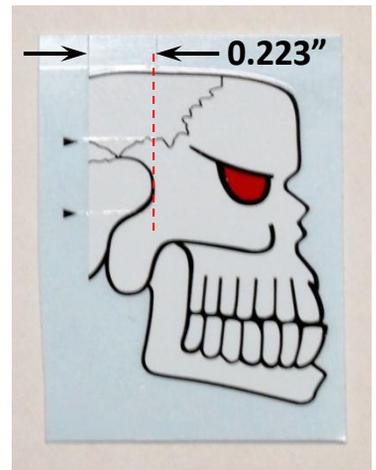


AMS Skullduggery - Notes for applying skulls on open cowl flaps

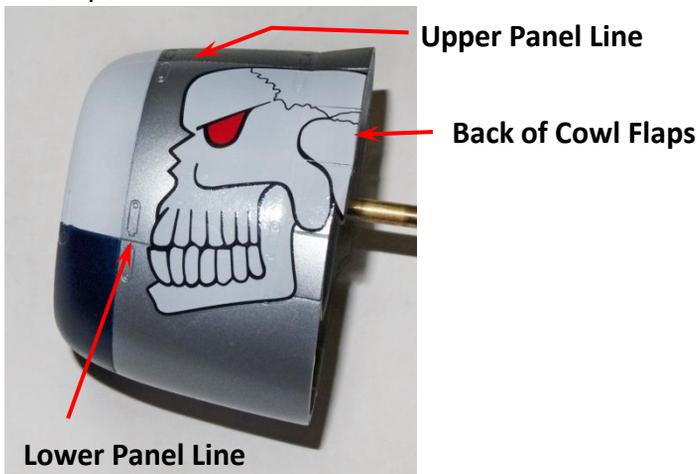
Note: **Apply skull decals on cowl assembly before gluing onto the fuselage!** If you choose to use the open cowl flaps (Tamiya part B39), pre-cutting the decal may help the decal lay flat on the cowl.



The cuts are 0.223" into the skull and 0.235" apart. Note that cuts are slightly above markers printed on the decal sheet. Upper cuts are above but very close to cracks in skull. Use a very sharp (new) blade and a ruler as a straight guide.



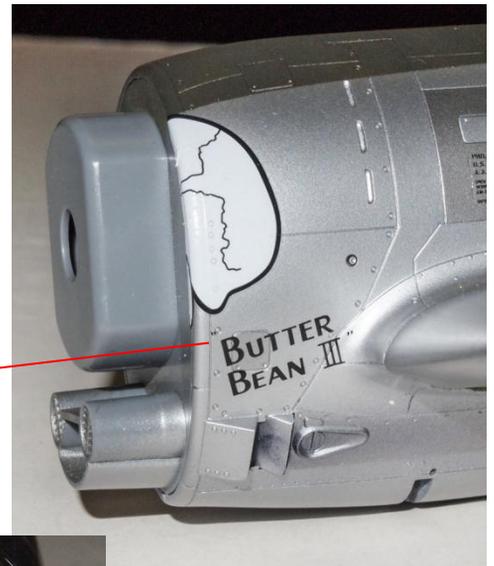
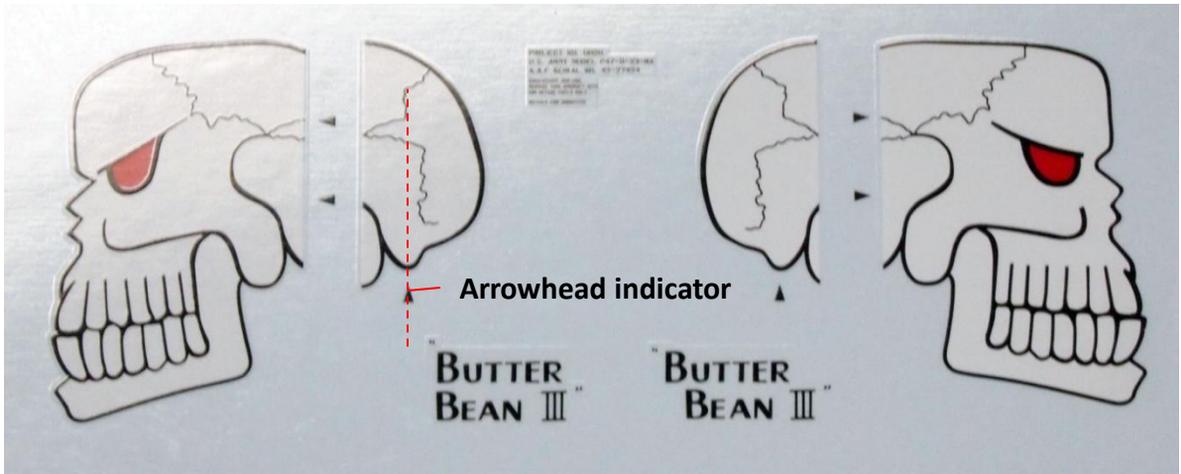
When placing skull on cowl, the top of the skull will just touch the upper panel line. The rear of the skull art is aligned with the back of the cowl flaps. The join of the teeth will be very close to the lower panel line.



After decal dries, trim extra to the curvature of the cowl flap with a sharp (new) blade. Right side is similar to left side. Note that skulls are slightly different so fit will have minor differences as well.

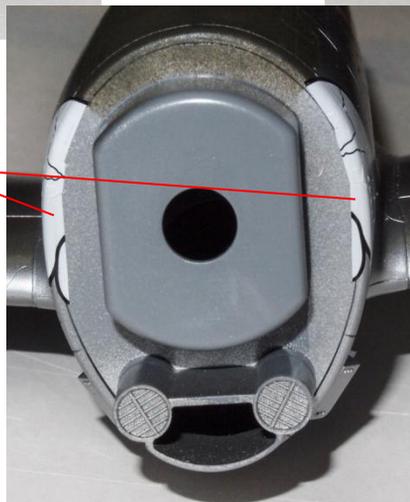


The rear skulls must be placed on the forward fuselage. The decal provides excess artwork that wraps over the front of the firewall. The little arrowhead indicator printed on the decal paper is the approximate position of the firewall panel line on each forward fuselage half. The best way to get the alignment of the rear skull correct is to finish the cowl decals then slip the cowl on the fuselage and align the rear skull art on the fuselage by eye.



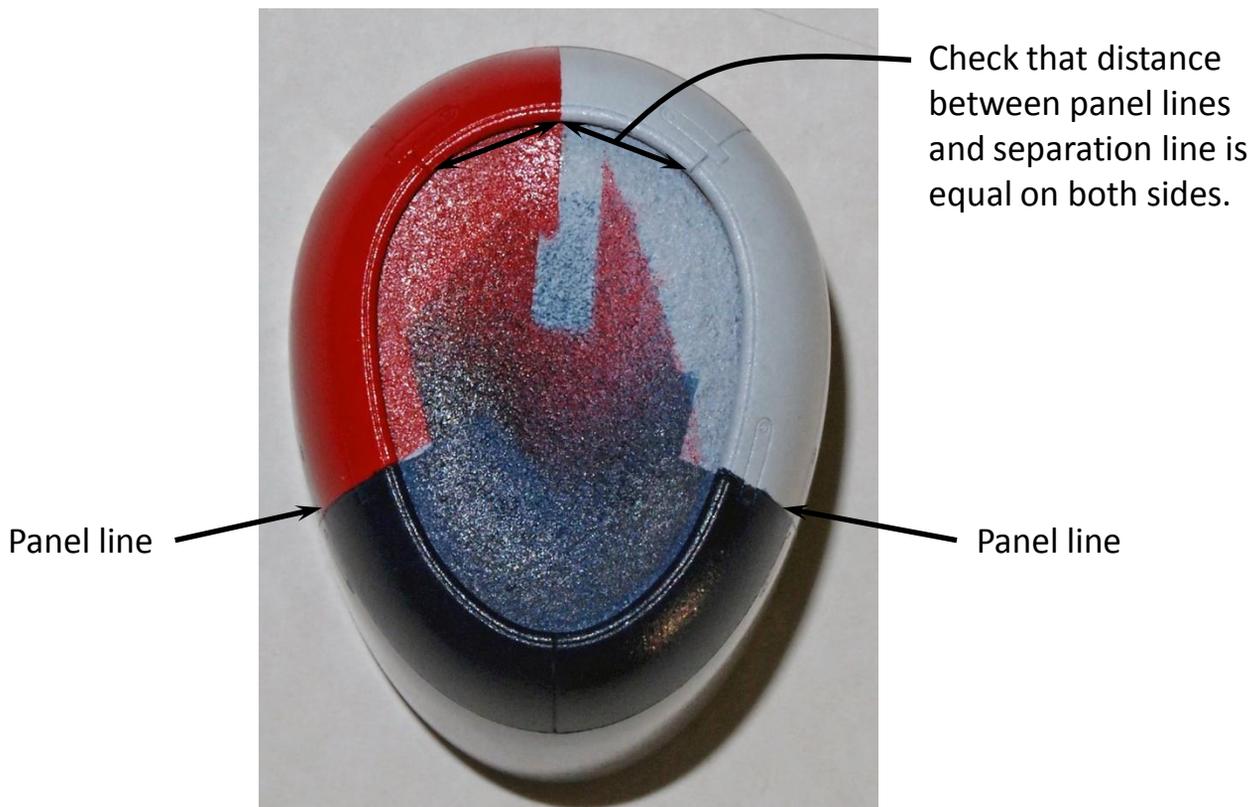
Firewall panel line

Decal wraps over the front of the firewall.



BUTTERBEAN III Cowl ring painting tips

The forward cowl of Butter Bean III is divided into 3 colors – Red, White, and Blue. The colors are all forward of the panel line. The lower color change is along the panel line between the side cowl pieces and the bottom cowl piece. The upper color change is at the top center of the cowl.



When masked correctly, the separation will line up with the center of the cowl flaps and the center of the fuselage halves

