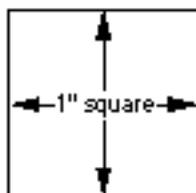


Simplified Vostok

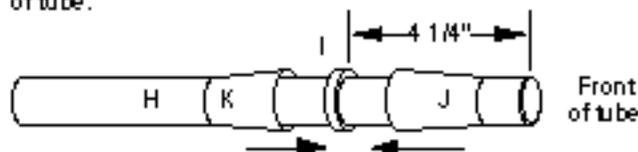
1/100 scale

Assembly and Painting Tips

Designed and drawn by Peter Alway



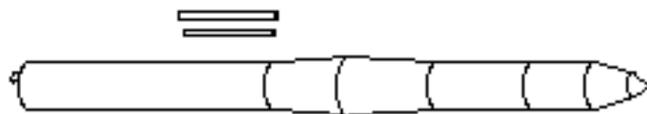
Peel adapter ring (I) to an outside diameter of 1 1/4". Sand outside, slightly rounding the edges until it fits into wide ends of core shrouds (J) and (K). Glue adapter ring 4 1/4" from the front of the tube (H), then glue core shrouds into place. Joint between shrouds is in middle of ring, 4 3/8" from front of tube.



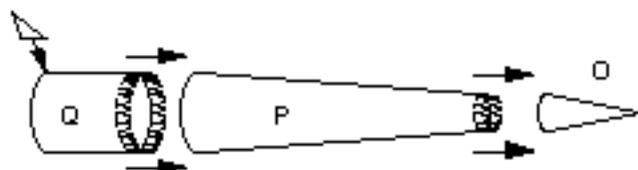
You can assemble the payload section at this time, but don't glue the nose block in yet. You will need to open the section to add nose weight later.



Glue launch lug and engine mount into place before painting or adding boosters. The launch lug standoff (N) will insure that the launch rod clears the core shrouds.



Roll booster nose cones (O), tapered sections (P), and cylindrical sections (Q). Glue tabs with non-water-based glues such as Ambroid cement, Duco cement or Testors cement for wood models. Then glue segments together with the same glue.



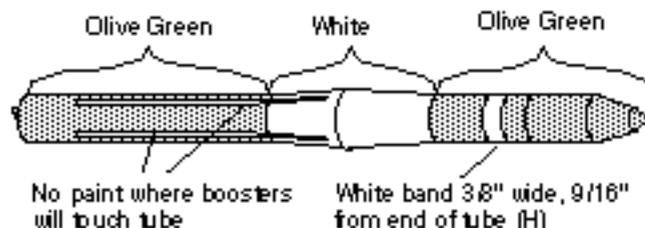
Glue fins with white or aliphatic glue, directly opposite the glue tabs, 1/8" from the rear of the booster. (shortest edge of fin is root)

If you choose to paint your model as it appeared in flight (olive green with white frost) it is easier to paint before gluing the boosters to the body. Mask off the area of the glue tab overlap, as you will need to apply glue there later. First paint each booster white. Then slide the nose of each booster into a scrap of BT-50 or T-25 tubing and paint the base olive green. Don't pull off the tube until the paint is completely dry.

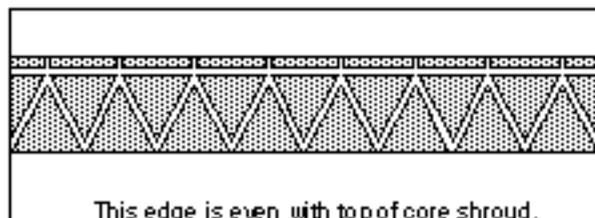


Use the pattern above to make four chrome mylar decals from Monocote film or 1/2" chrome tape. Apply one to each booster, flush with the bottom of the booster, centered toward the core.

If you paint the booster before assembly, first mask off four strips where the boosters will be glued on.



This design doesn't include the Vostok rocket's interstage trusswork. Use the template as a guide to paint the truss on the body tube. Paint the shaded areas flat black (or use a Sharpie marker or bits of black decal material). Leave the unshaded areas olive green to simulate struts.



Front of payload tube

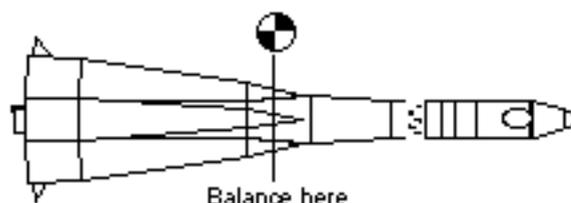


Simulate opening in side of payload shroud with black paint or decal on payload tube. Use template at left as a guide. You can paint the lower portion silver to simulate the spacecraft.

For a final finishing touch, wrap a 1/2" wide chrome mylar band around the base of the core tube.



Glue boosters to core with white or yellow (aliphatic wood) glue after core shrouds are in place. Orient so seams are hidden toward core.



ADD NOSE WEIGHT TO PAYLOAD SECTION UNTIL MODEL BALANCES IN MIDDLE OF BOOSTER NOSE CONES WITH C6-5 ENGINE IN PLACE.