevent cutting off at an angle. Cleanup and test fit to missile body. Attach with thinned white glue to get alignment. When set, fill any gap with Superglue (CA) and sand smooth.
3. Remove casting guards from either side of forward fins. I find it easier to cut a section of casting block with just 2 fins on it before removing the fins. Saw or score at base of fin to remove. Sand square and cleanup. test fit into slot and adjust as needed. Run a small bead of CA in the groove, then place fin with tweezers. Align with rear fin. repeat for other fins.
- 4) Carefully saw clear seeker head from molding block, leaving a short stub. Test fit & adjust. Don't attach yet.
- 5) Paint missiles according to study of reference photos. Redtops seemed to be painted in a color similar to a satin Medium Sea Grey with fins in either slightly darker bluish grey or an olive green color. Red borders seen on some fins were removable guards to prevent damage. Gloss coat and apply decals using the guide below. Paint the seeker head recess gunmetal. Attach seeker head and you are done!

Happy modelling! *Ray*

