

Grumman A-6F Intruder II development

(1/72)

For any 1/72 kit Grumman A-6E kit (with some conversion effort)

HISTORY

The Grumman A-6 Intruder was developed as American Navy attack aircraft to be operated from aircraft carriers. First flight was in 1960 and many versions were developed over the years. It had a 2 man crew and 2 jet engines. The wing could be folded and it could deploy a wide range of armaments. Some were used in an ECM role.

The A-6E fitted with TRAM was the most capable version and was put into service from from 1979. The TRS turret is fitted under the nose and a single RAM intake on top of fuselage offset to port near the tail leading edge.

The A-6F Intruder II was a development program of Grumman to incorporate even more advanced attack systems and improved radar. It would also get 2 new F-404-GE-404 jet engines with 15% more power and lower fuel burn. Armament could now also include air-to-air missiles and HARM missiles on outboard wing pylons.

The new GE- engines required deeper and bulkier engine nacelles.

The radar would be fitted in a smaller nose radome.

New systems needed now 2 RAM air intakes as well as different vents. On each outboard wing fuel vent an extended ECM fairing was mounted. An tiny AN/ALQ-126 receiver antenna was situated on the refuelling probe base. Near the wing leading edge kink, an extended chord section contained the ALQ-165 ? system.

5 development A-6F were built by Grumman. First flight of the A-6F was August 1987. But the U.S. Navy chose the all new A-12 Avenger II instead. To save the program Grumman proposed the A-6G without the new engines to reduce costs but this was rejected. In 1991 the A-12 Avenger program was also cancelled and the new F/A-18 would be used for the role.

DECAL SCHEMES

Overall gloss white. Add than the red-blue-red cheat lines that will need some trimming. Cheat lines also near wing upper and lower tips and similar on horizontal stabilizers. Some extra decal lengths are provided.

Decals for 2 A-6F :

[1] A-6F "162183" with A-6F tail markings and long test pitot.

[2] A-6F "162185" as later seen at Intrepid museum, New York. Starboard nose radome seems unpainted. With yellow leading edge colours. Test pitot not installed. A-6 DSD markings on tail.

Note that the cheat lines on wing and stabilizers are slightly different as on the fuselage. Both on the sheet.

MODEL KITS

There is no 1/72 kit of the A-6F Intruder II.

C-Scale from the U.K. had a 1/72 conversion set #AC26 with soft casted metal parts to be combined with any 1/72 A-6E Intruder kit. (the engine shapes are bit suspect).

The changes needed to the model also seem do'able with some scrap conversion work to an A-6E TRAM kit:

1. Deepen both engine nacelles with 2 mm thick bended card and fill in/ blend in with putty (red areas in drawing)
2. Add 2 RAM intakes at rear (A-6E TRAM has 1); they also seem a bit longer and bigger on the A-6F
3. Add on both wing tip vents an extended ECM fairing from strip
4. Add at wing leading edge kink an ECM chord extension from card and blend in with putty. (both sides)
5. Add 2 extra missile pylons on outboard wing
6. Small ALQ-126 knob at refuelling probe base
7. Wing tip leading edge has ECM knobs (similar A-6E?)

NOTE: It is unclear if the flown test A-6F aircraft already had the smaller radar nose radome. If so, the outlines look very similar to the A-6E so some sanding would be suffice. (red curved radome outlines in drawing)

The test pitot was sometimes fitted, add from rod or needle. Add if desired HARM or Sidewinder missile on outboard pylons. Configuration of smaller airframe vents and arrestor hook recess area shape unclear.

DECALS SYSTEM

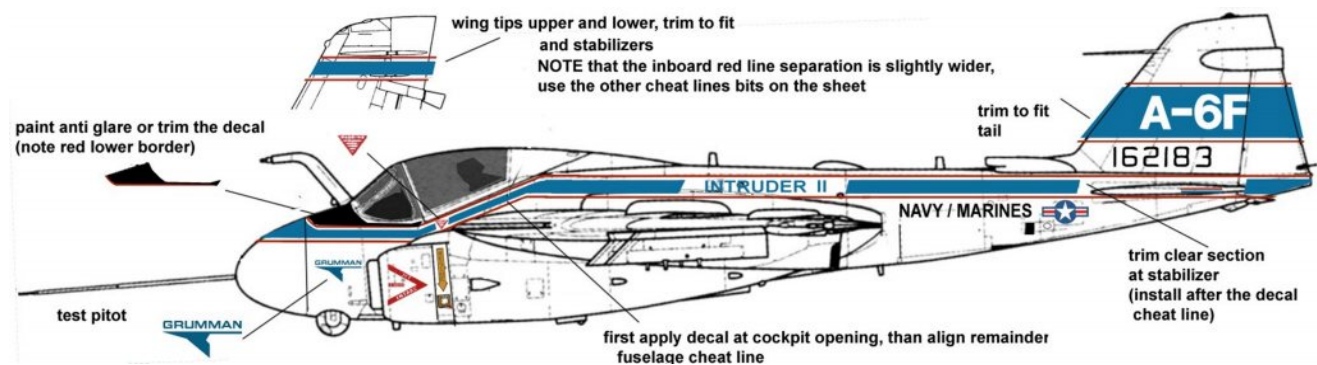
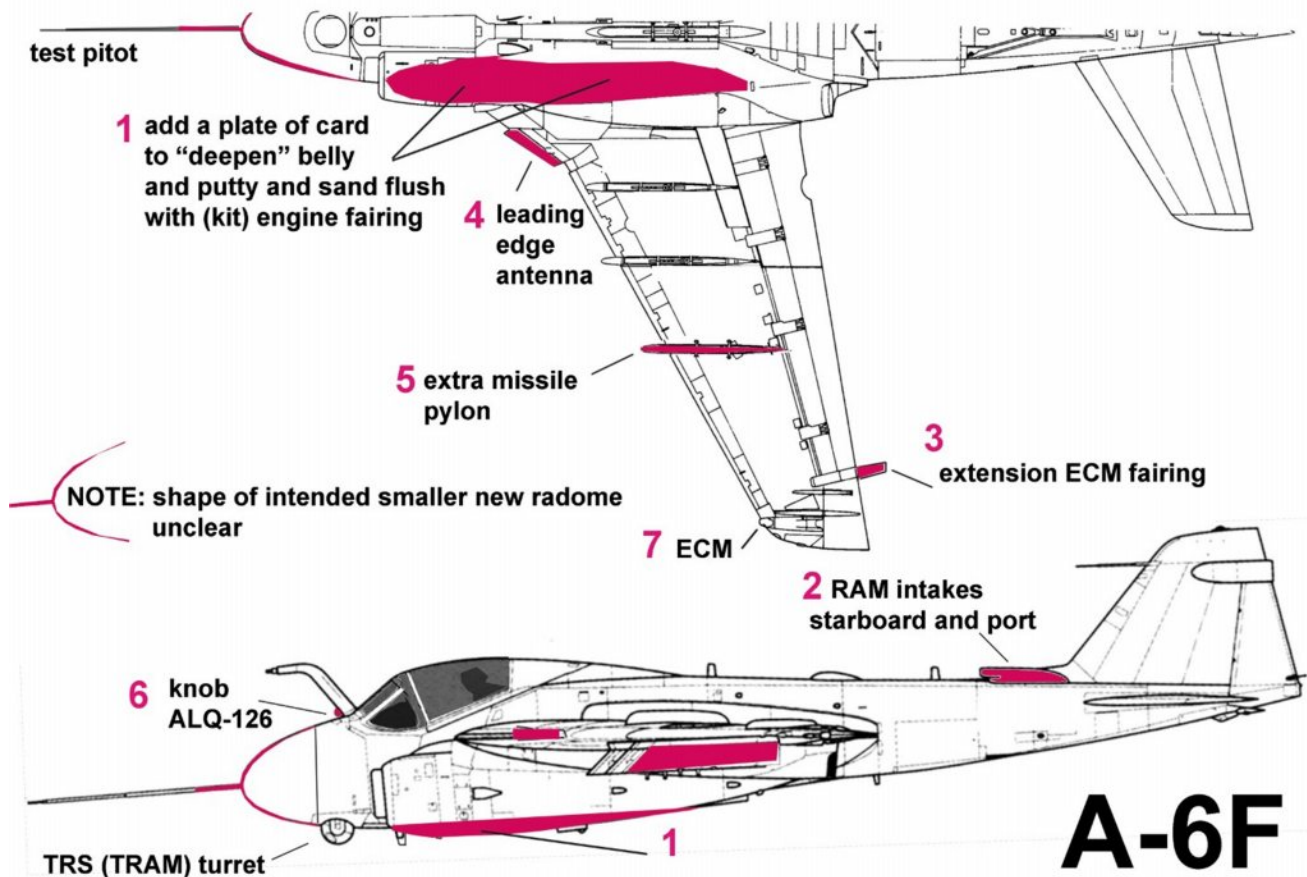
The laser printed decal sheet has one continuous print film, so each decal needs to be cut out with fine scissors.

No other prior decal preparation is needed.

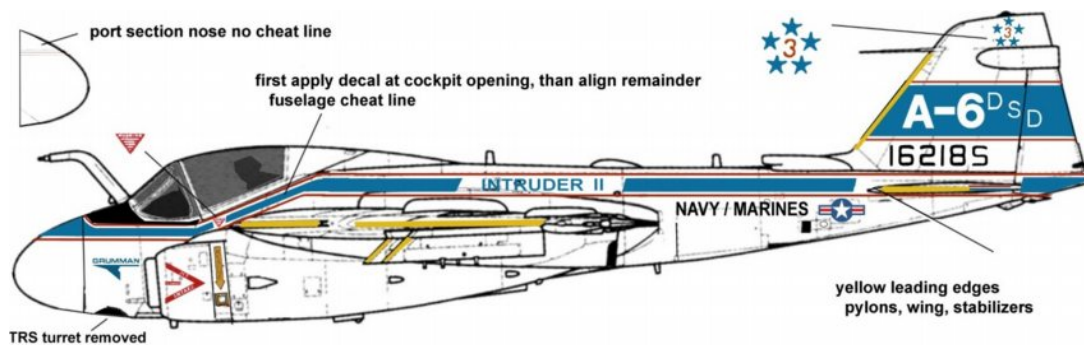
Each cut out decal can be applied as usual after soaking it a short while in water. Decals are VERY THIN, so slide off from the wet backing sheet on a horizontally held GLOSSY model surface.

Note that a decal that contains a white section is often split in two parts. To get the full decal marking, apply both and combine.

After all decals have been applied, finish the model with your preferred final gloss, matt or semi-matt varnish coats. This will also protect all the decals.



[1] A-6F "162183". Apply the white tail codes A-6F on the blue tail decal or the plain tail decal on the white surface.



[2] A-6F "162185" as later seen in Intrepid museum, New York. Apply the white tail codes A-6 DSD on the blue tail decal.

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