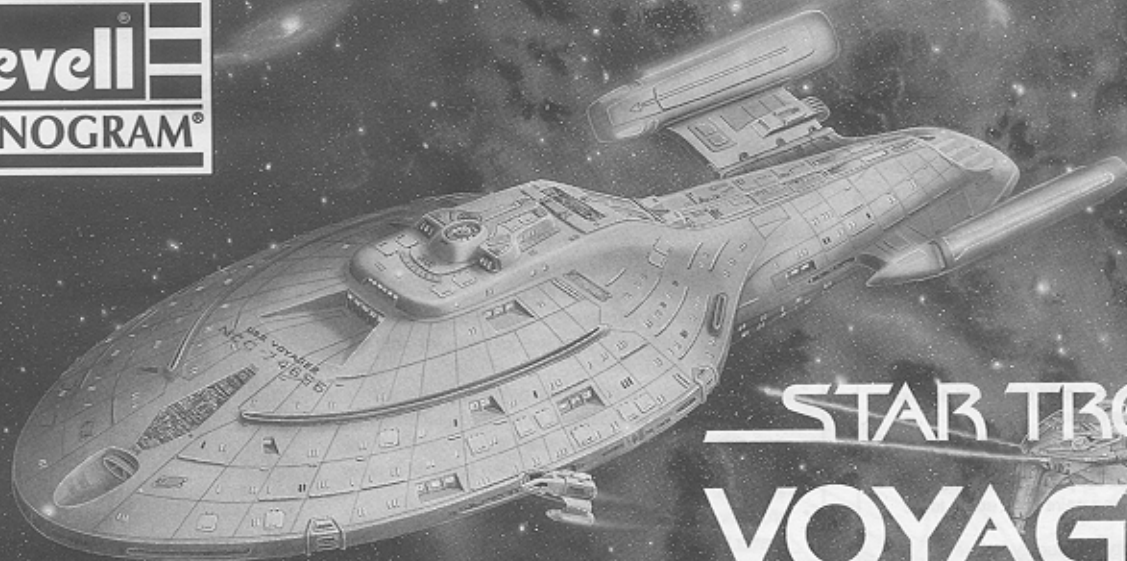


**Revell**  
**MONOGRAM**

**KIT 3612**



# STAR TREK VOYAGER

The incredible star journey of the Starship Voyager begins when Captain Janeway and her crew are assigned to search for an elusive group of Maquis responsible for skirmishes in Federation and Cardassian space. Voyager tracks the Maquis Raider into an area of the Federation/Cardassian border known as the Badlands, and both ships are swept to the other side of the galaxy, into the Delta Quadrant. Now, the two crews must work together to find a way across the unexplored region and get home. A journey, even at top warp speeds, that will take 75 years to complete.

The Intrepid Class Starship U.S.S. VOYAGER was launched on Stardate 48038.5, Earth year 2371, from Starfleet's Earth Station McKinley Shipyards. Her service of diplomacy and cultural contact were hardly tested before her rendezvous with destiny. Her primary mission of exploration and research will now be put to the test, as her crew works to find a way home.

Voyager is 1,130 feet long, 15 decks high, and a gross weight of 750,000 tons. Her outer hull consists of interlaced microfoam duranium filaments, and tritanium fabric, bonded to a tritanium truss framework. Primary operational control is provided by the Main Bridge, which supervises all mission operations and coordinates all departmental activity, and is located at the top of the Primary Hull on Deck 1. Located on the port side of the Bridge is the Conference Lounge. On the starboard side is the Captain's Ready Room.

Like all other Federation Starships, Voyager's main propulsive drive is its Warp Propulsion System. Her power plants run a variety of high-energy devices, including the Navigational Deflectors, Defensive Grid, Transporters, and Phasers. Unique to this Starship's drive, is its ability to pivot its Warp Pylon Wings, enabling it to effectively use its compact Warp drive efficiently, safely, and cleanly.

At the heart of Sensor, Navigation, Propulsion, and Defense control is the main computer system. Its core elements are composed of clusters of Bio-Neural Gel-Packs which replace existing Isolinear Optical Chips that are currently in use by most Federation Starships. These gel-packs consist of organic material which is capable of data processing and transfer at a rate much greater than that of the Isolinear Optical Chips.

Located in the aft section of the Engineering hull is the Main Shuttlebay, supporting a compliment of two Type 6 Shuttlecraft and four Type 12 Shuttles. Located on the bottom of the Primary Hull, are 2 EVA module hangers which support 4 Augmented Personnel Modules each. 28 Lifeboat hatches are located topside of the Primary Hull, and 14 are located bottom of the Engineering Hull. These ejectable lifeboats are designed for the evacuation and short-term survival of the crew in case of catastrophic emergency.

Under extreme circumstances, the Starship is capable of planetside landing and takeoff. Four landing feet extend from the bottom of the secondary hull, and when surface contact is made, compensate for 'uneven' terrain to keep the Starship level. Anti-gravity generators also engage to keep the ship stable. Egress can then be made by ladders on each landing leg, transporters, or gangway hatches.

This Limited Edition 1/670 scale kit includes complete decals to accurately mark the Starship U.S.S. Voyager, positionable Warp pylon wings, a detailed Shuttlebay with Shuttlecraft, clear engine panels, clear deflector, and clear window panels.

If you have any questions or comments, call our hotline at: **(800) 833-3570**  
or, please write to:

**Revell-Monogram** Consumer Service Department, 8601 Waukegan Road, Morton Grove, Illinois 60053  
Be sure to include the kit number, part number, description, your return address and phone number.

Visit our website: [www.revell-monogram.com](http://www.revell-monogram.com)

# ASSEMBLY INSTRUCTIONS

## READ THIS BEFORE YOU BEGIN

- Study the assembly drawings.
- Each plastic part is identified by a number.
- In the assembly drawings, some parts will be marked by a star (★) to indicate chrome plated plastic.
- For better paint and decal adhesion, wash the plastic parts in a mild detergent solution. Rinse and let air dry.
- Check the fit of each piece before cementing in place.
- Use only cement for polystyrene plastic.
- Scrape plating and paint from areas to be cemented.
- Allow paint to dry thoroughly before handling parts.
- Any unused parts may be discarded.

## DECAL APPLICATION INSTRUCTIONS

1. Cut desired decal from sheet.
2. Dip decal in water for a few seconds.
3. Place wet decal on paper towel.
4. Wait until decal is movable on paper backing.
5. Place decal in position on model, face up and slide backing away.
6. Press out air bubbles with a soft damp cloth.
7. Milkyness that may appear is for better decal adhesion and will dry clear. Wipe away any excess adhesive.
8. Do not touch decal until fully dry.
9. Allow the decals 48 hours to dry before applying clear coat.

**NOTE:** Decals are compatible with setting solutions or solvents.

## LIRE CE QUI SUIT AVANT DE COMMENCER

- Etudier les schémas de montage.
- Chaque pièce en plastique est identifiée par un numéro.
- Sur les schémas de montage, certaines pièces sont marquées d'une étoile (★) pour indiquer qu'elles sont en plastique chromé.
- Pour une meilleure prise de la peinture et des autocollants, laver les pièces en plastique avec une solution détergente peu concentrée. Les rincer et les laisser sécher à l'air.
- Vérifier que chaque pièce s'ajuste bien avant de la coller en place.
- N'utiliser que de la colle pour polystyrène.
- Gratter les parties à coller pour enlever le chrome et la peinture.
- Laisser la peinture bien sécher avant de manipuler les pièces.
- Toute pièce inutilisée peut être jetée.

## DIRECTIVES D'APPLICATION DES AUTOCOLLANTS

1. Découper l'autocollant désiré de la feuille.
2. Tremper l'autocollant dans de l'eau pendant quelques secondes.
3. Placer l'autocollant mouillé sur une serviette en papier.
4. Attendez que l'autocollant puisse être déplacé sur son support en papier.
5. Mettre l'autocollant en position sur le modèle face sur le dessus et faire glisser le support pour l'enlever.
6. Appuyer avec un chiffon doux humide pour éliminer les bulles d'air.
7. La substance laiteuse qui peut apparaître est destinée à améliorer l'adhésion de l'autocollant et devient incolore au séchage. Essuyer pour enlever tout excédent d'adhésif.
8. Ne pas toucher l'autocollant tant qu'il n'est pas bien sec.
9. Laisser l'autocollant sécher pendant 48 heures avant d'appliquer une couche transparente.

**REMARQUE:** Les autocollants sont incompatibles avec les solutions de fixation ou les solvants.



\* DECAL  
\* DECAL COMANIE



\* OPTIONAL PARTS  
\* PIECES EN OPTION



\* DO NOT CEMENT  
\* NE PAS COLLER



\* CEMENT TOGETHER  
\* A COLLER



\* REPEAT SEVERAL TIMES  
\* A REPETER PLUSIEURS FOIS



\* ALTERNATIVE ASSEMBLY  
\* ENSEMBLAGE ALTERNATIVE



\* REMOVE AND THROW AWAY  
\* A RETIRER ET JETER

## WINDOW DECAL APPLICATION

REMOVE WINDOW DECALS BY SOAKING THEM IN WATER UNTIL THEY FLOAT OFF OF THE BACKING SHEET. PUT A DROP OF WHITE GLUE ON A PIECE OF PLASTIC, AND MIX IN A FEW DROPS OF WATER UNTIL THE WHITE GLUE IS VERY THIN. USING A SMALL PAINT BRUSH, PAINT THE INSIDE OF THE CLEAR PLASTIC WINDOW ON THE HULL, THEN PRESS ON THE WINDOW DECAL SO THAT YOU CAN SEE THE PRINTED DETAILS FROM THE OUTSIDE. LET DRY. DO ONE WINDOW AT A TIME UNTIL DONE.

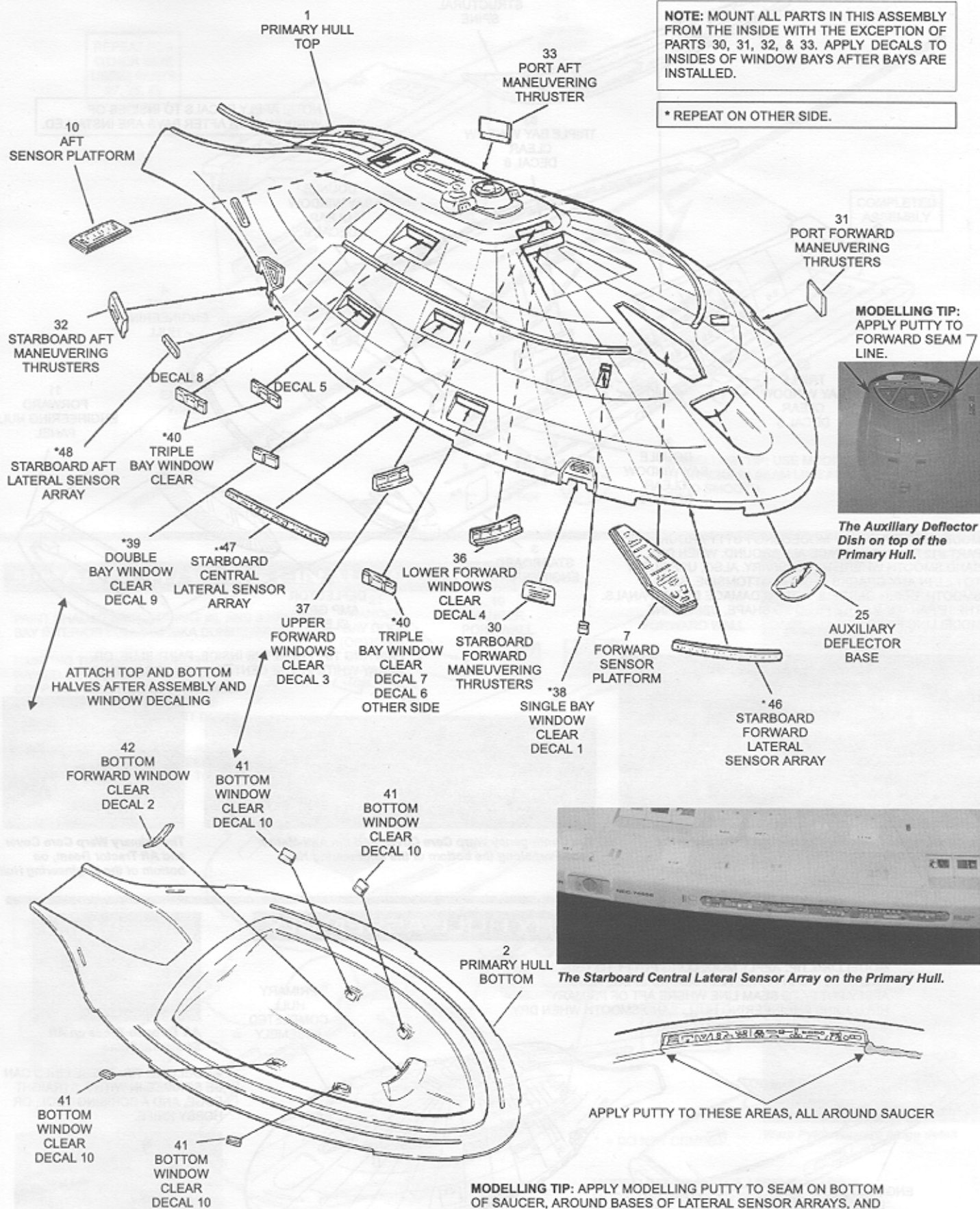
TO FINISH YOUR MODEL, WE RECOMMEND USING THE FOLLOWING COLOR PAINTS TO ACCURATELY DUPLICATE THE APPEARANCE OF THE STARSHIP VOYAGER. THESE PAINTS ARE COMMONLY AVAILABLE FROM YOUR LOCAL HOBBY STORE.

Blue	Bleu	FS 35164	
Chrome Yellow	Jaune de chome	FS 13538	
Copper	Cuiv're		
Dark Ghost Gray	Gris foncé	FS 36320	88-0036
Light Ghost Gray	Gris Clair	FS 36375 OR FS 16440	88-0034
Light Gray	Gris Clair	FS 36495	
Light Sea Gray	Gris Clair de mer	FS 36307	
International Orange	Orange	FS 32356	
Dark African Gray	Gris Afrique foncé	RAL 7077 OR FS 33446	
Flat Tan	Brun Clair	FS 20400	88-0025
Red	Rouge	FS 31136	88-0026
Brown Violet	Marron Violacé	RLM 811	
Ruby Red	Rouge Metallisé	FS 11086	
Sand	Sable	FS 33531	88-0024
White	Blanc	FS 27925	88-0002
Clear Gloss	Transparent Brillant		88-0046
Clear Flat	Transparent Mat		88-0047

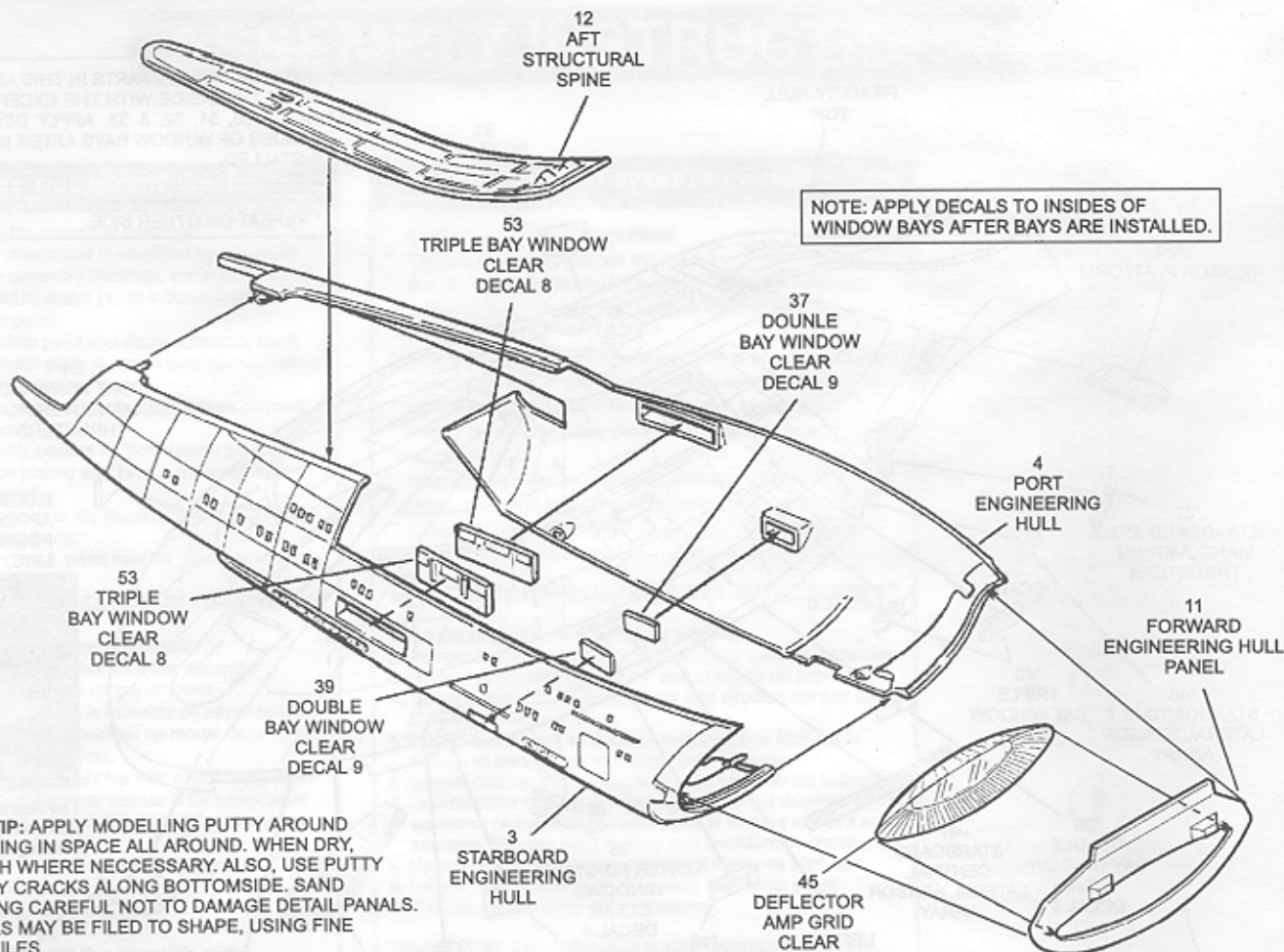
**Revell**  
**MONOGRAM**



# 1-PRIMARY HULL ASSEMBLY

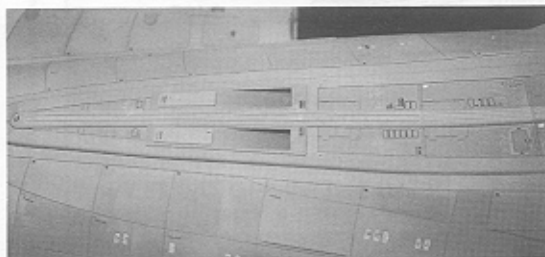


## 2-ENGINEERING HULL ASSEMBLY

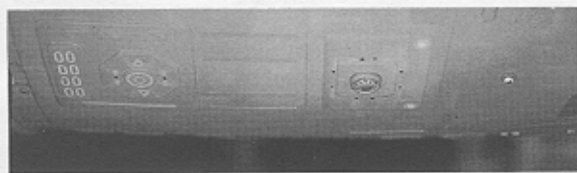


**MODELLING TIP:** APPLY MODELLING PUTTY AROUND PART #12 FILLING IN SPACE ALL AROUND. WHEN DRY, SAND SMOOTH WHERE NECESSARY. ALSO, USE PUTTY TO FILL IN ANY CRACKS ALONG BOTTOMSIDE. SAND SMOOTH, BEING CAREFUL NOT TO DAMAGE DETAIL PANELS. THESE PANELS MAY BE FILED TO SHAPE, USING FINE MODELLING FILES.

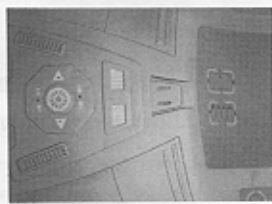
**PAINING TIP:** FROM THE INSIDE, PAINT BLUE, OR, SPRAY WHITE IN THE CENTER, THEN SPRAY BLUE.



*The Consumable Resupply Connection Ports along the Aft Structural Spine.*



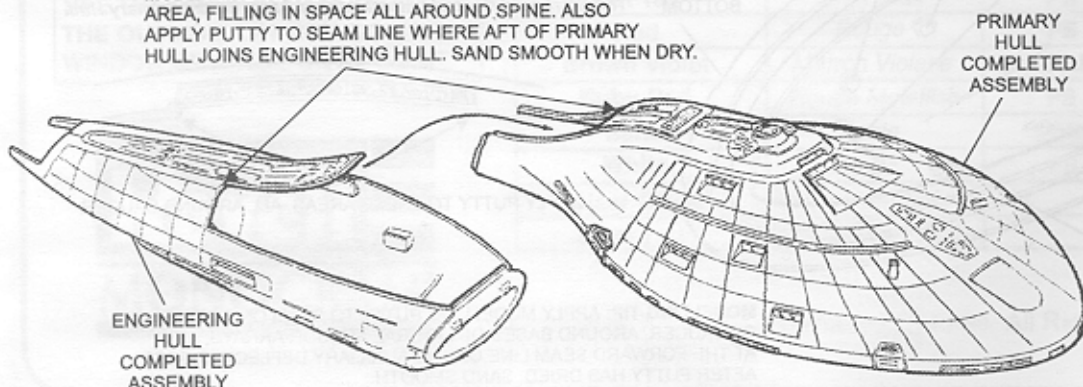
*The Contingency Warp Core Cover, and the Anti-Matter Load Port along the bottom of the Engineering Hull.*



*The Primary Warp Core Cover and Aft Tractor Beam, on bottom of the Engineering Hull.*

## 3-ENGINEERING HULL / PRIMARY HULL ASSEMBLY

**MODELLING TIP:** APPLY MODELLING PUTTY TO THIS AREA, FILLING IN SPACE ALL AROUND SPINE. ALSO APPLY PUTTY TO SEAM LINE WHERE AFT OF PRIMARY HULL JOINS ENGINEERING HULL. SAND SMOOTH WHEN DRY.



*Aft Torpedo Tubes on Aft Structural Spine*

**MODELLING TIP:** THESE LINES CAN BE SCRIBED IN WITH A STRAIGHT EDGE, AND A SCRIBING TOOL, OR HOBBY KNIFE.

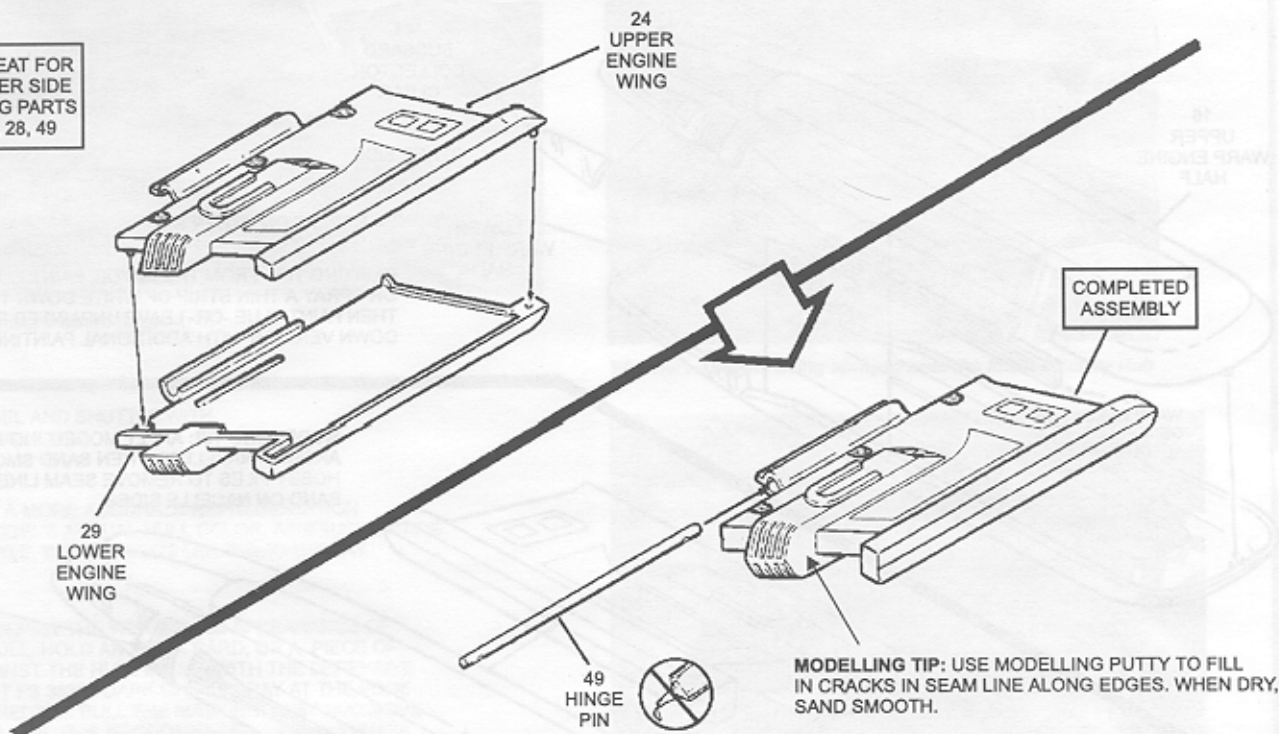


*Aft Primary Hull at Engineering Hull*



## 4-WARP PYLON WING ASSEMBLY

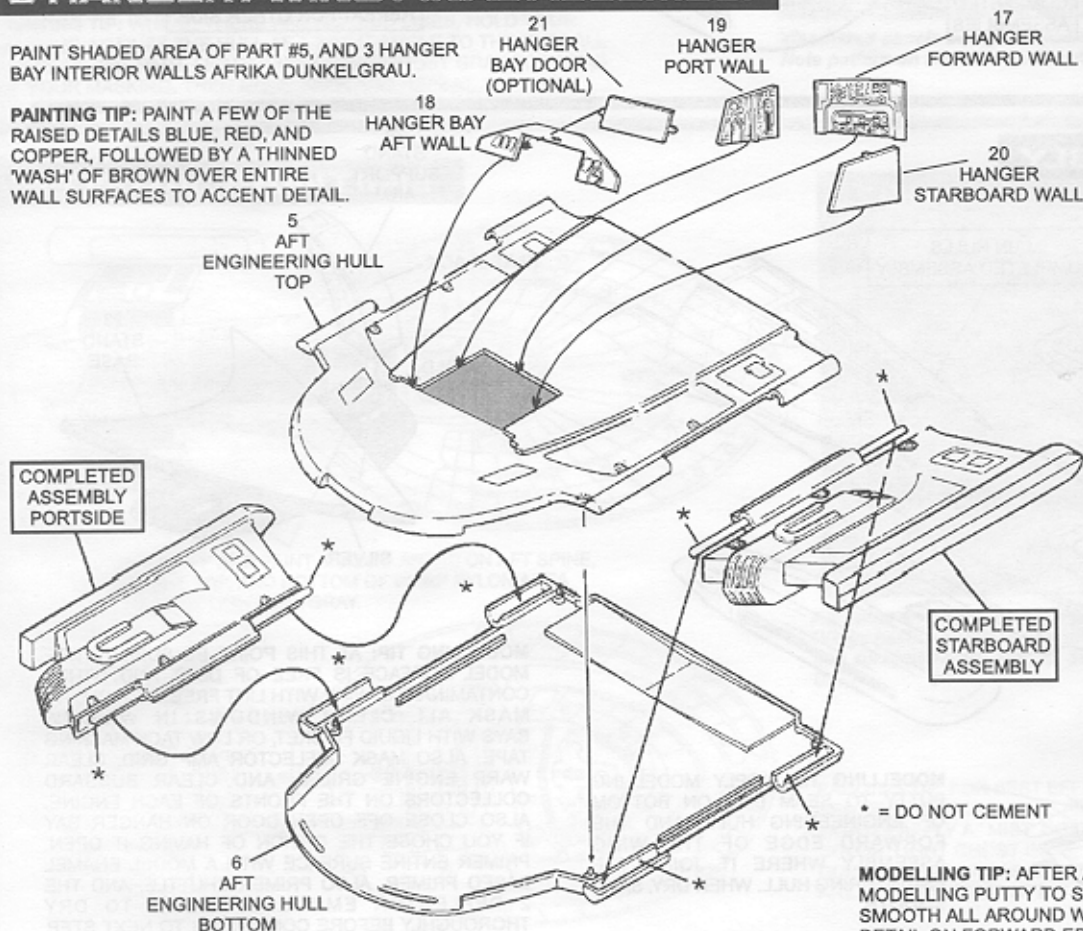
REPEAT FOR  
OTHER SIDE  
USING PARTS  
27, 28, 49



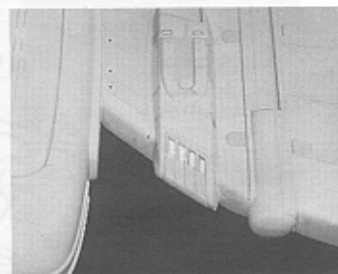
## 5-HANGER / WING FINAL ASSEMBLY

PAINT SHADED AREA OF PART #5, AND 3 HANGER BAY INTERIOR WALLS AFRIKA DUNKELGRAU.

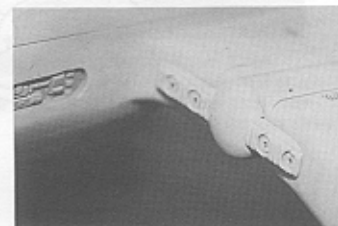
PAINTING TIP: PAINT A FEW OF THE RAISED DETAILS BLUE, RED, AND COPPER, FOLLOWED BY A THINNED 'WASH' OF BROWN OVER ENTIRE WALL SURFACES TO ACCENT DETAIL.



Hanger Bay Interior



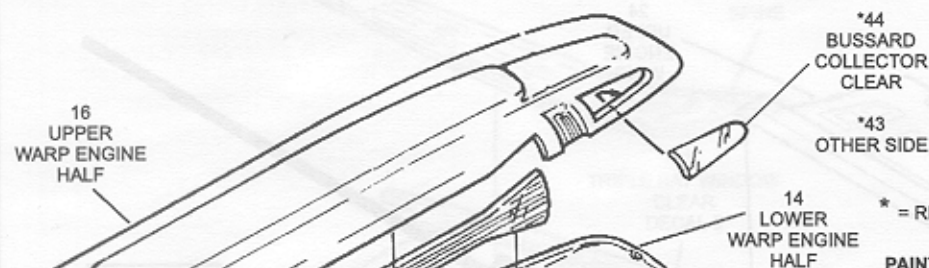
Aft Warp Pylon Wing with Impulse Engine



Warp Pylon forward hinge detail

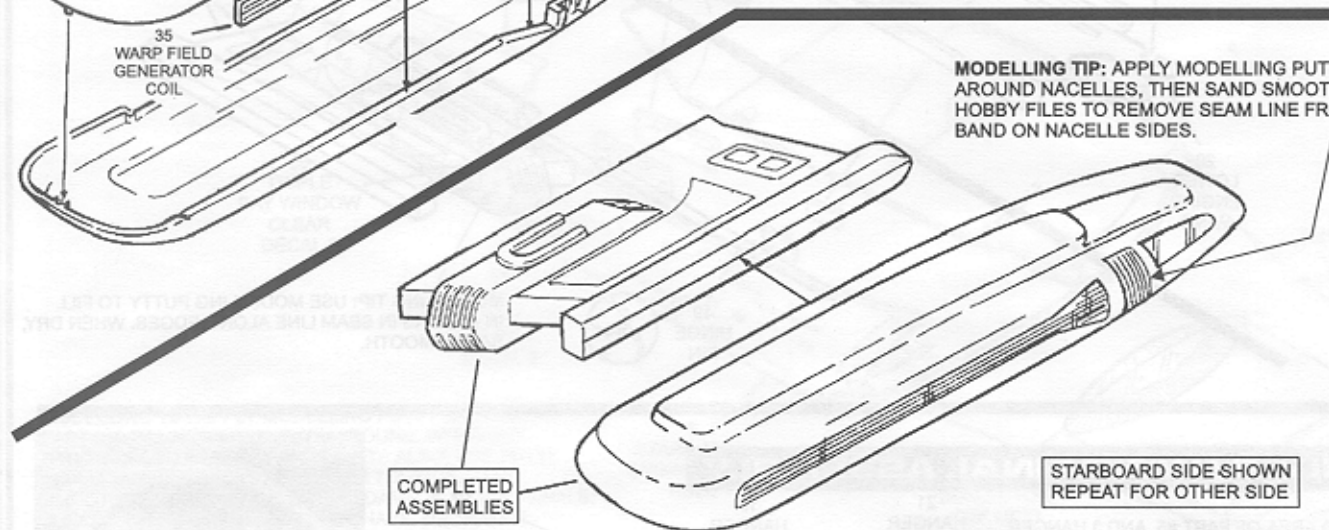
## 6-WARP ENGINE ASSEMBLY

**PAINTING TIP:** FROM THE INSIDE, PAINT PART #43 & #44 RED, OR BROWN FOR POWERED DOWN VERSION WITH ADDITIONAL PAINTING LATER.

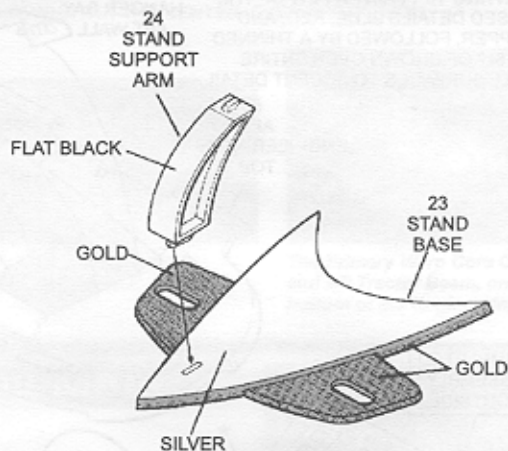
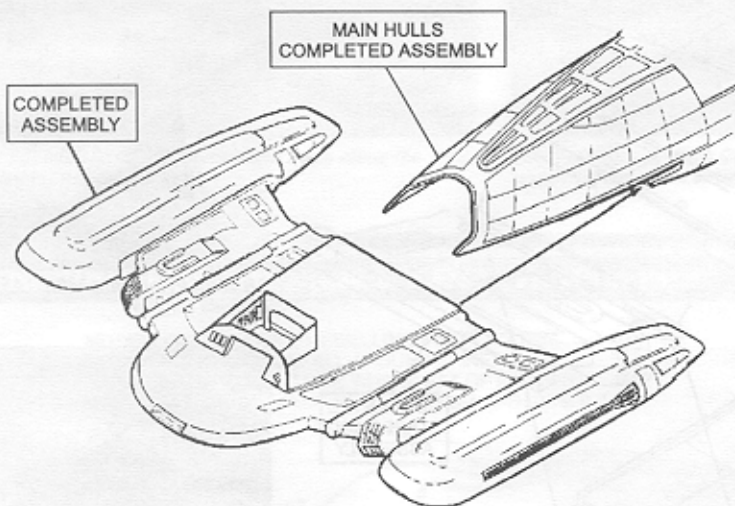


**PAINTING TIP:** FROM THE INSIDE, PAINT PART #35 BLUE, OR SPRAY A THIN STRIP OF WHITE DOWN THE CENTER, THEN PAINT BLUE -OR- LEAVE UNPAINTED FOR POWERED DOWN VERSION WITH ADDITIONAL PAINTING LATER.

**MODELLING TIP:** APPLY MODELLING PUTTY TO SEAM AROUND NACELLES, THEN SAND SMOOTH. USE FINE HOBBY FILES TO REMOVE SEAM LINE FROM RIBBED BAND ON NACELLE SIDES.



## 7-FINAL ASSEMBLY

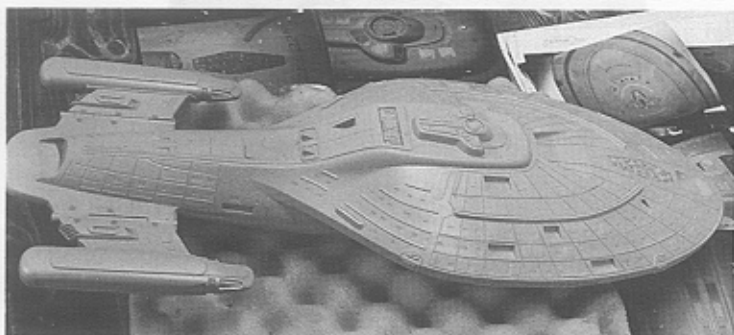


**MODELLING TIP:** APPLY MODELLING PUTTY TO SEAM LINE ON BOTTOM OF ENGINEERING HULL, AND THE FORWARD EDGE OF THE WING ASSEMBLY WHERE IT JOINS THE ENGINEERING HULL. WHEN DRY, SAND SMOOTH.

**MODELLING TIP:** AT THIS POINT BE SURE ENTIRE MODEL SURFACE IS FREE OF DUST AND OTHER CONTAMINANTS. WIPE WITH LINT FREE TACK CLOTH. MASK ALL CLEAR WINDOWS IN WINDOW BAYS WITH LIQUID FRISKET, OR LOW TACK MASKING TAPE. ALSO MASK DEFLECTOR AMP GRID, CLEAR WARP ENGINE GRILLS, AND CLEAR BUSSARD COLLECTORS ON THE FRONTS OF EACH ENGINE. ALSO CLOSE OFF OPEN DOOR ON HANGER BAY IF YOU CHOSE THE OPTION OF HAVING IT OPEN. PRIMER ENTIRE SURFACE WITH A MODEL ENAMEL BASED PRIMER. ALSO PRIMER SHUTTLE, AND THE 2 DEFLECTOR EMITTERS. ALLOW TO DRY THOROUGHLY BEFORE CONTINUING TO NEXT STEP.



## 8-MAIN HULL PAINTING



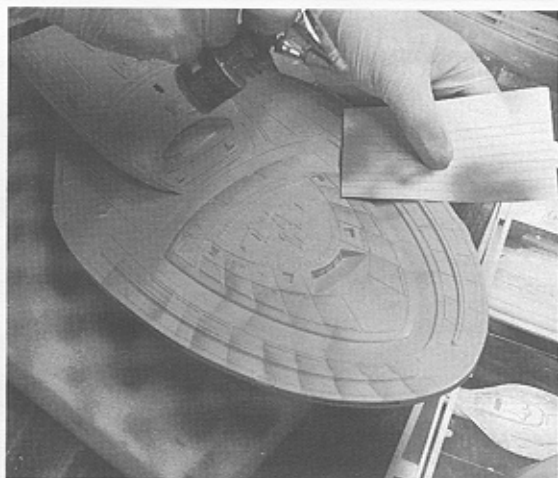
*Voyager painted with Light Ghost Gray*

PAINT ENTIRE MODEL AND SHUTTLE WITH  
FS 16440 GLOSS GULL GRAY

**PAINTING TIP:** FOR A MORE ACCURATE REPRESENTATION  
OF THE STUDIO MODEL'S ACTUAL HULL COLOR, AIRBRUSH ENTIRE  
MODEL, AND SHUTTLE, WITH FS 36375 LIGHT GHOST GRAY.

**PAINTING TIP:** TO DEPICT THE WEATHERED APPEARANCE OF  
THE VOYAGER'S HULL, HOLD AN INDEX CARD, OR A PIECE OF  
FRISKET FILM AGAINST THE HULL IN LINE WITH THE DEFENSIVE  
GRID. LIGHTLY MIST FS 36320 DARK GHOST GRAY AT THE EDGE  
OF THE MASKING MEDIUM. PULL THE MASKING AWAY AND MOVE  
TO THE NEXT GRID LINE. IT IS RECOMMENDED THAT YOU MASK  
AT THE AFT END OF THE GRID SECTION, AND SPRAY FORWARD  
OF THAT. START AT THE FRONT OF THE SHIP USING THIS TECHNIQUE  
AND MOVE BACK TO THE AFT END.

**PAINTING TIP:** WHERE THERE ARE NO GRID LINES, HOLD YOUR  
MASKING AGAINST THE HULL AT A RIGHT ANGLE TO THE OVERALL  
SHAPE OF THE PART. LIGHTLY MIST DARK GHOST GRAY FORWARD  
OF YOUR MASKING, THEN MOVE BACK AND REPEAT.

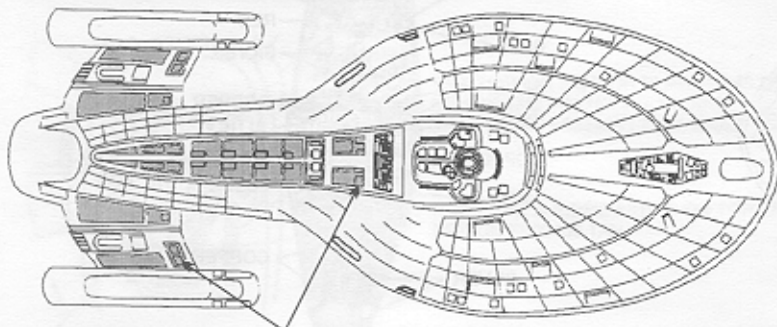


*Weathered panels being sprayed onto the lower Primary Hull*

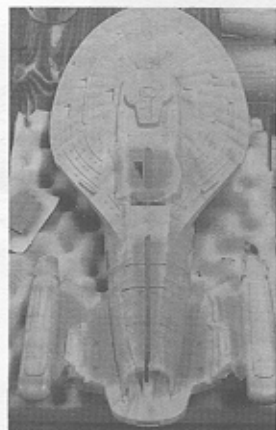
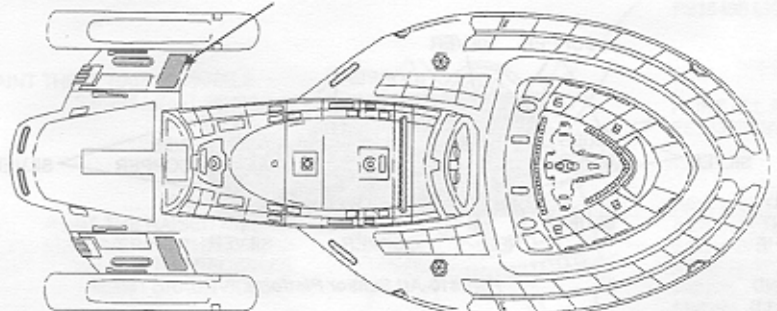


*Weathered panels being sprayed onto the upper Primary Hull.  
Note pattern on Nacelles and Shuttle Landing Platform.*

## 9-DETAIL PAINTING



MASK OFF AND PAINT SHADED AREAS ON AFT SPINE,  
ON THE TOP, AND BOTTOM OF WARP PYLON AREA  
FS 36307 LIGHT SEA GRAY.



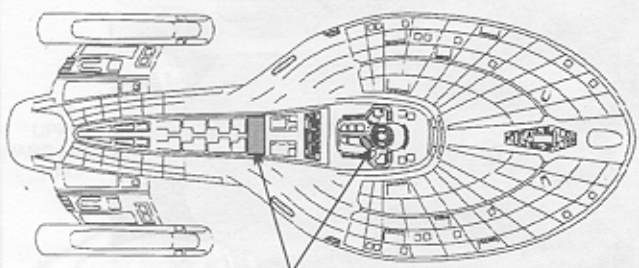
*Aft Spine and tops of Warp Pylon  
Wings having been masked off  
and sprayed FS 36307 Light Sea  
Gray.*



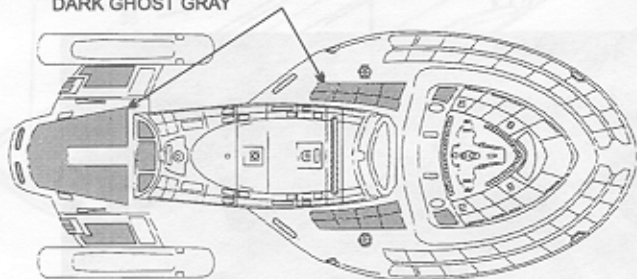
*Masking material has been  
removed and the main hull color,  
FS 36375 Light Ghost Gray has  
been 'misted' over Light Sea Gray  
areas to 'tone down' and blend  
the color.*

**PAINTING TIP:** FOR BEST EFFECT, SPRAY LIGHT  
SEA GRAY ON TO MASKED AREA. UPON COMPLETION,  
LIGHTLY APPLY A 'MIST' COAT OF THE PRIMARY HULL  
COLOR, LIGHT GHOST GRAY, TO 'TONE DOWN' THE  
CONTRASTING COLOR OF THE SEA GRAY. UNMASK  
AREAS WHEN COMPLETE.

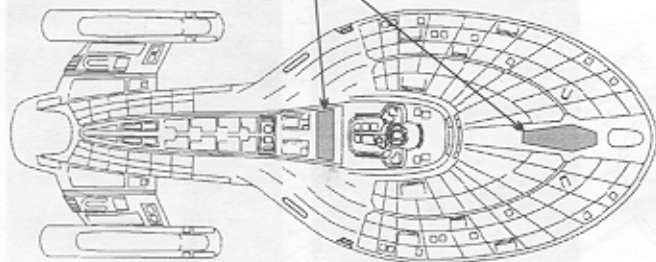
## DETAIL PAINTING



MASK OFF AND PAINT THE SHADED AREAS, AFT TORPEDO BAY, BRIDGE ELEVATORS, BRIDGE WINDOWS, (SEE PHOTO) WARP PYLON WINGS, ENGINEERING AND PRIMARY HULL DEFENSIVE ARRAYS, AND CARGO DOORS FS 36320 DARK GHOST GRAY



MASK OFF AND PAINT SHADED AREAS ON LATERAL SENSOR ARRAYS ON PRIMARY AND ENGINEERING HULLS, FORWARD AND AFT SENSOR PLATFORMS RLM 81 BRUNVIOLETT

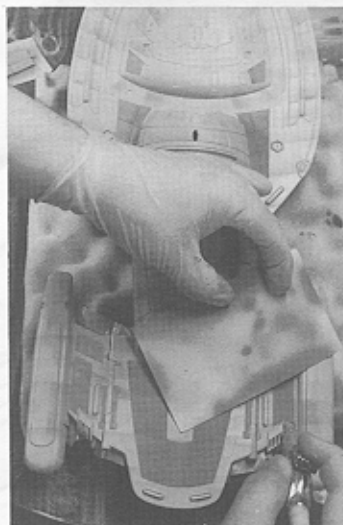


Forward Sensor Platform partially drybrushed.

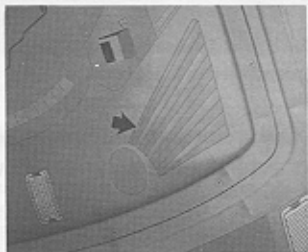
**PAINTING TIP:** APPLY A SMALL AMOUNT OF LIGHT SEA GRAY TO THE TIP OF A STIFF BRUSH. ON A NEWSPAPER, OR PAINT PALATE, BRUSH MOST OF THE PAINT OFF OF THE TIP OF THE BRUSH. LIGHTLY AND GENTLY GLIDE THE BRUSH ACROSS THE DETAILED SURFACES OF THE SENSOR PLATFORMS, AND LATERAL SENSOR STRIPS ON THE SIDES OF THE MAIN HULLS, HIGHLIGHTING ALL RAISED DETAIL. THIS TECHNIQUE IS CALLED DRYBRUSHING.



Main Bridge. Note Dark Gray on Elevator caps and around Window Frames.

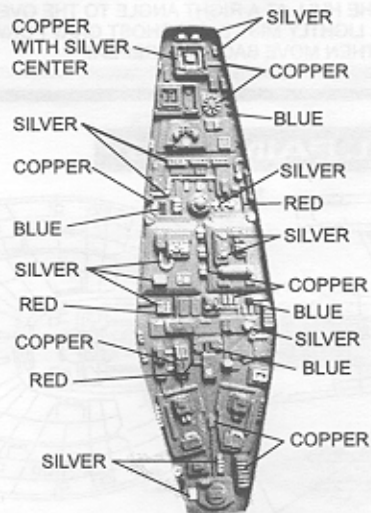


Weathering being applied to the Engineering Hull Defensive Grid

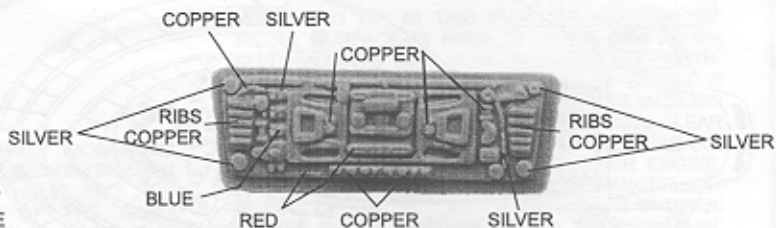


Primary Hull lower Cargo Load Doors, portside. Note shading on door separation lines.

**PAINTING TIP:** FOR BEST RESULTS, SPRAY DARK GHOST GRAY ON TO MASKED AREAS. UPON COMPLETION, HOLD MASKING MATERIAL AGAINST HULL IN LINE WITH GRID LINES. LIGHTLY SPRAY LIGHT GHOST GRAY AFT OF THE MASKING AS SHOWN. APPLY THIS TO ALL DARK GHOST GRAY AREAS ON BOTTOM OF SHIP. WHEN DONE LIGHTLY MIST LIGHT GHOST GRAY OVER ALL DARK GRAY AREAS.



Voyager's Forward Sensor Platform



Part #10-Aft Sensor Platform



## DETAIL PAINTING



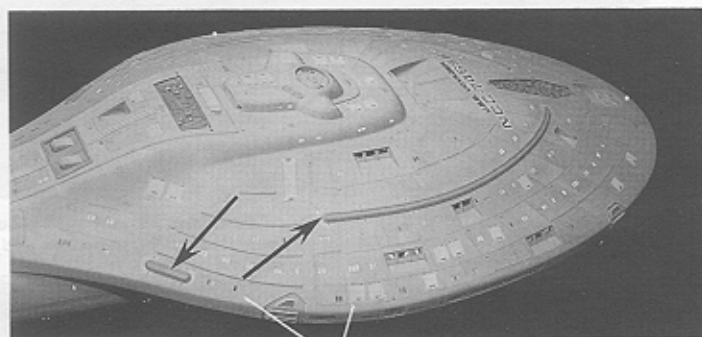
Portside Central Lateral Sensor Array



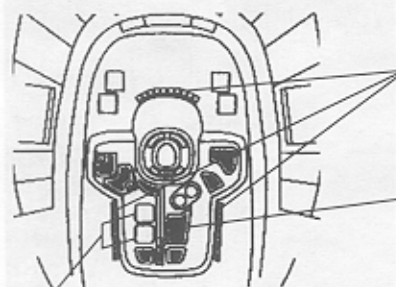
Port side Aft Lateral Sensor Array and Gangway Hatch

PAINT ALL PHASER BANKS (2 DORSAL AND 2 AFT ARRAYS ON PRIMARY HULL TOP, 2 VENTRAL AND 2 AFT ARRAYS ON PRIMARY HULL BOTTOM, 1 VENTRAL AND 2 AFT ARRAYS ON ENGINEERING HULL BOTTOM, AND 1 ARRAY ON EACH NACELLE PYLON BOTTOM) FLAT TAN.

U.S.S. Voyager topside Primary Hull



TYPICAL PHASER BANKS



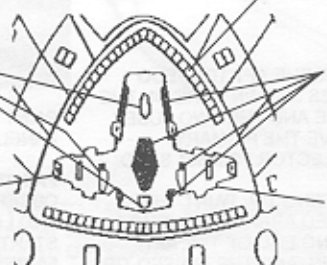
PAINT UPPER SENSOR PLATFORMS ON TOP OF THE PRIMARY HULL AROUND THE BRIDGE FS36495 LIGHT GRAY

PAINT THE SHADED AREAS ON TOP OF THE BRIDGE FS20400 TAN

PAINT THESE 2 RAISED SQUARES FS3351 SAND

PAINT THESE RAISED PANELS FS36495 LIGHT GRAY

**PAINTING TIP:**  
PAINT THE RAISED RIBS OF THE MANEUVERING THRUSTERS FS20400 TAN AND THE RECESSES RLM81 BRAUNVIOLETT



PAINT LOWER SENSOR PLATFORMS FORE AND AFT OF AEROWING FS36495 LIGHT GRAY

PAINT ALL SHADED AREAS FS36320 DARK GHOST GRAY

**PAINTING TIP:** AFTER FLAT FINISH IS APPLIED AFTER DECALING, WITH A DARK BLUE SOFT LEAD COLORED PENCIL, TRACE AROUND ENTIRE AEROWING AS SHOWN IN PHOTO. SEAL IT ON WITH A FLAT FINISH.

REPEAT PAINTING STEPS HERE FOR OTHER SIDE

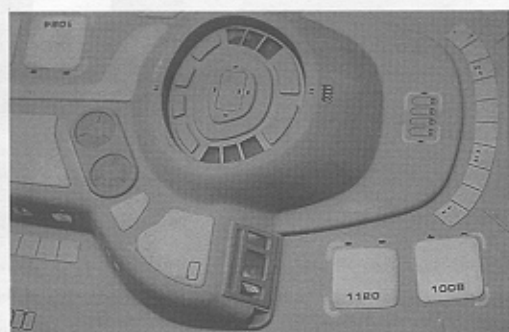
COPPER SILVER  
RED  
SILVER COPPER  
**Primary Hull Aft Lateral Sensor Array**

BLUE SILVER BLUE SILVER BLUE  
COPPER COPPER RED  
**Primary Hull Forward Lateral Sensor Array**

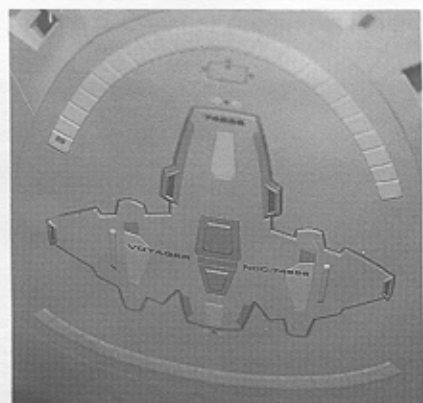
SILVER BLUE SILVER COPPER SILVER COPPER  
BLUE COPPER SILVER BLUE RED  
**Primary Hull Central Lateral Sensor Array**

SILVER COPPER  
SILVER  
COPPER RED BLUE  
**Starboard Forward Engineering Sensor Array**

SILVER BLUE COPPER SILVER  
COPPER RED RED COPPER  
**Starboard Aft Engineering Sensor Array**

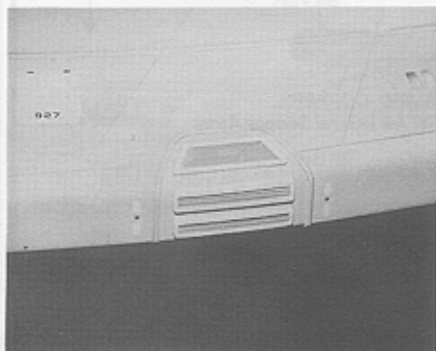


The Main Bridge of the U.S.S. Voyager

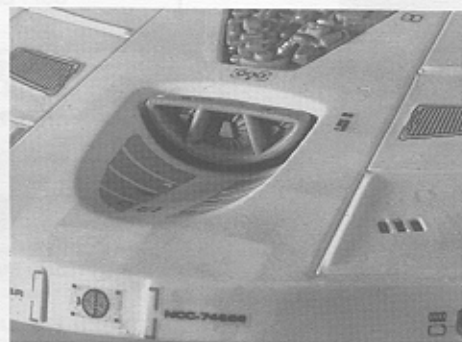


The Aerowing and Lower Sensor Platforms on the bottom of the Primary Hull

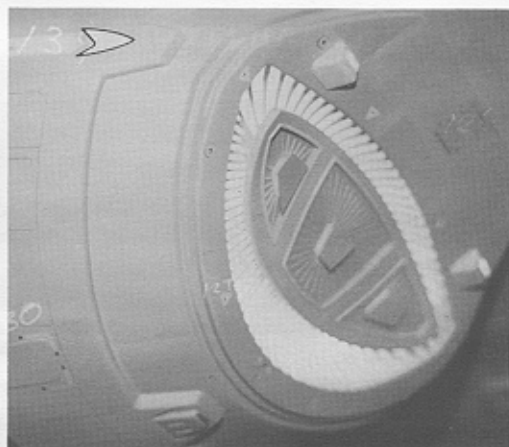
## DETAIL PAINTING



**Forward Port Maneuvering Thruster**



**Auxiliary Deflector Emitter topside Primary Hull**

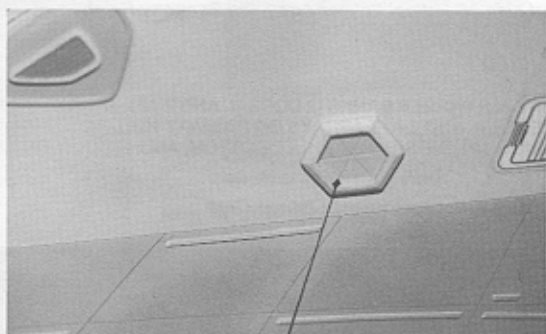


**Primary Deflector Emitter**

REMOVE MASKING FROM DEFLECTOR AMP GRID. PAINT RAISED RIBS WITH A MIX OF 50% INTERNATIONAL ORANGE AND 50% LIGHT GRAY. MASK AND PAINT THE FOUR MANEUVERING THRUSTERS AROUND THE PRIMARY HULL WITH THE ORANGE MIX. ALSO PAINT LOOSE PARTS #8 AUXILIARY DEFLECTOR EMITTER AND PART #34 PRIMARY DEFLECTOR EMITTER WITH THE ORANGE MIX

**PAINTING TIP:** ON THE FOUR MANEUVERING THRUSTERS, PAINT THE INNER RECESSES RLM81 BRAUNVIOLETT. PAINT THE RIBS AROUND THE INNER RECESSES FS20400 TAN.

**PAINTING TIP:** MIX A LITTLE RLM81 BRAUNVIOLETT INTO THE ORANGE MIX TO DARKEN A LITTLE. PAINT THIS COLOR INTO THE 3 RECESSES ON PART #8 AUXILIARY DEFLECTOR EMITTER AND ONTO THE 3 INNER RIBBED AREAS ON PART #34 PRIMARY DEFLECTOR EMITTER. APPLY FS20400 TAN TO THE FORWARD LEADING EDGE AND THE 3 RAISED PLATFORMS ON PART #8 AND TO THE 3 RAISED RIBS ON PART #34. APPLY RAL 7027 AFRIKA DUNKELGRAU TO THE 3 RAISED TRAPEZOIDS ON PART #34. (SEE PHOTO)



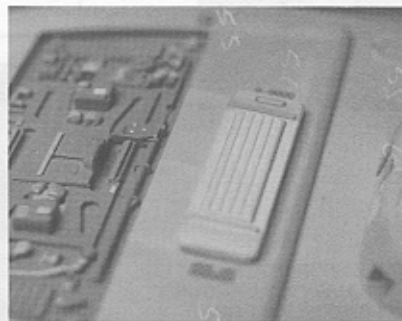
**Starboard side EVA Hatch**

PAINT EVA HATCH DOORS ON BOTTOM OF PRIMARY HULL RAL 7027 AFRIKA DUNKELGRAU.



**Anti-Matter Load Port**

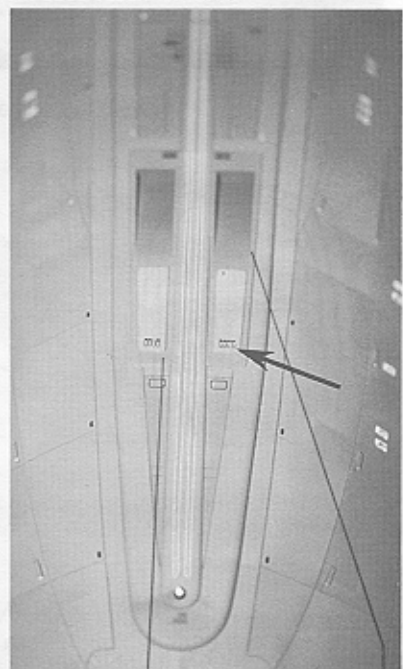
PAINT THE ANTI-MATTER LOAD PORT ON THE BOTTOM OF THE ENGINEERING HULL COPPER.



**Aft Radiator**

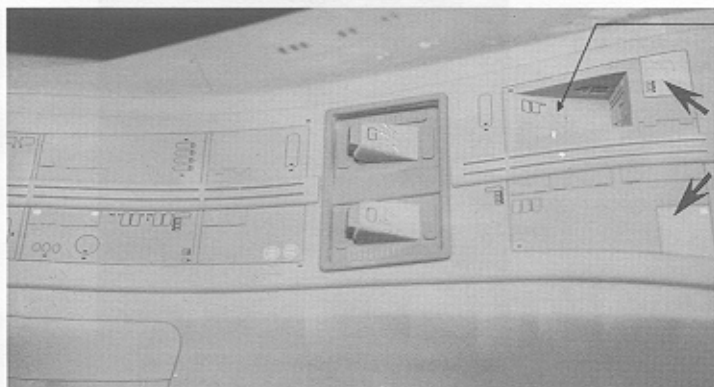
PAINT THE CENTRAL PART OF THE PLATFORM FS33531 SAND. PAINT THE ENDS OF THE PLATFORM FS20400 TAN.

**Aft Consumable Resupply Connectors and Aft Observation Windows**



PAINT THE AFT TORPEDO TUBES SHOWN HERE ON THE SPINE AND THE TWO TUBES ABOVE THE PRIMARY DEFLECTOR FS33531 SAND.

**PAINTING TIP:** MASK OFF THE AFT OBSERVATION WINDOW RECESSES AND LIGHTLY MIST RLM 81 BRAUNVIOLETT STARTING AT THE FORWARD EDGE AND FADING OFF TOWARDS THE REAR AS SHOWN HERE. UNMASK WHEN COMPLETE.



**Consumable Resupply Connectors, Aft Photon Torpedo Tubes, and Aft EVA Hatch**

PAINT THE RECESSED EVA HATCH ALCOVE RAL 7027 AFRIKA DUNKELGRAU

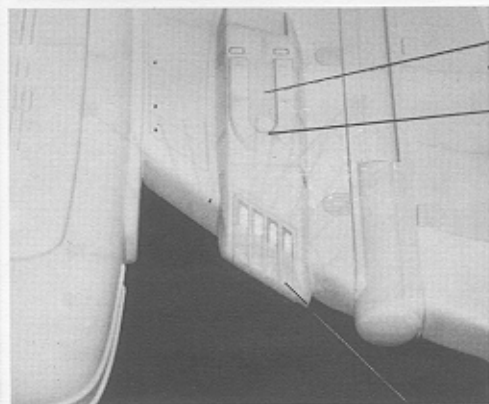
PAINT THESE TWO SQUARES FS33531 SAND

PAINT THE AFT TORPEDO TUBES SHOWN HERE ON THE SPINE AND THE TWO TUBES ABOVE THE PRIMARY DEFLECTOR FS33531 SAND.

**PAINTING TIP:** PAINT THE RAISED AREAS ON THE AFT FACING END OF THE AFT TUBES, AND THE RAISED TIPS ON THE FORWARD TUBES RED.



## DETAIL PAINTING



Portside Impulse Engine

PAINT THE SPACE WITHIN THE RAISED 'U' OF THE IMPULSE ENGINE COIL RAL 7027 AFRIKA DUNKELGRAU.

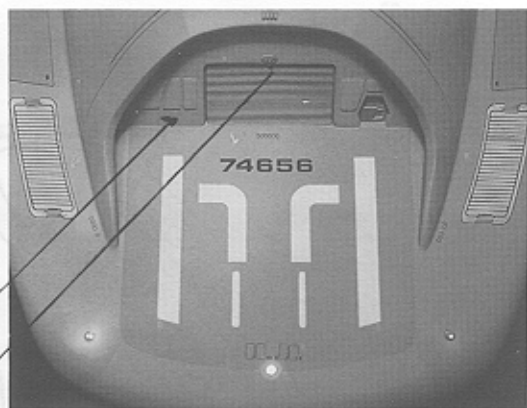
**PAINTING TIP:** PAINT A SMALL DOT OF FS33531 SAND AT THE BASE OF THE IMPULSE ENGINE COIL AS SHOWN.

REMOVE MASKING FROM HANGER BAY IF OPEN. PAINT HANGER BAY AFT WALL RAL 7027 AFRIKA DUNKELGRAU.

PAINT HANGER BAY DOOR FS36320 DARK GHOST GRAY.

**PAINTING TIP:** PAINT 5 RAISED PANELS ON WALL FS36375 LIGHT GHOST GRAY. PAINT EVA DOOR AND TRACTOR BEAM EMITTER RAL 81 BRAUNVIOLETT.

PAINT THE IMPULSE ENGINE AFT VANES RAL7027 AFRIKA DUNKELGRAU.



Voyager's Shuttle Landing Platform

## SHUTTLE PAINTING



Starboard Warp Nacelle, underside

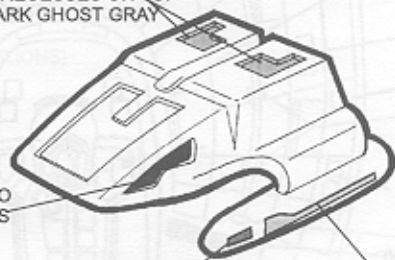
PAINT THE FREE GAS FILTERS ON BOTH SIDES OF EACH ENGINE NACELLE (RIBBED RECESSED BAND ON BOTH SIDES) CHROME YELLOW

PAINT THE RECESSES ON TOP FS36320 DARK GHOST GRAY

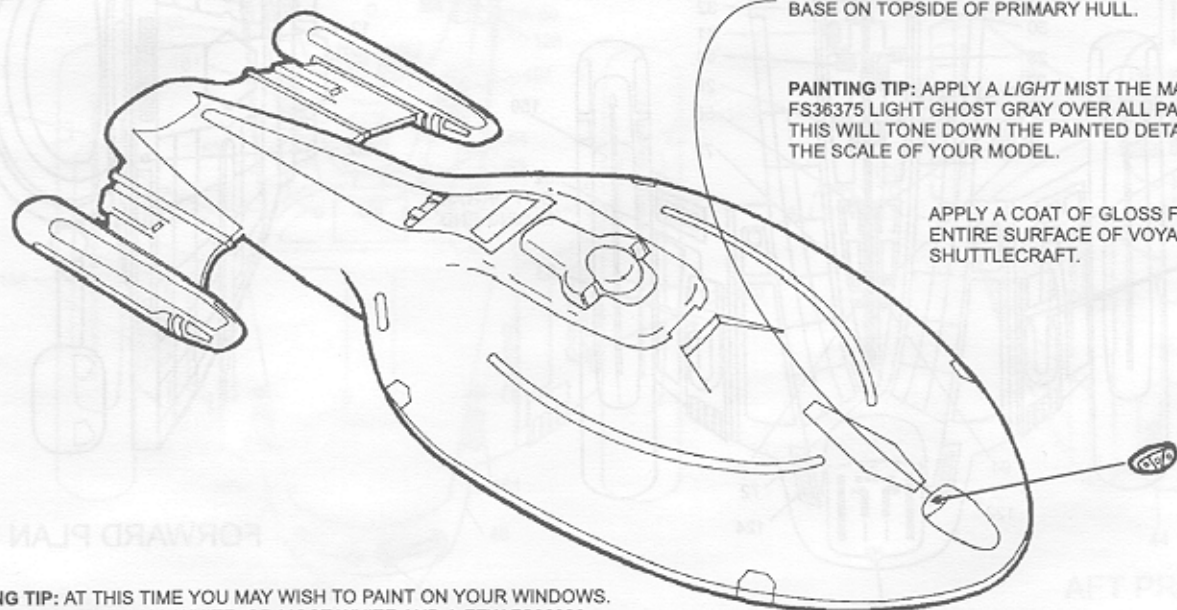
PAINT THE TWO SIDE WINDOWS BLACK

PAINT THE ENGINE TIPS RED

PAINT THE ENGINE SIDES COPPER AS SHOWN



## 10-FINAL PAINTING



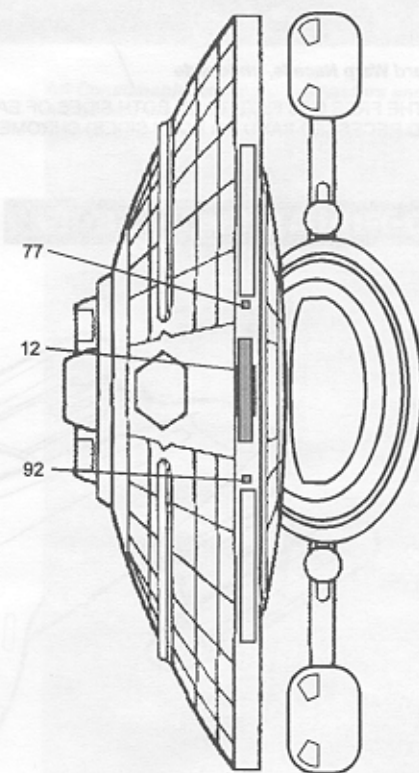
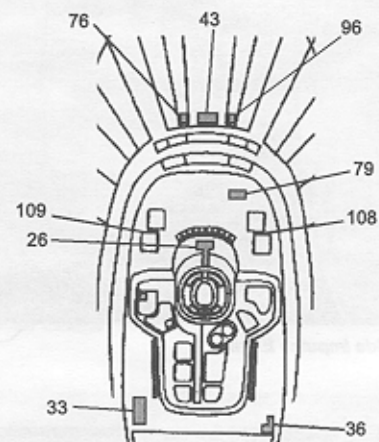
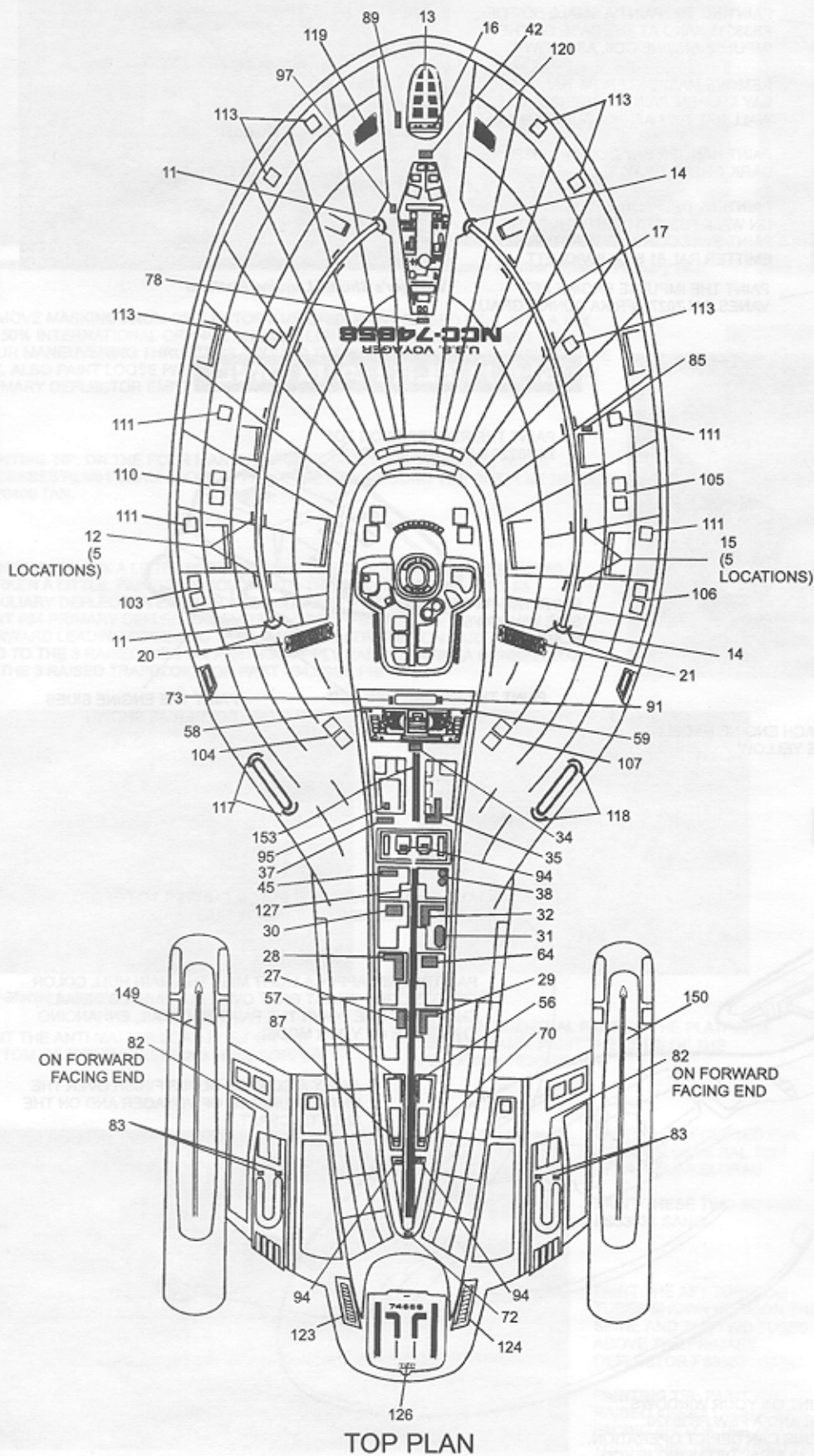
ATTACH AUXILIARY DEFLECTOR EMITTER TO DEFLECTOR BASE ON TOPSIDE OF PRIMARY HULL.

**PAINTING TIP:** APPLY A LIGHT MIST THE MAIN HULL COLOR FS36375 LIGHT GHOST GRAY OVER ALL PAINTED DETAIL. THIS WILL TONE DOWN THE PAINTED DETAIL, ENHANCING THE SCALE OF YOUR MODEL.

APPLY A COAT OF GLOSS FINISH OVER THE ENTIRE SURFACE OF VOYAGER AND ON THE SHUTTLECRAFT.

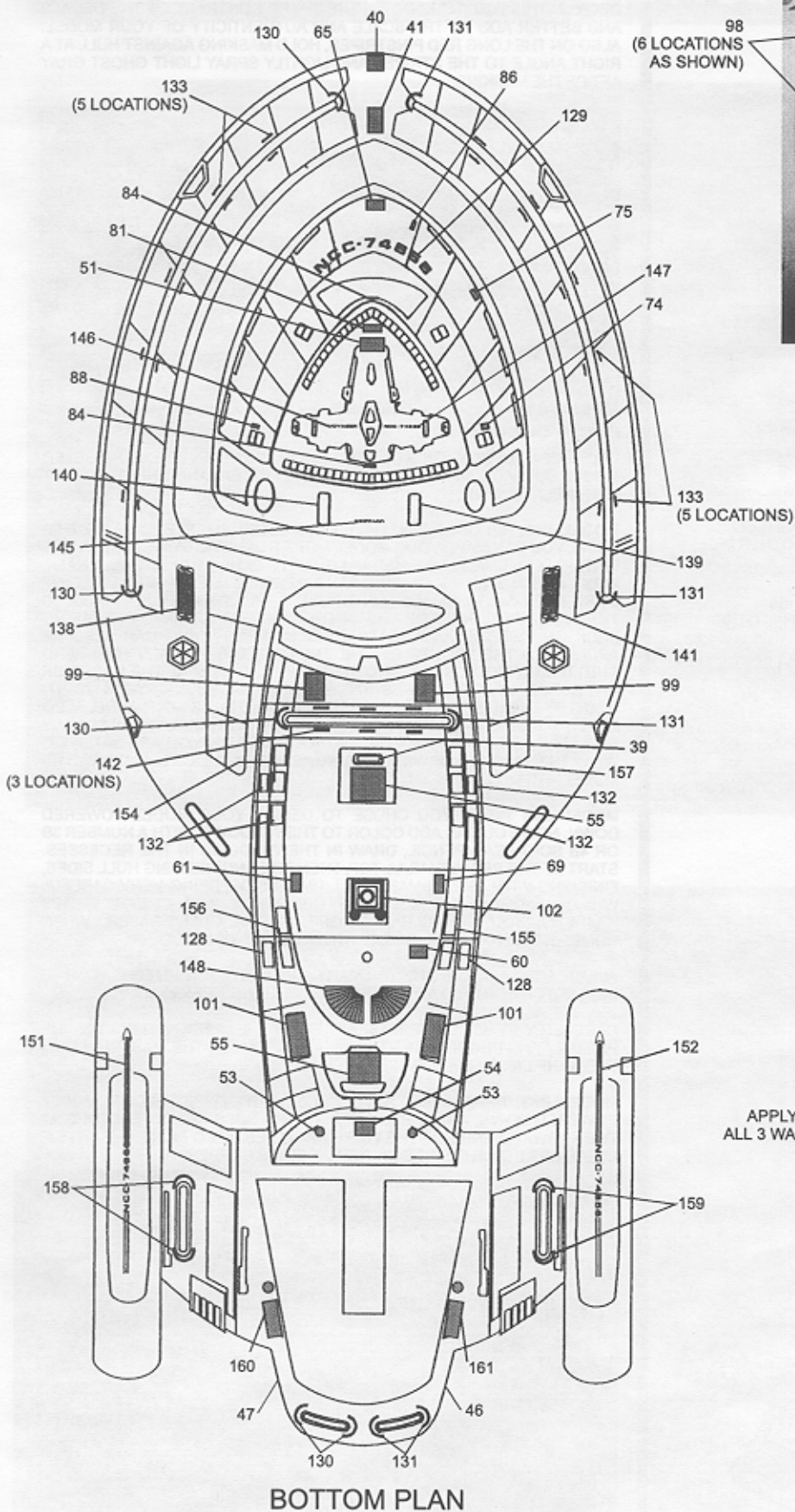
**PAINTING TIP:** AT THIS TIME YOU MAY WISH TO PAINT ON YOUR WINDOWS. YOU MAY PAINT THEM ALL WHITE, OR MOST WHITE AND A FEW FS36320 DARK GHOST GRAY. EITHER OF THESE TWO OPTIONS CAN DEPICT OPERATION. OR YOU MAY SKIP THIS STEP AND WORK TO STEP 12 FINAL DETAILING IF YOU WISH TO DEPICT YOUR STARSHIP POWERED DOWN.

# 11-DECAL PLACEMENT



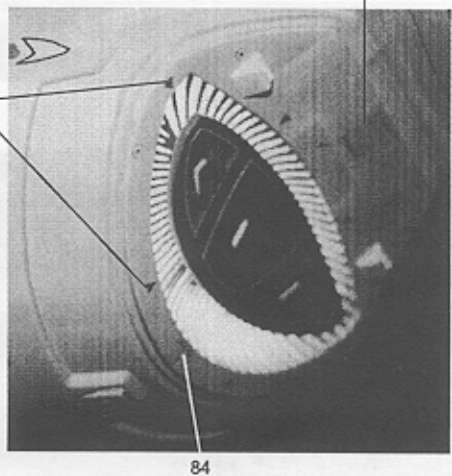


# II-DECAL PLACEMENT



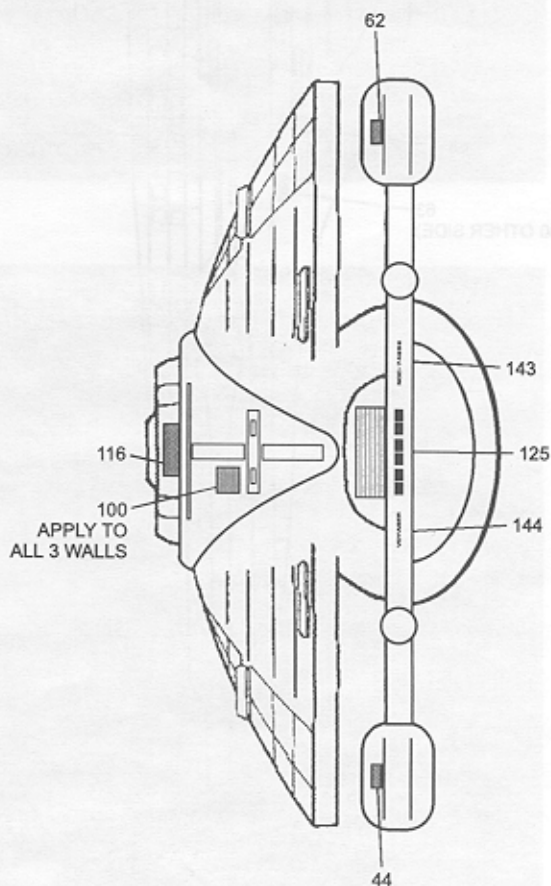
BOTTOM PLAN

98  
(6 LOCATIONS AS SHOWN)



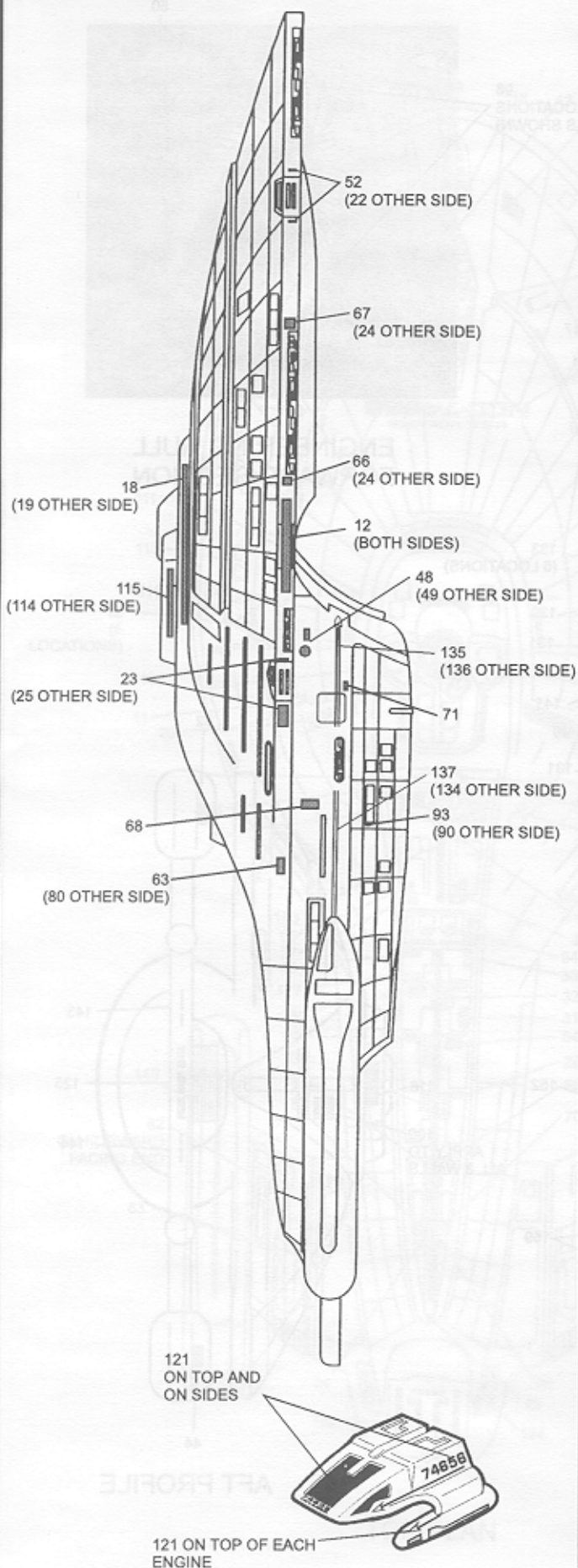
84

ENGINEERING HULL FORWARD SECTION



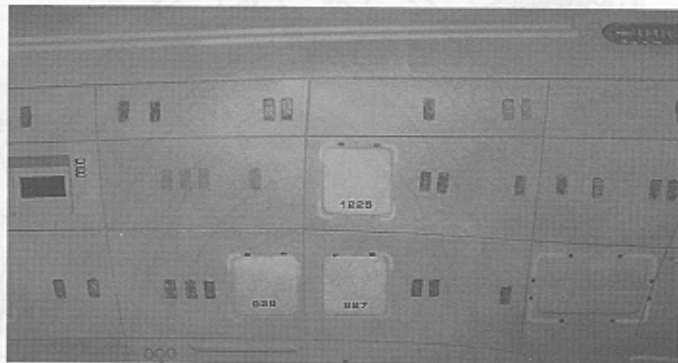
AFT PROFILE

## 11-DECAL PLACEMENT



## 12-FINAL DETAILING AND COMPLETION

**PAINTING TIP:** LIGHTLY MIST FS36375 LIGHT GHOST GRAY OVER ALL DECALS. THIS WILL TONE DOWN THE SHARP CONTRAST OF THE DECALS AND BETTER ADD TO THE SCALE AND AUTHENTICITY OF YOUR MODEL. ALSO ON THE LONG RED PINSTRIPES, HOLD MASKING AGAINST HULL AT A RIGHT ANGLE TO THE STRIPES AND LIGHTLY SPRAY LIGHT GHOST GRAY AFT OF THE MASKING.



### Portside Engineering Hull

UPON COMPLETION OF ALL DECALING, SPRAY ENTIRE COMPLETED MODEL SURFACE, PRIMARY DEFLECTOR EMITTER, AND SHUTTLECRAFT WITH A FLAT FINISH.

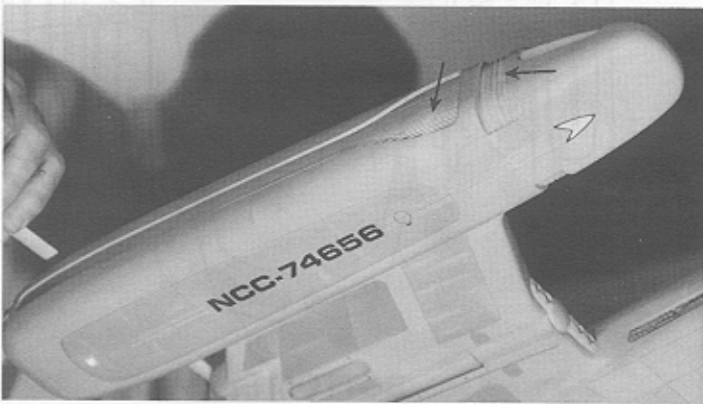
**MODELLING TIP:** ONCE YOU HAVE COMPLETED ALL STEPS UP TO THIS POINT, YOU CAN MAKE YOUR MODEL MORE REALISTIC BY WEATHERING IT WITH PASTEL CHALK. USE MEDIUM GRAY TO BLUE GRAY PASTEL CHALK. FIRST, RUB THE CHALK ON FINE SANDPAPER TO MAKE A SMALL PILE OF DUST. THEN WITH A SMALL PAINTBRUSH, APPLY THE CHALK LIGHTLY TO THE FORWARD EDGES OF THE WARP PYLON WINGS, AND STREAKING BACK ON THE TOP AND BOTTOM SIDES. WEATHERING CAN ALSO BE APPLIED TO THE FRONTS OF THE ENGINES, THE PRIMARY HULL, AND SHUTTLEBAY DOOR AREA. ANOTHER GOOD AREA IS AT THE BASES OF INTERSECTING STRUCTURES. (I.E. BRIDGE, NACELLE - PYLON JOINT) START AT THE BASE OF THE INTERSECTION AND BRUSH OUTWARD. ALSO APPLY STREAKS BACK FROM THE AFT TORPEDO TUBES. WORK SLOWLY AND APPLY ONLY A LITTLE CHALK AT A TIME. WHEN YOU ARE SATISFIED WITH THE AMOUNT OF WEATHERING, STOP AND LIGHTLY SPRAY THE MODEL WITH A FLAT FINISH.

**MODELLING TIP:** IF YOU CHOSE TO DEPICT YOUR MODEL POWERED DOWN, NOW YOU CAN ADD COLOR TO THE WINDOWS. WITH A NUMBER 3B OR 4B SOFT LEAD PENCIL, DRAW IN THE WINDOWS IN THE RECESSES. START AT THE PRIMARY HULL TOP, THEN THE ENGINEERING HULL SIDES, FINISHING WITH THE PRIMARY HULL UNDERSIDE, BEING VERY CAREFUL WHILE HANDLING THE MODEL AS THE PENCIL WILL SMEAR. IF THIS HAPPENS, YOU CAN CLEAN IT OFF WITH A GUM ERASER. WHEN COMPLETE, SPRAY YOUR MODEL WITH A FLAT FINISH.

ALIGN AND ATTACH THE PRIMARY DEFLECTOR EMITTER TO THE DEFLECTOR AMP GRID AT THE FRONT OF THE ENGINEERING HULL.

CAREFULLY REMOVE THE MASKING FROM THE WINDOW BAYS ON THE PRIMARY AND ENGINEERING HULLS. ALSO REMOVE THE MASKING FROM THE WARP ENGINES AND BUSSARD COLLECTORS.

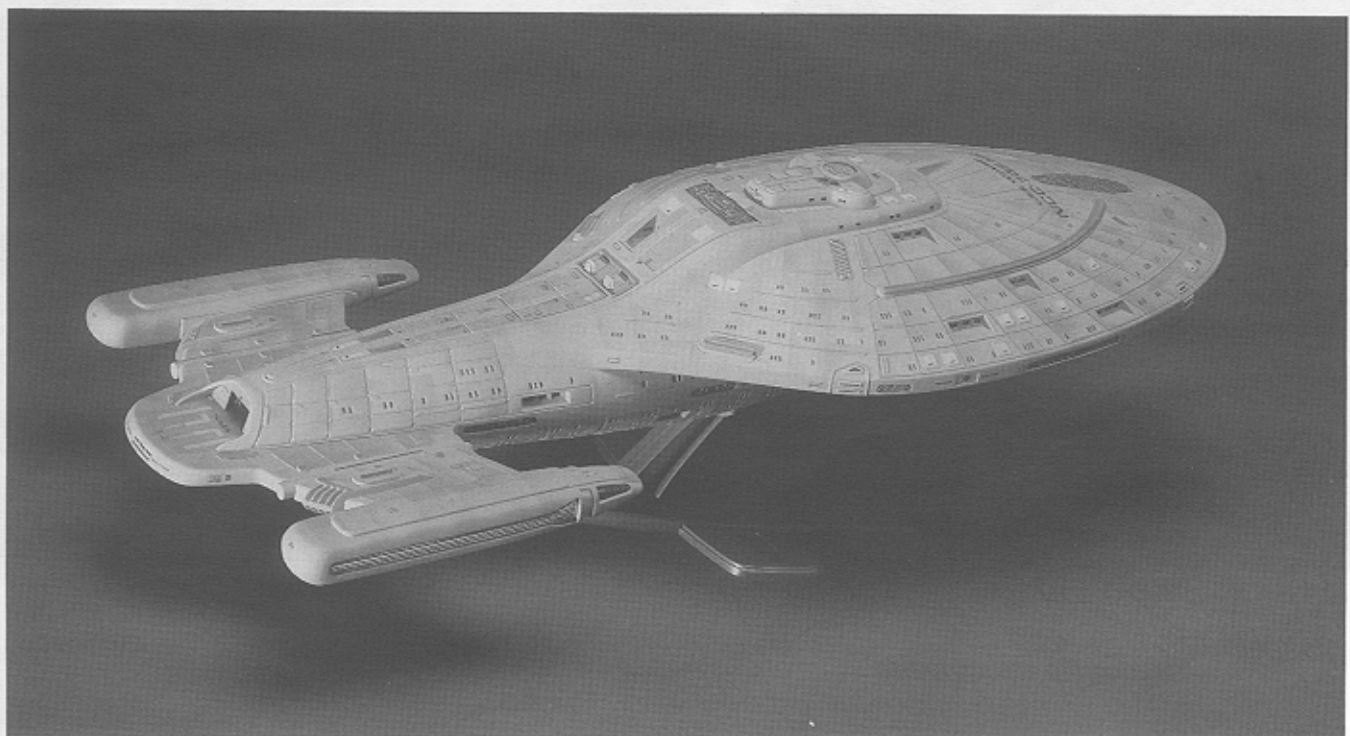
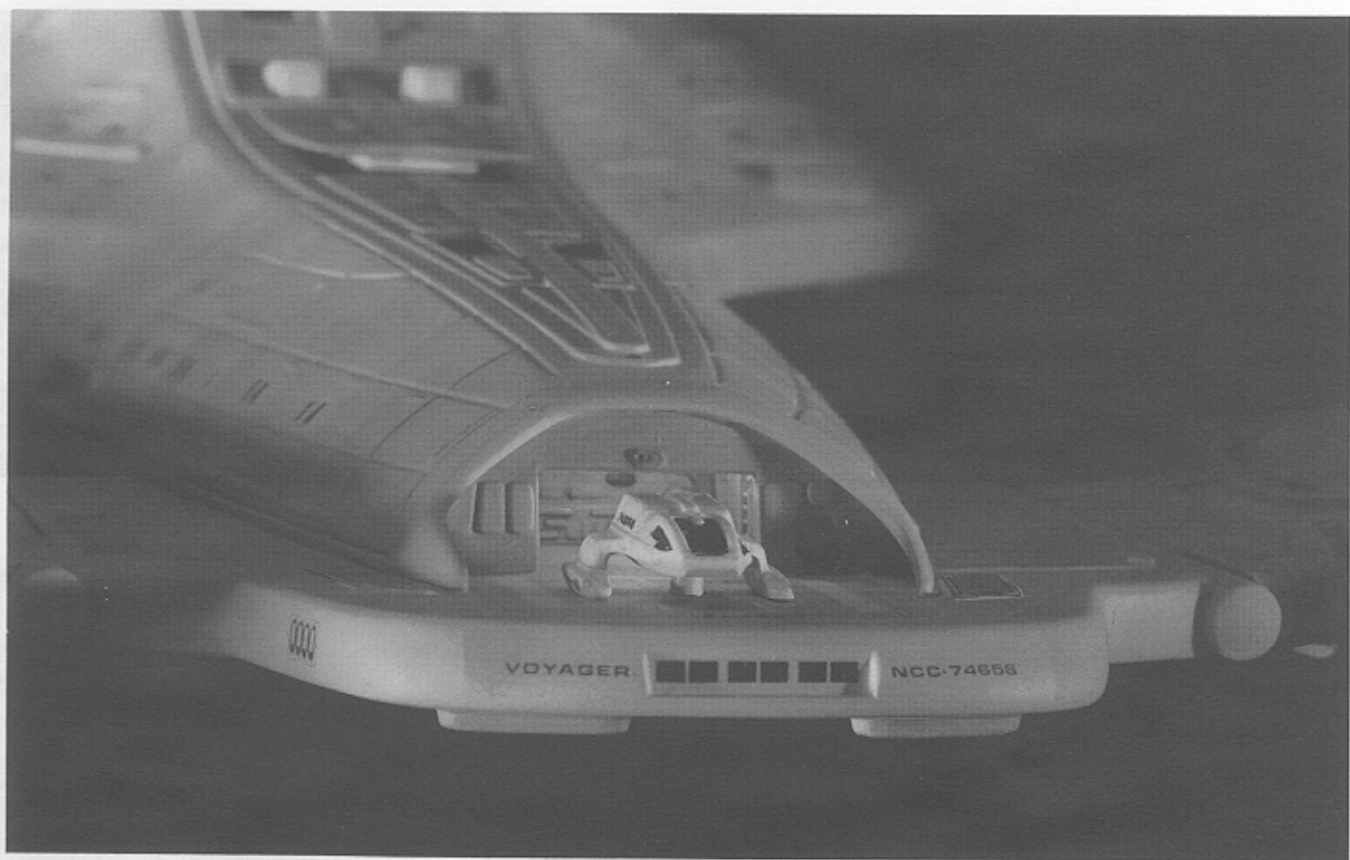
**MODELLING TIP:** IF YOU HAVE CHOSEN TO DEPICT YOUR MODEL POWERED DOWN, APPLY RUBY RED TO THE BUSSARD COLLECTORS AT THE FORWARD ENDS OF THE WARP NACELLES. ALSO PAINT THE ENTIRE CLEAR GRILL ON THE SIDES OF THE NACELLES COPPER.



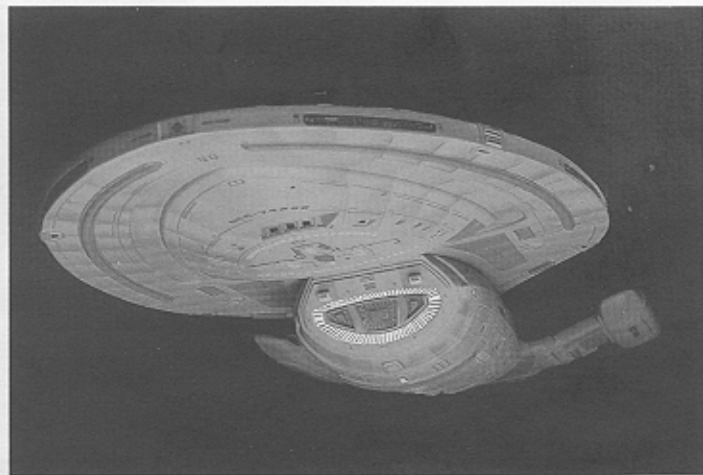
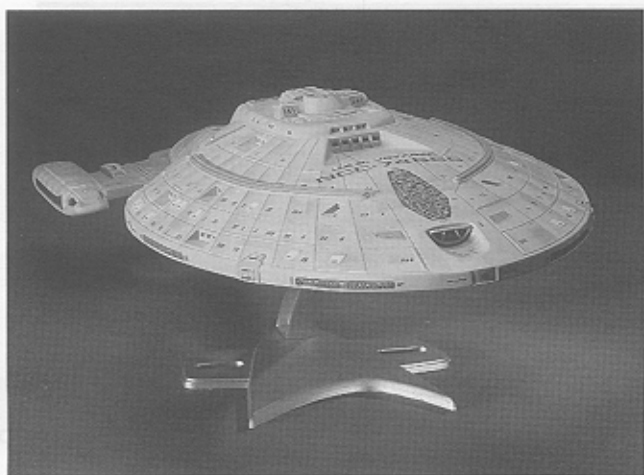
Starboard Warp Nacelle



## DETAIL PHOTOS OF ACTUAL MODEL



## DETAIL PHOTOS OF ACTUAL MODEL



*Revell Monogram wishes to thank Thomas Sasser for his assistance and research on this project.  
Box model prototype built by Thomas Sasser.*