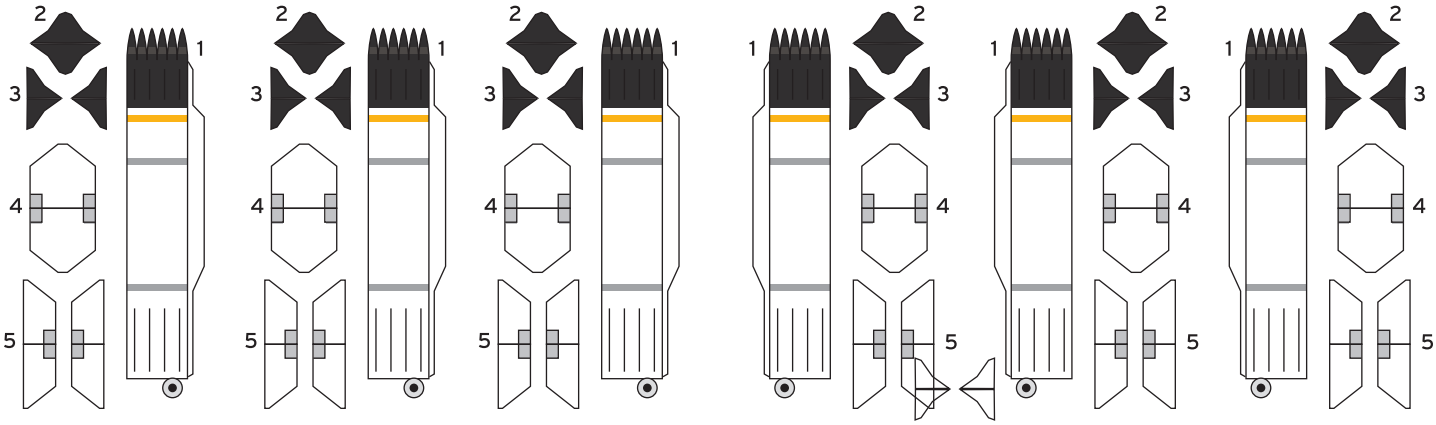
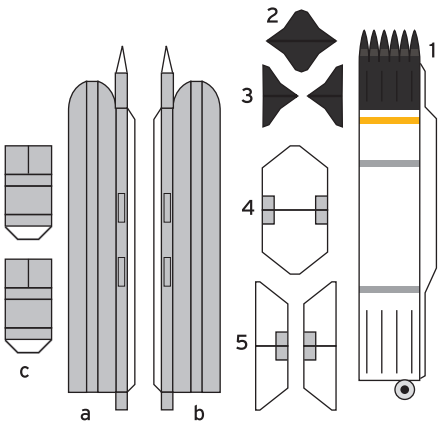
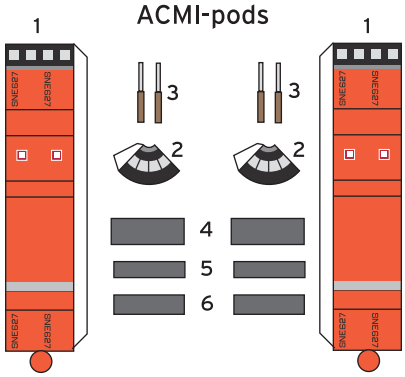
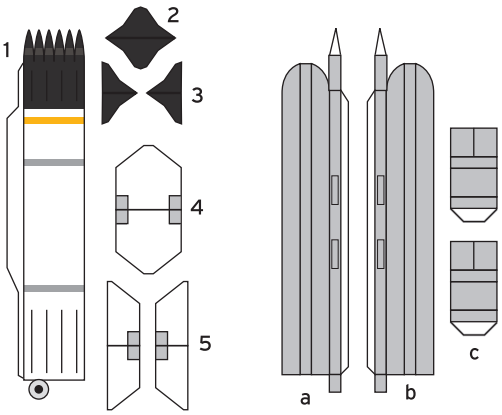
AIM-9 Sidewinder





ACMI-pods

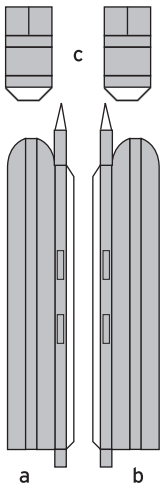




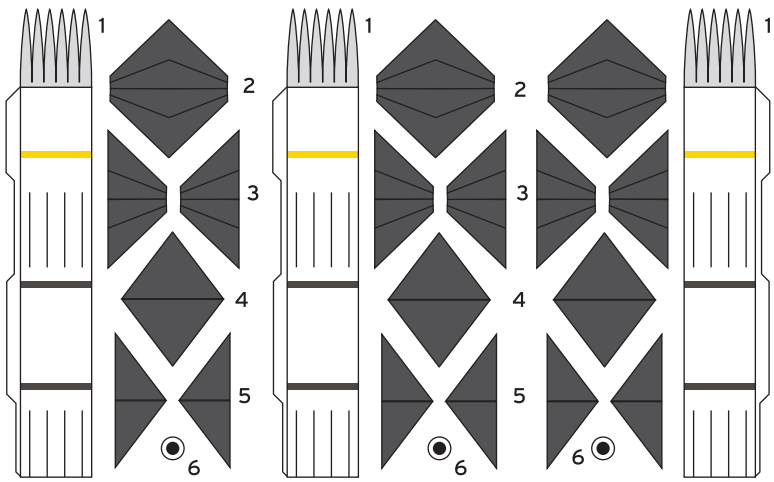
F/A-18 ARMAMENT PACK: Air-to-Air

designed by Christoph Stahl 2010

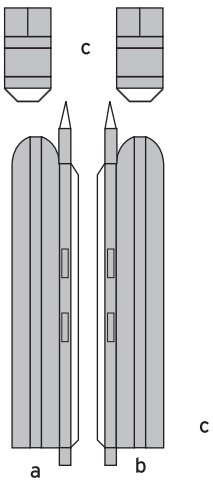
Twin-Launcher



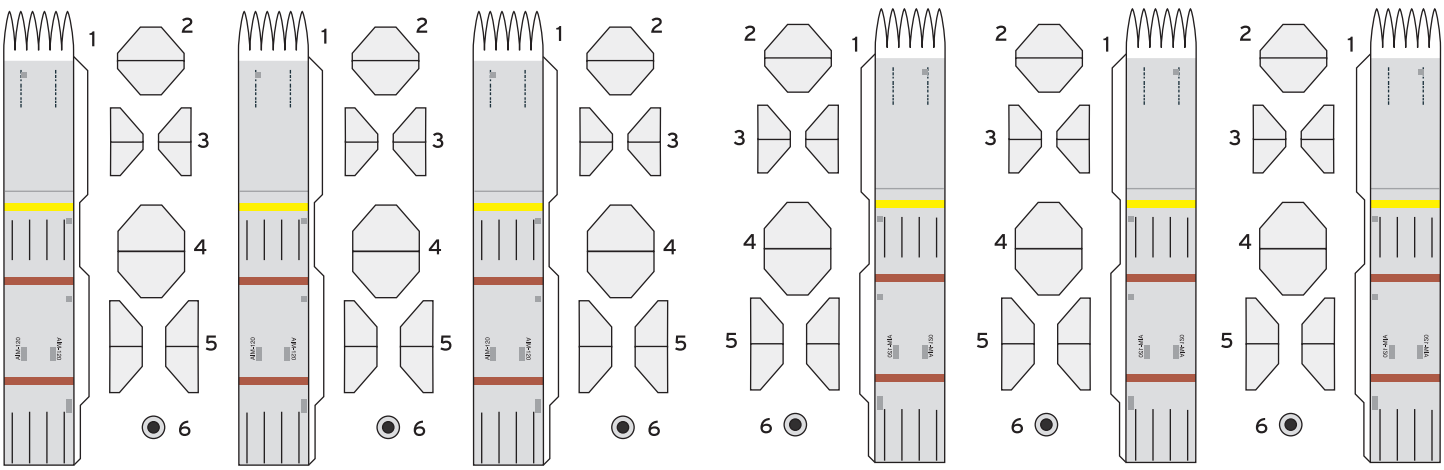
AIM-7 Sparrow



Twin-Launcher



AIM-120 AMRAAM

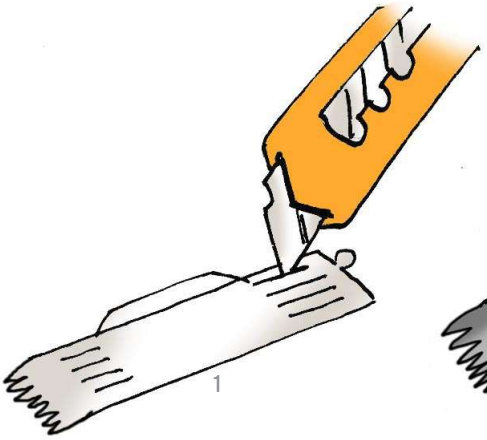


STAHLHART Papercraft http://papercraft.stahlhart.net

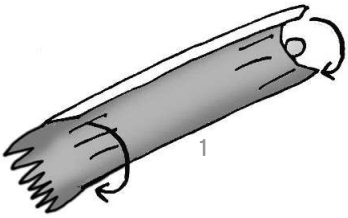
Instructions

AIM-9 Sidewinder

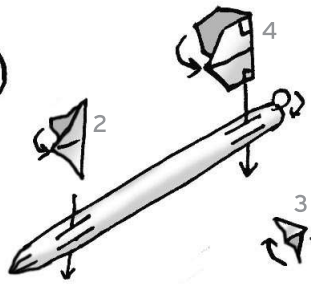
This short-range infrared-guided Air-to-Air Missile can be carried both on the wingtips as well as on twin-launchers on the main hardpoints



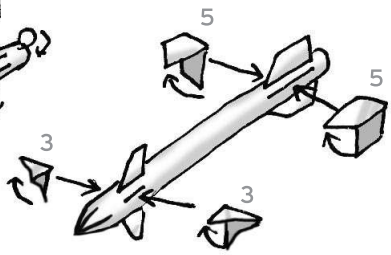
1. Cut slits for the wings



2. Roll and glue, rounden and glue petals.



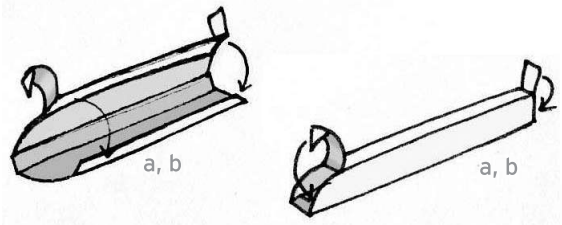
3. Push wings through the fuselage and glue glue the rear flap



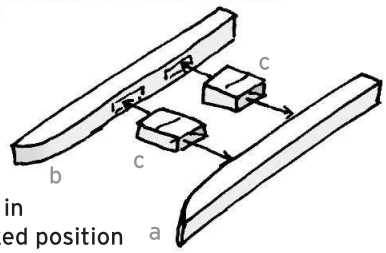
4. Push remaining wings into the fuselage and glue

Twin Launcher

This can be used for both AIM-9 or AIM-120, but not in mixed configuration



1. Build the Launcher

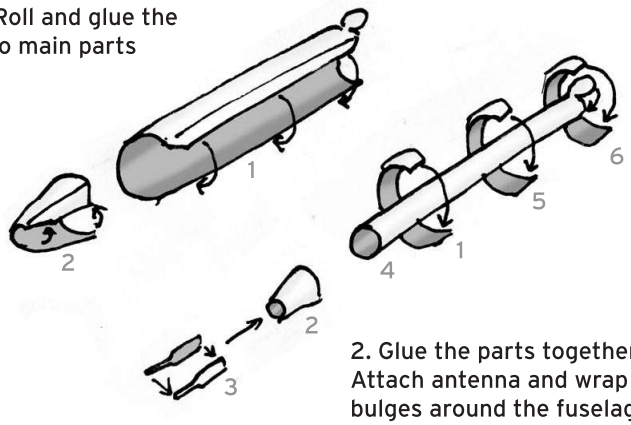


2. glue the connectors in the middle at the marked position

ACMI-pod

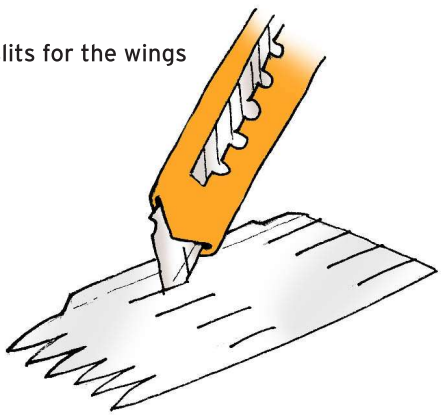
The Air Combat Manoeuvering Instrumentation is not a missile, but a pod used to electronically simulate Air Combat. It is carried through Air Combat training. One pod per plane is enough, but it's sometimes carried in pairs.

1. Roll and glue the two main parts



2. Glue the parts together. Attach antenna and wrap bulges around the fuselage

1. Cut slits for the wings



AIM-7 Sparrow

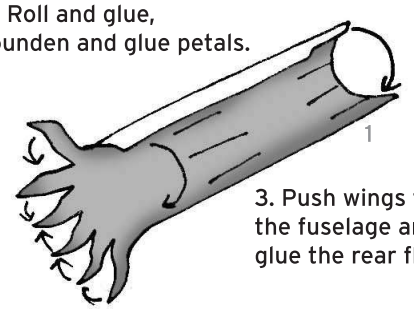
This medium-ranged radar-guided missile has to rely on the radar of the plane it is fired from.

These two missiles are build the same!

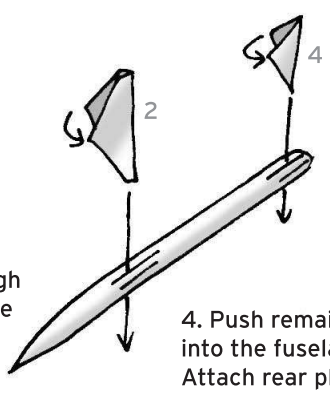
AIM-120 AMRAAM

The Advanced Medium Range Air-Air Missile has an active radar, which makes it independent on the radar of the plane it was fired from. It can be carried on twin-launchers on the main hardpoints

2. Roll and glue, rounden and glue petals.



3. Push wings through the fuselage and glue glue the rear flap



4. Push remaining wings into the fuselage and glue. Attach rear plate