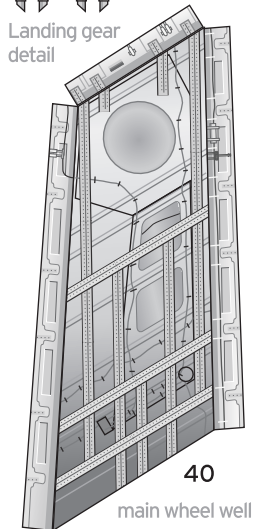
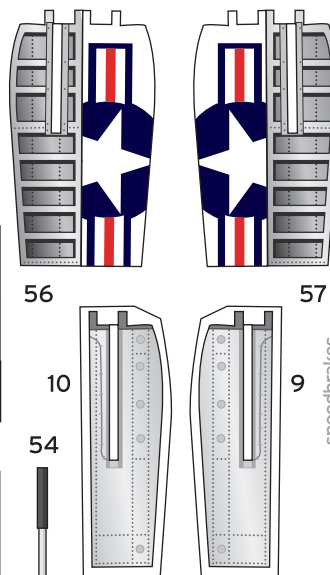
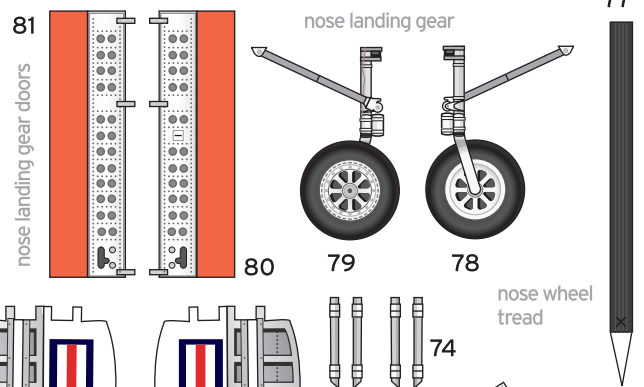
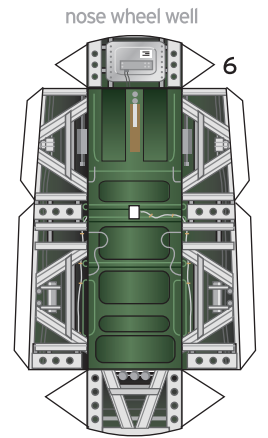
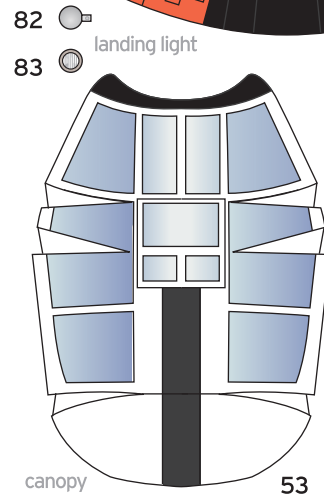
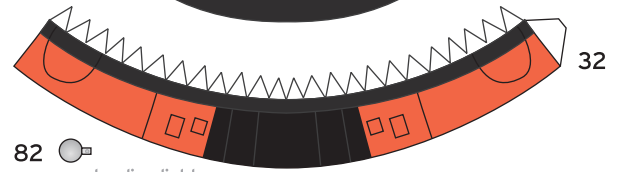
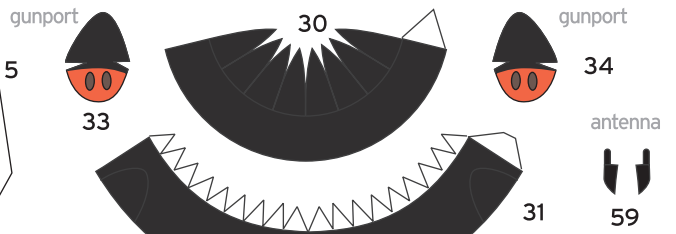
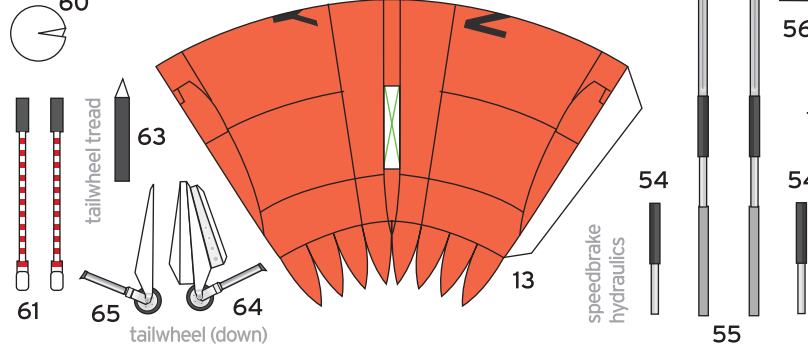
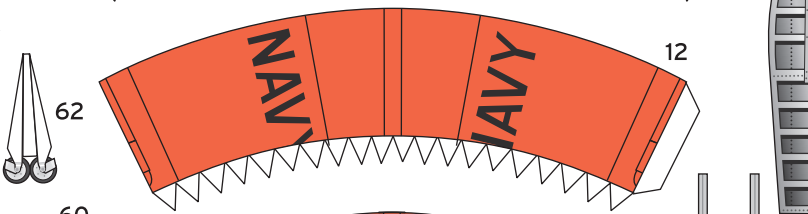
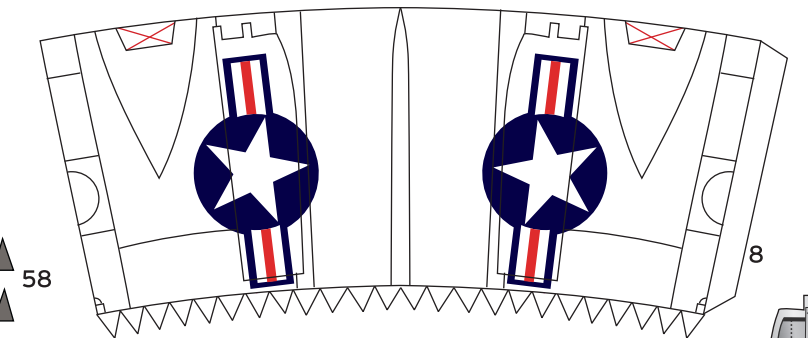
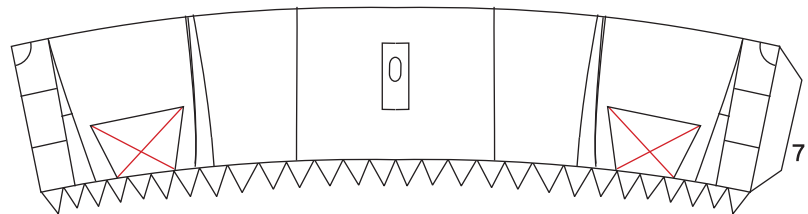
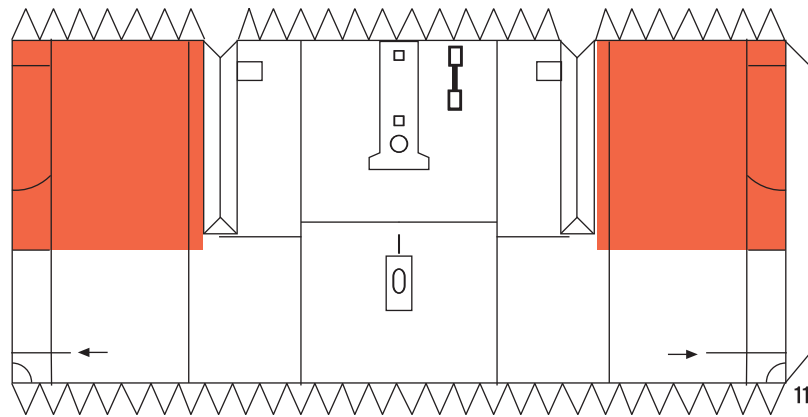
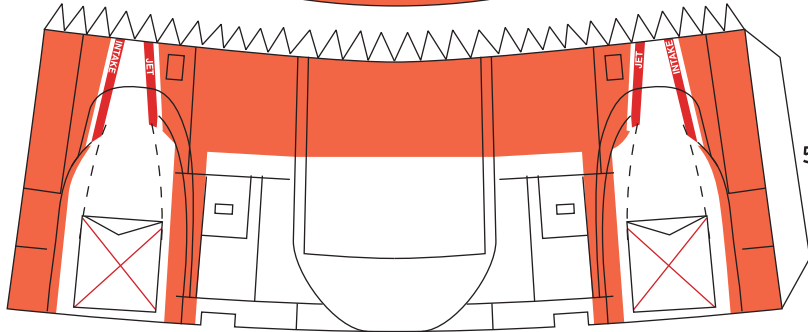
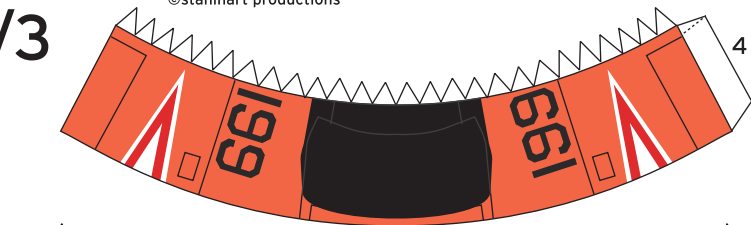


Douglas F3D-3 Skyknight

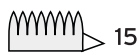
Quantum
reality
WHAT-COULD-HAVE-BEEN

1:60 scale

U.S. Navy, VF-121, NAS Miramar, 1962

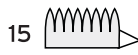


splitter cone



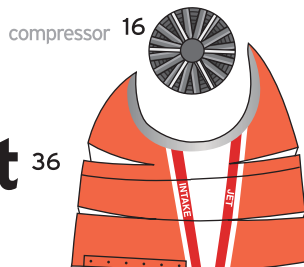
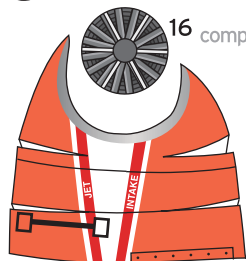
Quantum
WHAT-COULD-HAVE-BEEN
reality

splitter cone



1:60 scale

Douglas F3D-3 Skyknight



35

36

66

66

14

14

intake tunnel

wheel treads

intake tunnel

17

18

29

exhausts

exhausts

25

25

67

67

wheels

68

19

21

1

wing stiffenet

1a

39

main wheel well

84

85

drop tank

86

91

fins

87

88

89

90

28

71

72

71

72

71

72

71

72

71

72

71

72

71

72

model designed by Christoph Stahl 06-2011, modified 2016-2018
©stahlhart productions

main landing gear struts

70L

cut

69R

69L

70R

91

fins

73

Landing gear detail

85

84

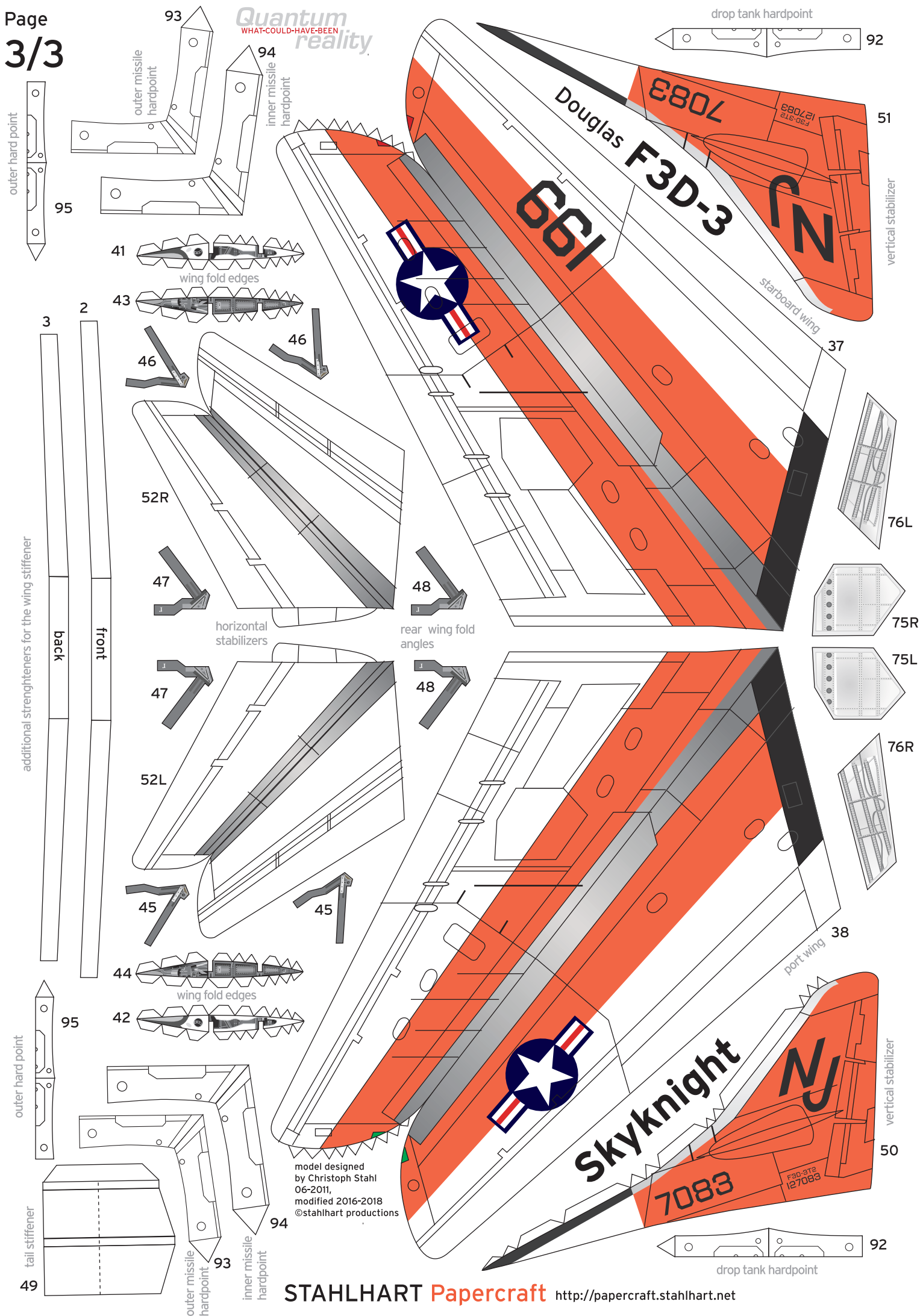
drop tank

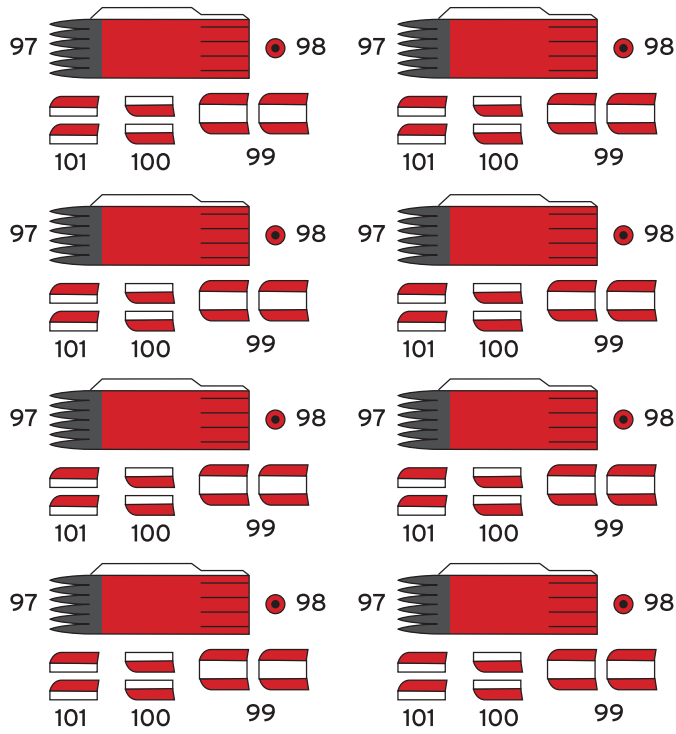
optional long nose

30

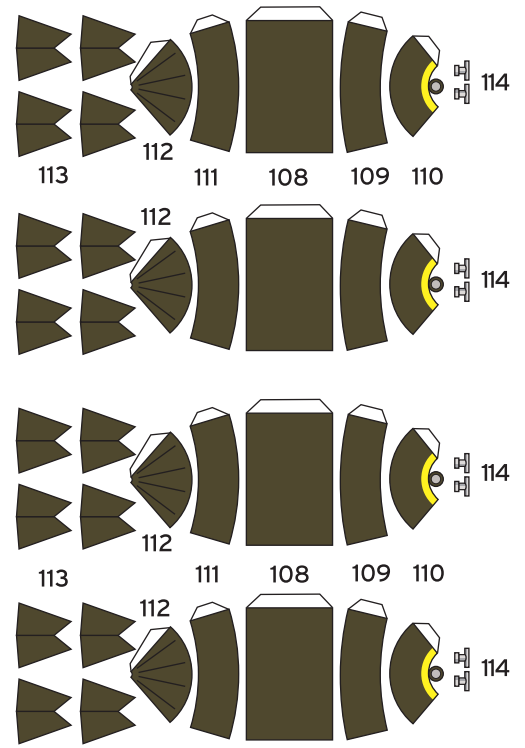
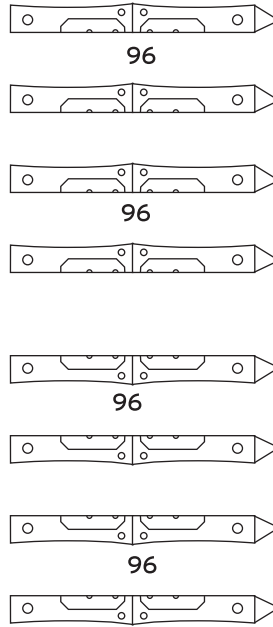
31

32

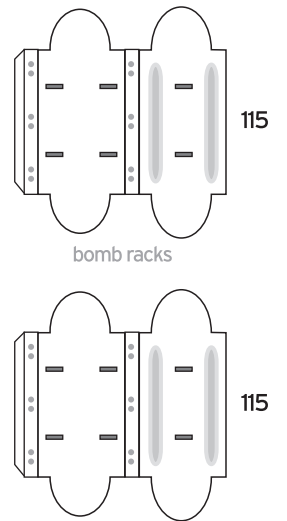
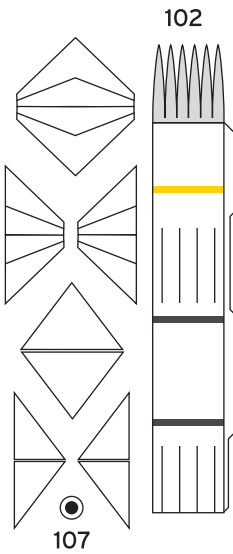
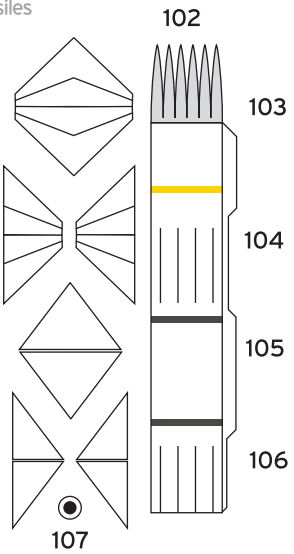
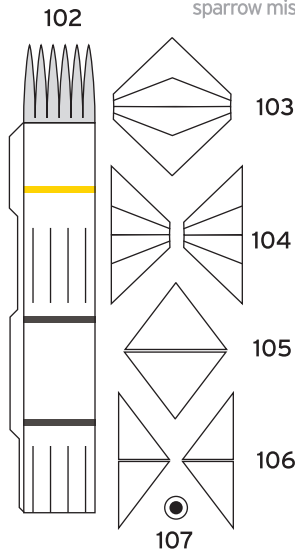
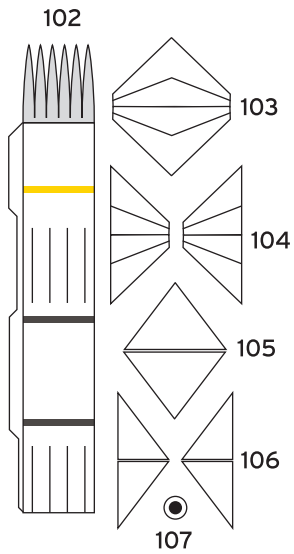




rocket hardpoints



MK.82 bombs



bomb racks