

Salzo 'V5' builders guide.

Before you begin building, I recommend reading over the Salzo V3/4 manual here:

<https://www.therpf.com/forums/threads/salzo-t65-v3-manual.84095/>

Most of the plant on part locations are the same, but the V5 has some variations, which I will try to illustrate.

Please keep in mind, this 'guide' is not meant to be a comprehensive set of instructions, it is meant to point you in the right direction, and show you some of the things I learned along the way building 5 of these models. I also encourage you to RTFM (read the freaking manual) before actually doing anything to your model!

I will leave out the minor detailing, as that is a personal choice of the modeler. PLEASE, check your reference material for the specific ship you are building.

You do you in that respect!

Most of the V5 is similar to the V3/4, with the exception of the wings, and Phantom cans. Many of the pics are from some of my builds, and some, shamelessly copied from Jason Eaton's build, when mine were not adequate. Thanks Jason!

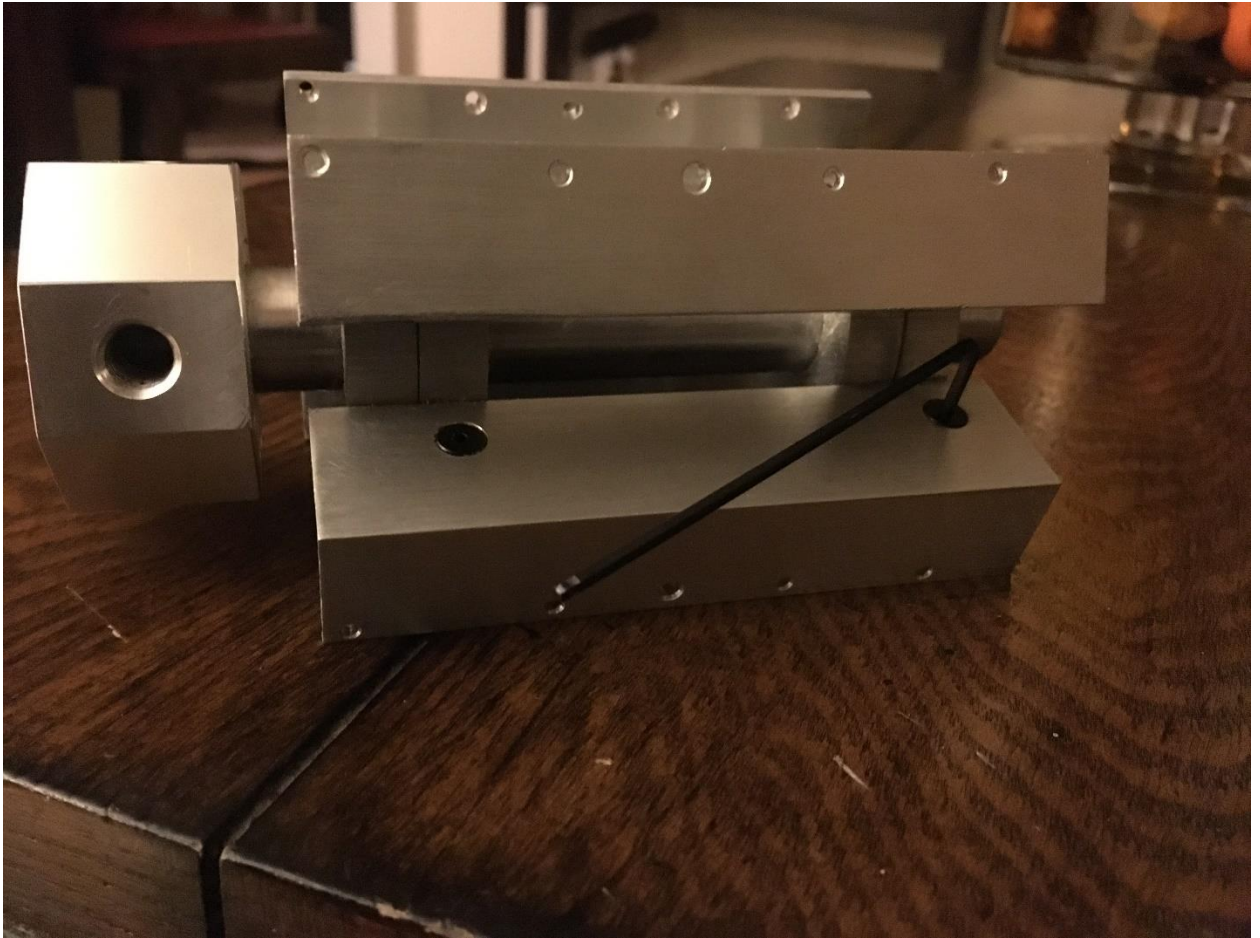
First, as in all resin kits, remove all casting flash, sand the parts clean, and wash them in warm, soapy water, and air dry them. My wife did not appreciate having the kit parts on her kitchen counter, but a nice dinner out eased her minor irritation with me.

To sand the fuselage top/bottom mating surfaces, I took a belt sander belt, cut it so it was one long piece, and adhered it to a ¼" thick piece of flat glass. That made a perfectly flat surface to sand the mating areas. The top and bottom halves of the hull fit together perfectly after this.

I decided to light my model, and, so that the wings would open/close, I used an armature from Mike Reader.

A few notes on the armature:

- 1) I replaced the screws that attach the angle brackets to the armature mechanism. Reader uses Phillips head screws, but I wanted to be able to remove my wings for painting after the model was complete. I have found this to me much easier. To accomplish this, I replaced the Phillips head screws with hex screws. They are 6-32 x 3/8" long. I got them from McMaster-Carr, and the part number from McMaster is #91253A146, for a pack of 100. You will have to use a cut down Allen wrench to access the screws, but that is easy enough. You do not have to do this, but I think it makes it easier to paint, and handle the model later.
- 2) The Reader armature comes drilled for 3/8"-10 mount holes, if you want to use a Panavice mount, which is ¼"-20, you will need to use a thread adapter. Be sure to use Loctite on the thread adapters, so they do not come out of the armature. I bet you can guess how I know this.



Fit the armature inside the fuselage. I chose to mill out the area underneath the droid strip, so that I could access the screws for the armature locks, and place my battery for lights.



Note that I also added some small rare earth magnets, to grab the thin metal I added to the bottom of the droid strip.

I also drilled a hole in the armature shaft to run the wires for the engine lights. It is simple to snake the engine wires up through the center of the hole. I found that it makes it much easier to keep your wires that run out of the wing root long, until the model is painted, and you are ready to wire it all up. Then you can trim wires to the proper length, and solder them together.





Wings and engines:

Clean up the pour stubs on the wing roots, and sand them square to the wings.

It is **very important** that you sand the wing root square to the leading edge of the wing. Take your time here, otherwise the wings will not line up properly when closed. This misalignment will stack up as you install the cannons and Phantom engines, and REALLY show up...and make your model look goofy. Use a machinists' square, put the long edge against the leading edge, and the short edge against the root, sand carefully until these are perfectly square.

I removed the angle brackets from the armature, and glued them to the wing roots. I drilled pilot holes for #2 wood screws, and screwed the wings to the brackets, using the holes provided in the brackets. I also drilled holes in each wing to pass the wires for lights.

The V5 Phantom cans have several pieces; an insert, 2 engine halves, a mount base (a Sealab part, I think), a heat sink, and a set of turkey feathers for exhaust. The insert makes it easy to drill out for engine lighting. I used 5mm flickering red LEDs, wired for 9VDC. Your choice here. Assemble the Phantom engines as shown in Jason's pics.

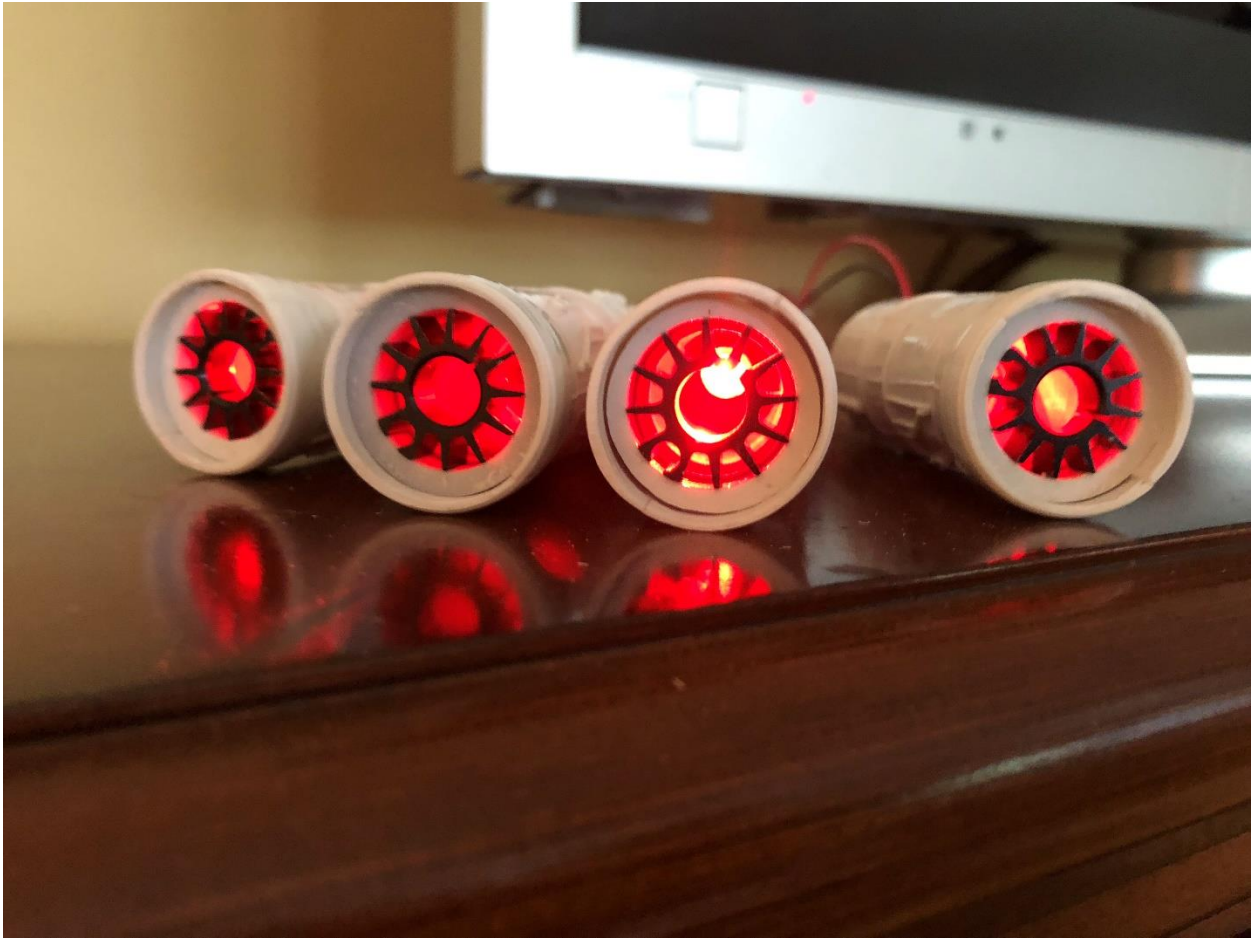




The heat sink fits inside the engine, and is a friction fit.







You can see mine lit up, doing a LED burn in.
Install the 'turkey feathers', and clean up the seams.



Install the plant on parts on the wings as shown. There is a U-shaped ABS plastic channel used

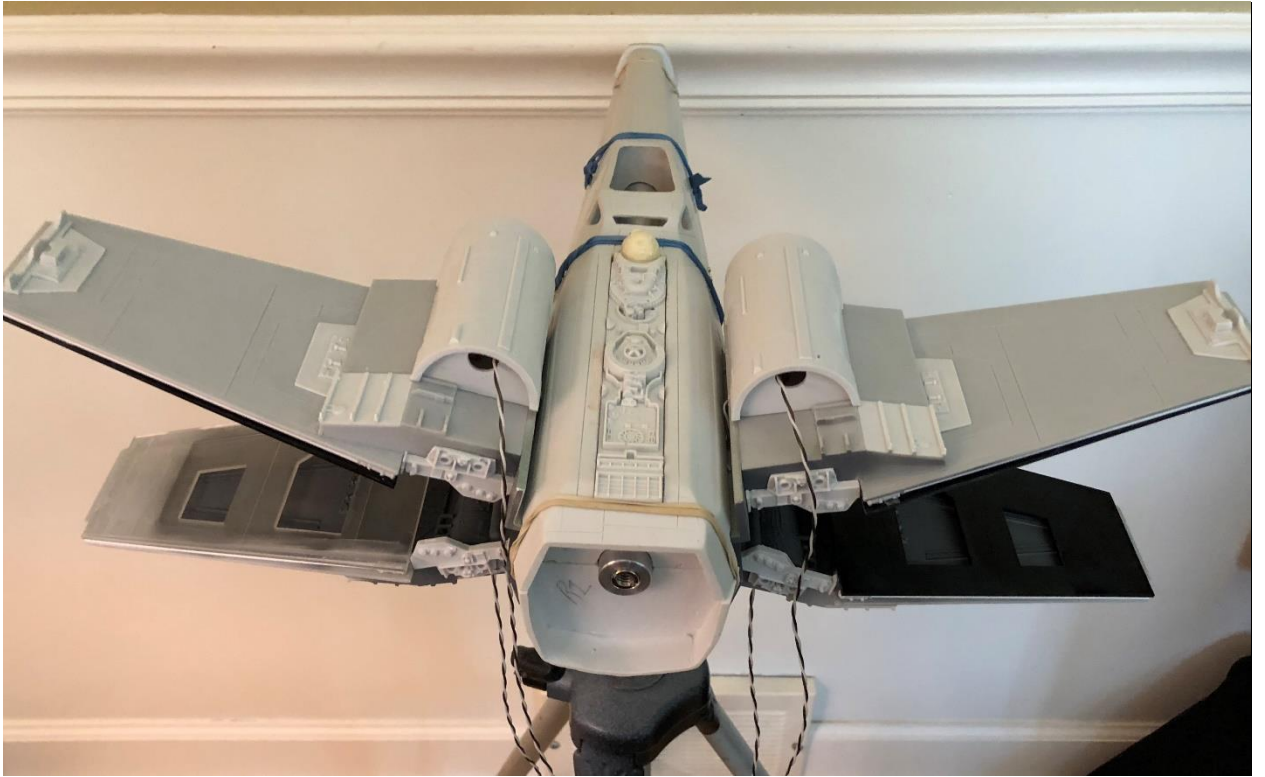
on the inside of the wings; Plastruct makes it, and the part number is 90043.

Part locations are self-explanatory. The Sealab parts, Saturn cans, and some other small bits may vary a bit with the specific ship you are building, so check your reference before you glue anything. This gives you a general idea. Some of these pics are mine, and some are Jason's pictures, used to illustrate the point.





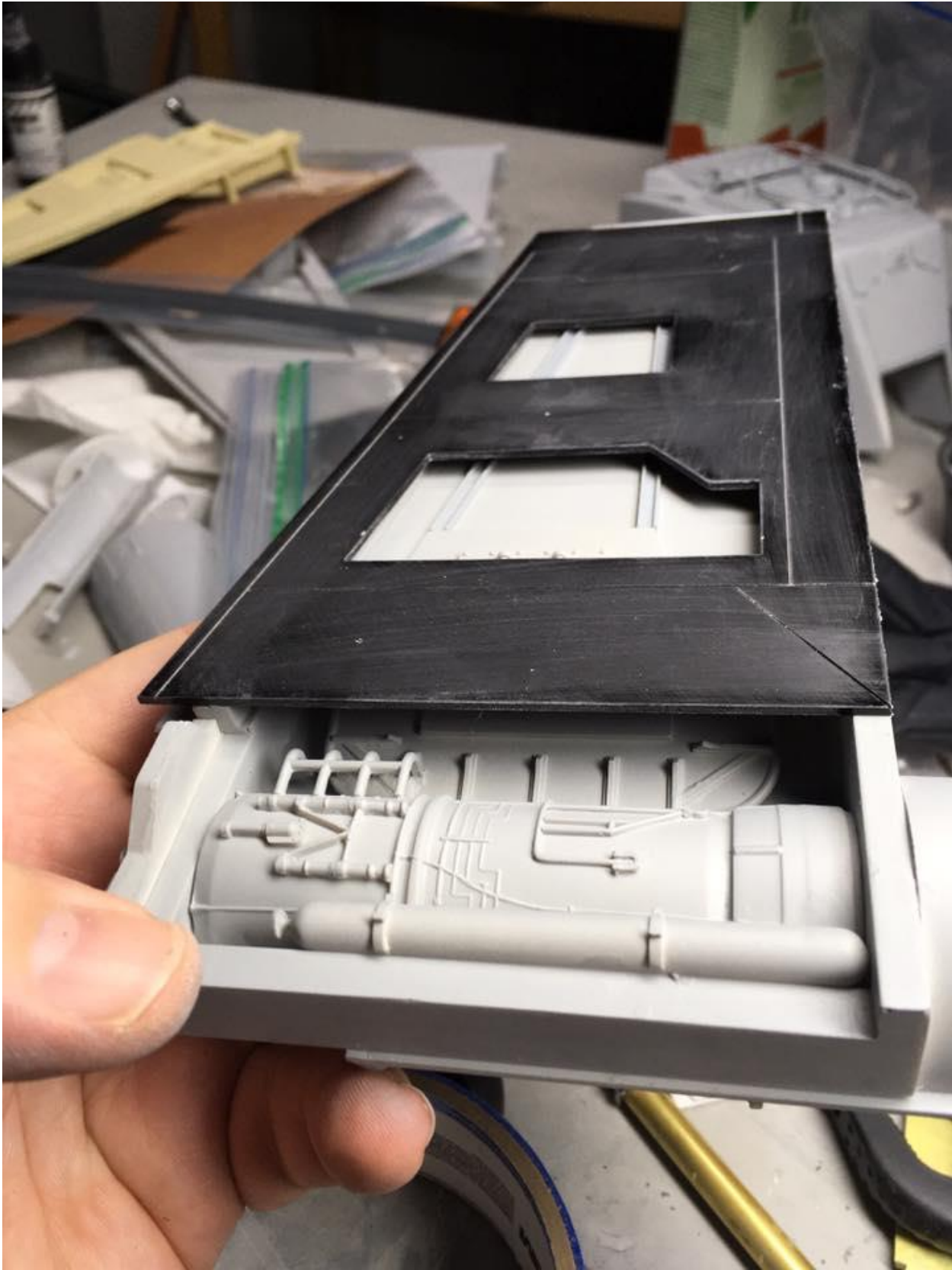


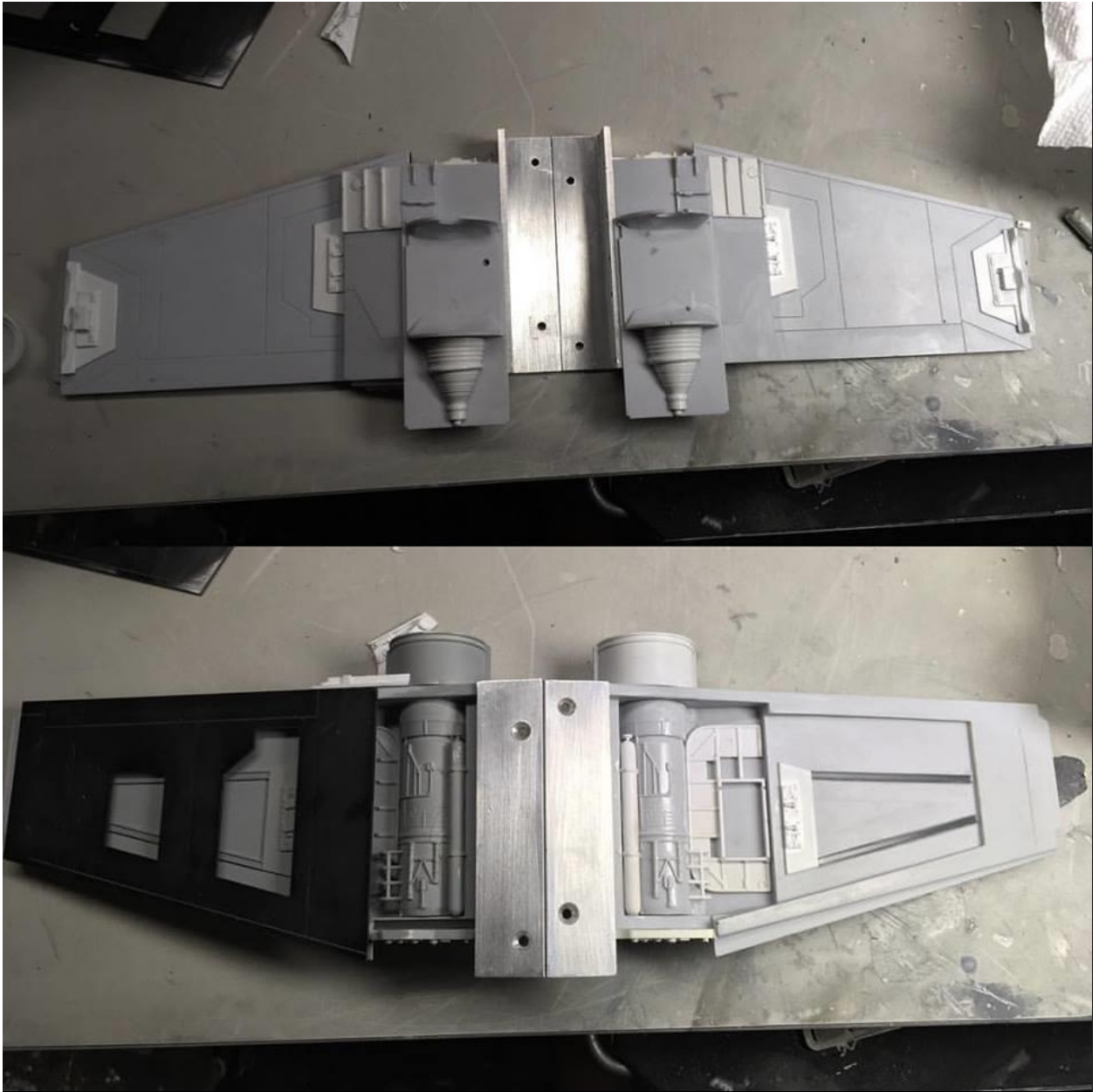












If you are lighting the model, pass your engine wires through the Saturn cans and through the wing recesses before gluing the inner engine parts to the inside of the wing. Once you are satisfied with the fit of everything, shoot a bit of primer on the inside of the wings. Do not install the inner wing skin yet....bear with me, you will see why later.

Guns:

The assembly of the guns are very straightforward. I used a bit of 1/32 steel wire to make the little 'sensor bits' that run from the cannon body to the Arvid heat sinks. As shown:





I found out the hard way that it is a good idea to glue and screw the cannon bodies to the wing mounts. I did not get a pic of this, but I drilled a small pilot hole through the pad on the cannon mount through the bottom of the wing. I held the cannon in place, and drilled through the bottom of the wing, and into the cannon. Then, glue the cannon to the mount, and screw a #2 x $\frac{3}{4}$ " wood screw up into the cannon. This really makes it secure.

On my first build, I had already installed the inner wing skin on the wing, so I had to countersink the hole for the screw, and then fill the screw afterwards. On future builds, I drilled and screwed everything before installing the wing skin. That way, the screw head will be hidden under the wing skin...it looks a little cleaner and saves you from filling the hole later on.



This is how I did it the first time...as you can see; it is easier to screw it in BEFORE the wing skin is glued to the wing. Live and learn.

Complete the wing assembly with the Saturn and Phantom cans. Again, check your reference for the specific ship you are building, before you glue anything.
This one was Red Leader.



Cannon barrels can be made from the supplied kit parts, or you can choose to go the more tedious (but slightly better looking route) of brass tubing. They will look like this when you are done.



I will advise you NOT to glue the barrels into the cannon bodies at all. They will stay in place with friction well enough. It makes it MUCH easier to paint them and the model, as well as move the model around in the shop/display room without the cannon barrels in place. They have a tendency to catch on everything, and break off. Trust me on this.

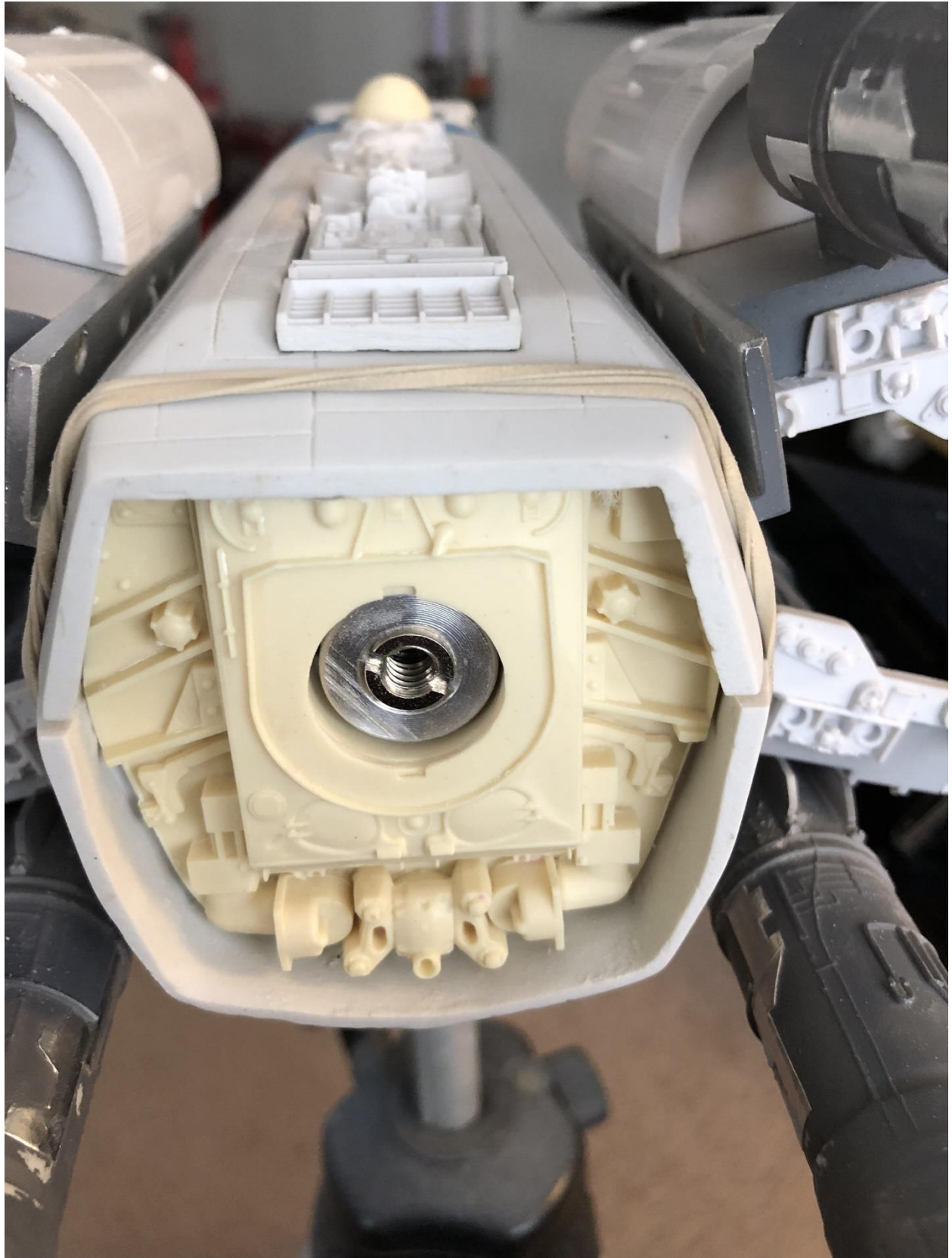
You are now to the point of cleaning up the inside of the hull cockpit area, and fitting the cockpit. This will require a good bit of sanding and filling. If you desire, light the droid and cockpit at this point. I did this, and routed the LED wires into the wing/armature area by drilling a small hole in the rear cockpit bulkhead. You will have to make sure your cockpit is completely painted and detailed, and the inside of the cockpit frames are painted BEFORE you seal it all up!

I tack glued the cockpit in place with thick CA, and then used black RTV to seal it all up, and prevent light leaks. This worked perfectly.

Before gluing the armature to the inside of the fuselage, drill the appropriate holes in the fuselage so that you have the mounting points of your choice.

Glue the armature into the fuselage, otherwise it will jiggle around inside the model, and that will not give you a feeling of high quality craftsmanship! I used an industrial epoxy (Hysol 9462), but regular JB Weld works just fine.

Fit the rear plate into the fuselage, and glue it in. I found that it is best to glue it to the bottom half of the hull BEFORE you glue the top/bottom halves together.



Glue the upper/lower halves together, and clamp tightly until set....but you are smart, you knew that!

Once the fuselage has been glued together, glue the nose cone on. The nose will require a good bit of shaping and filling to get the correct contour of the specific ship you are modeling. Bondo is your friend.



Now is also a good time to add the little upright posts inside the Saturn cans. I think I used a .04" thick piece of styrene, about .1' wide, but I'm not 100% sure on that.

Now, the REAL fun begins!! Sand, fill, prime, and detail your model as you see fit. That is a personal thing for each modeler, so I will not delve into that.

Unlike the previous versions of the kit, the V5 does not have the little surface 'chips' molded into it. I think this is a great thing for a couple of reasons.

- 1) It makes it easier to sand the model.
- 2) You get to personalize your model to match the studio model you are building.

Win-Win.

I used .020" styrene strips in various widths to do my chip work.



This is one of them (maybe Red3?)

Once I completed the detailing, I gave it another light primer coat, and, behold, the model is ready to be painted!











Enjoy your build!