

LGM-118A Peacekeeper ICBM

1:48 Scale Model Kit



MODEL KIT

MosEisleyModelworks.com

Notes on: Printing,
Assembly & Finish

LGM-118A Peacekeeper ICBM

The LGM-118 Peacekeeper, originally known as the MX for "Missile, Experimental", was a MIRV-capable (Multiple Independently targetable Re-entry Vehicle) intercontinental ballistic missile (ICBM) produced and deployed by the United States from 1985 to 2005. Its deployment fulfilled a key goal of the strategic modernization program and increased strength and credibility to the ground-based leg of the U.S. strategic triad. The "L" in LGM is the Department of Defense designation for silo-launched; "G" means surface attack; and "M" stands for guided missile. The missile could deliver up to twelve Mark 21 reentry vehicles (although treaties limited its actual payload to 10), each armed with a 300-kiloton W87 warhead, with greater accuracy than any other ballistic missile. Initial plans called for building and deploying 100 MX ICBMs, but budgetary concerns limited the final procurement; only 50 entered service. The Peacekeeper modernized and improved the United States' nuclear deterrence, but the end of the Cold War made its mission less crucial. The Strategic Arms Reduction Treaty (START) II, signed in 1993 with Russia, removed all multiple-warhead ICBMs. As a result of the changed strategic world situation and START II, the United States deactivated all 50 LGM-118As between 2003 and 2005. Some Peacekeepers were eventually used as satellite launch vehicles.

Technical Specifications

Manufacturer: Martin Marietta

Model: LGM-118A Peacekeeper

Cost: \$70,000,000

Technical specifications:

Length: 71' (21.8 meters)

Diameter: 7'8" (2.3meters)

Weight: 195,000 pounds (87,750 kilograms) including re-entry vehicles

Thrust: First stage, 202,600 pounds (91,170 kilograms)

Maximum speed: 15,000 miles per hour at burnout (Mach 20 at sea level)

Power Plant: First three stages, solid-propellant; fourth stage, storable liquid
(by Thiokol, Aerojet, Hercules and Rocketdyne)

Range: Greater than 6,000 miles (5,217 nautical miles)

Ceiling: 700 miles (1,120 kilometers)

Hull: Kevlar Epoxy Composite

Guidance system: Inertial; integration by Rockwell, IMU by Northrop and Rockwell

Armament: 10 Avco MK 21 re-entry vehicles

Affiliation: United States

Date Deployed: December 1986

-Tech info from Atomic Archive, Wikipedia, Warren.AF.mil

Working With Resin *Resin dust is an irritant. Wear appropriate PPE when sanding resin!*

Cleaning Parts

This model is 3D printed in UV sensitive resin. It has been rinsed, cleaned, rinsed again and then given a final cure before shipping. You may clean the parts again to remove any oils from your fingers if you wish. If you choose to clean the parts use light soap or mild de-greaser in luke warm (not hot) water.

Warped Parts

Occasionally a part may be slightly warped. It is simple to fix by running the part under hot water; once it had softened, you can bend it carefully back into shape. Once the part is straight hold it in place under cold water to set the shape.

Surface Prep

Like styrene models the surface of some resin pieces may need some smoothing or sanding. There are no mold lines with 3D printed parts but there may be small dimples to smooth. To do this, simply use fine grit sandpaper and smooth any imperfect surfaces. I also recommend a filler putty like Tamiya Putty, Perfect Plastic or Mr. Surfacer if needed to fill small imperfections.

Glue

To glue resin, you should use Cyanoacrylate (Super Glue). You can sand the join area first to give it some tooth and a stronger bond if desired. For an extra strong bond- 2 part epoxy can be used on large pieces. You may also choose to drill small holes and pin pieces together though on the TIE Bomber model I have not found this necessary.

Parts Diagrams



Parts List

- | | | |
|---------|--------------------------------|--|
| Stage 1 | 1.1- Stage 1 Nozzle | |
| | 1.2- Stage 1 Bottom | |
| | 1.3- Stage 1 Top | |
| | 1.4- Stage 1 Shell | |
| Stage 2 | 2.1-EEC Base Stowed (x2) | |
| | 2.2- Propellant Igniter (x2) | |
| | 2.3- Remote Multiplexer Unit | |
| | 2.4- Shock Data Processor | |
| | 2.5- Signal Condition Verifier | |
| | 2.6- Stage 2 Small Tank | |
| | 2.7- Stage 2 Bottom | |
| | 2.8- Stage 2 Top | |
| | 2.9- Stage 2 EEC Deployed | |
| | 2.10- Stage 2 EEC Stowed | |
| | 2.11- Stage 2 Interstage | |
| | 2.12- Stage 2 Shell | |
| | 2.13- Stage 2 Electronics 1 | |
| | 2.14- Stage 2 Electronics 2 | |
| Stage 3 | 3.1- Stage 3 EEC Deployed | |
| | 3.2- Stage 3 EEC Stowed | |
| | 3.3- Stage 3 Bottom | |
| | 3.4- Stage 3 Top | |
| | 3.5- Stage 3 Shell | |
| | 3.6- Stage 3 Interstage | |

Assembly Symbols



Glue



No Glue

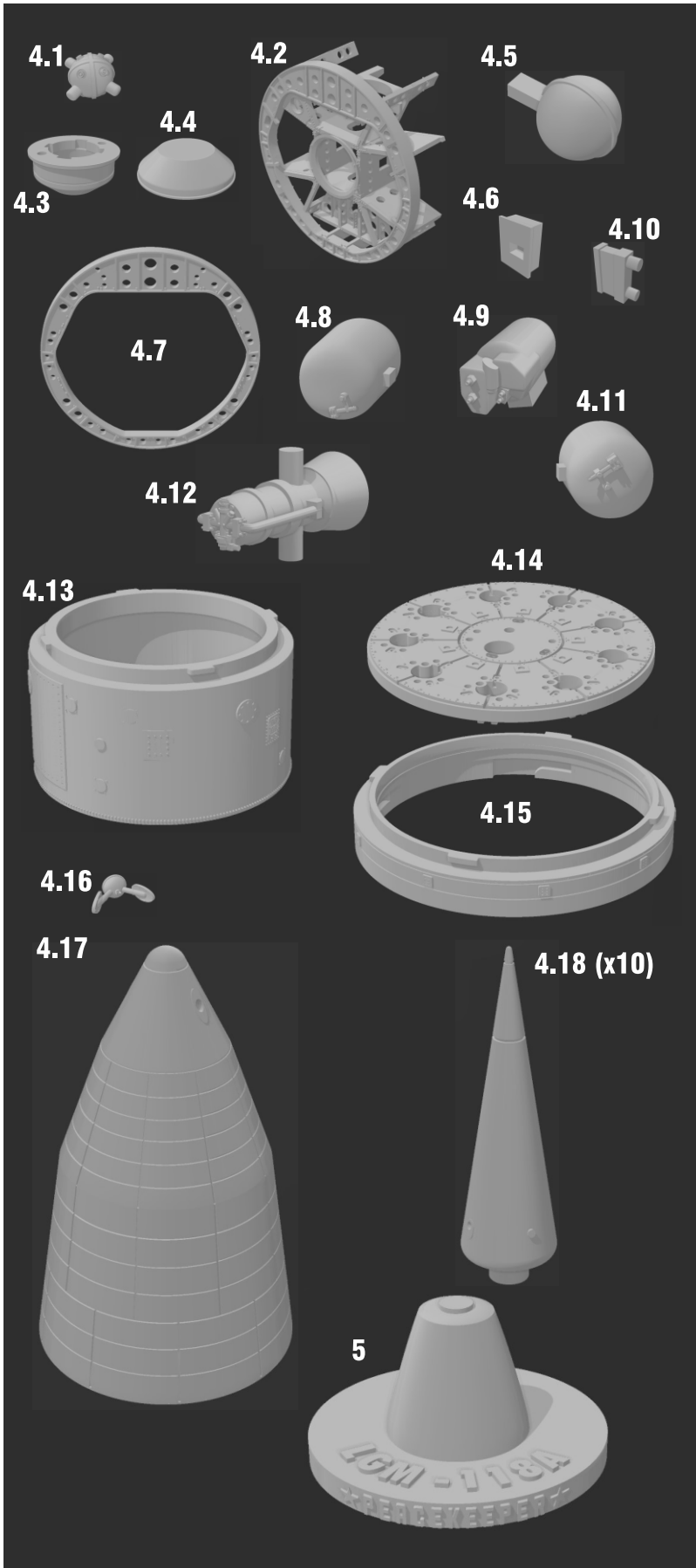


Choice



Attention!

Parts Diagrams



Parts List Continued

- 4.1- Advanced Inertial Reference Sphere
- 4.2- Aft Interface Ring and Frame
- 4.3- AIRS Housing Bottm
- 4.4- AIRS Housing Top
- 4.5 Cold Gas Pressurization
- 4.6- Electronics Battery
- 4.7- Forward Interface Ring
- 4.8- Liquid Fuel Tank
- 4.9- In-Flight Coolant Assembly
- 4.10- Ordance Battery
- 4.11- Oxidizer Tank
- 4.12- Stage 4 Axial Engine
- 4.13- Stage 4 Shell
- 4.14- MIRV Stage Platform
- 4.15- MIRV Stage Ring
- 4.16- Nose Cone Booster
- 4.17- Nose Cone
- 4.18- Re-Entry Vehicle_Warhead (x10)
- Misc. 5- Base
- Misc. 6- 1mm x 5mm Magnets (x6)
- Misc. 7- Waterslide Decals*

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PHOTO (MIMI)
DSCD (INTC)

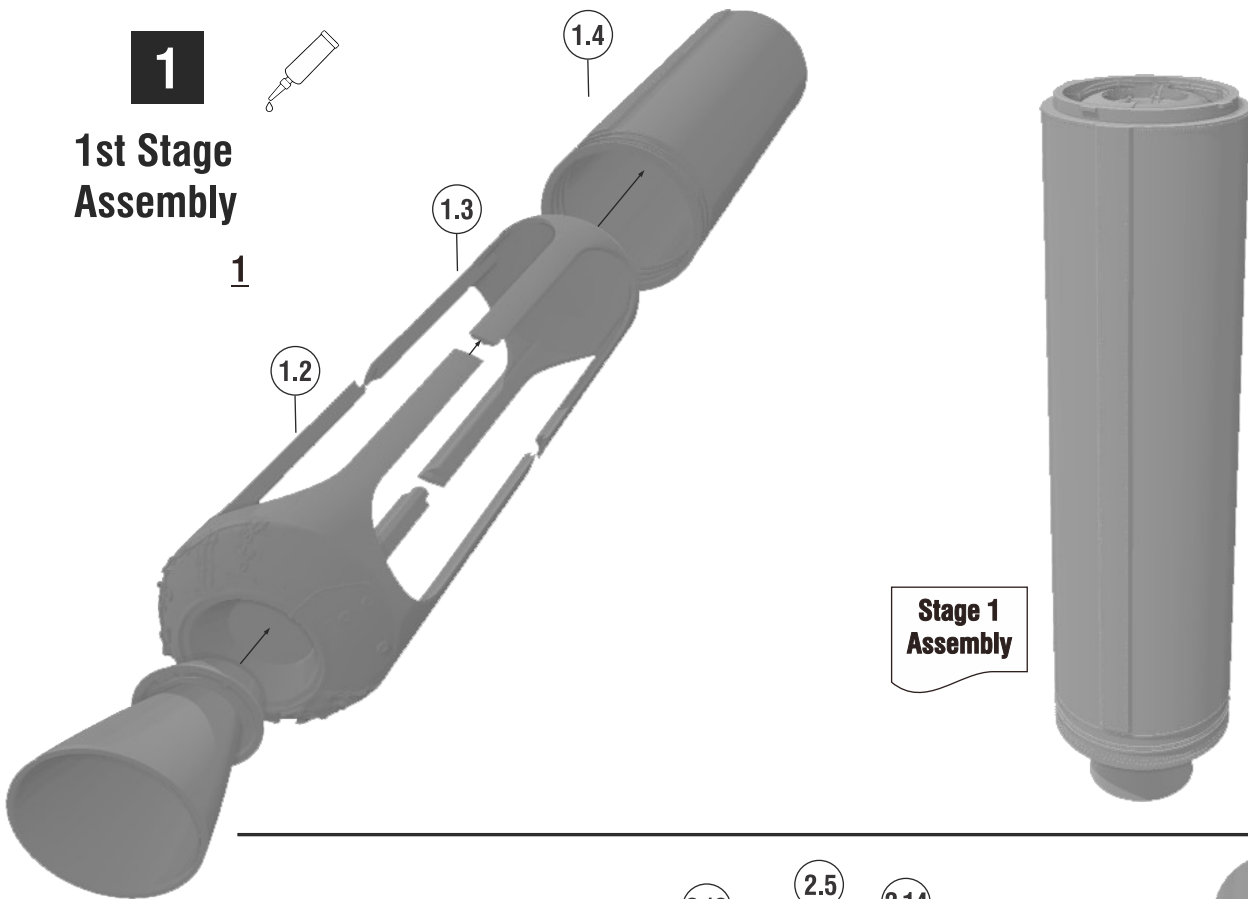
*Decal illustration

Assembly

1

1st Stage Assembly

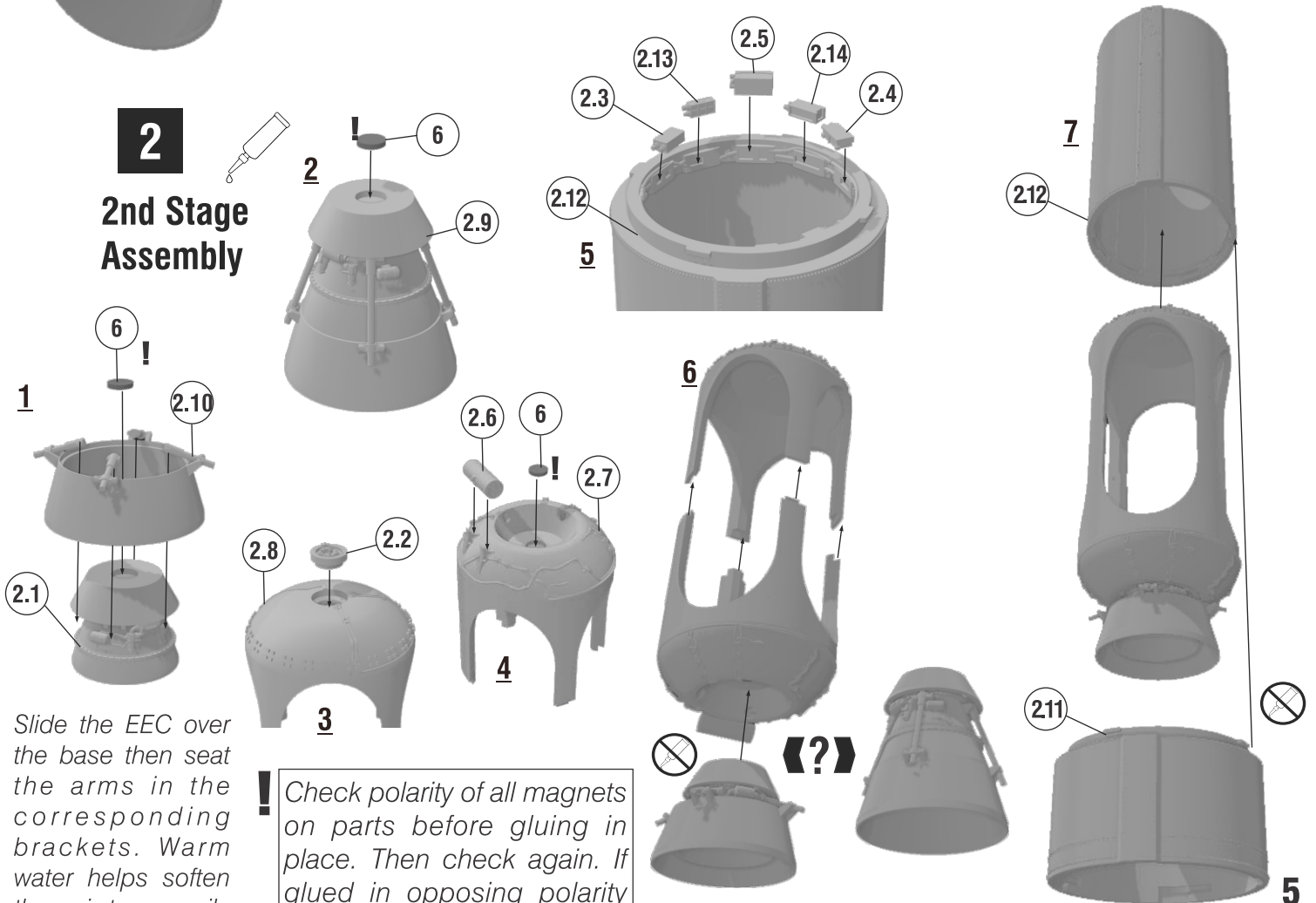
1



2

2nd Stage Assembly

2

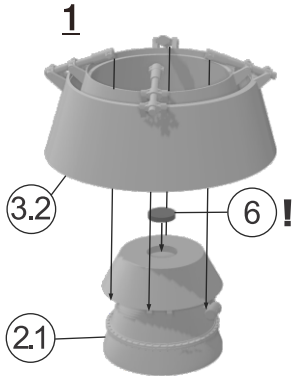


Slide the EEC over the base then seat the arms in the corresponding brackets. Warm water helps soften the resin temporarily

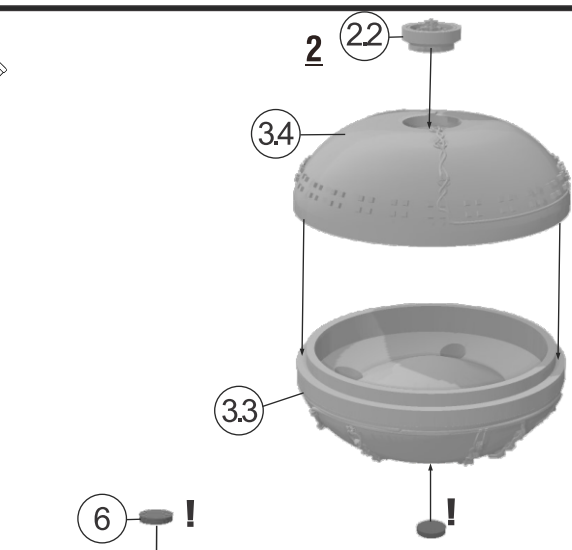
! Check polarity of all magnets on parts before gluing in place. Then check again. If glued in opposing polarity they will repel each other!

Assembly

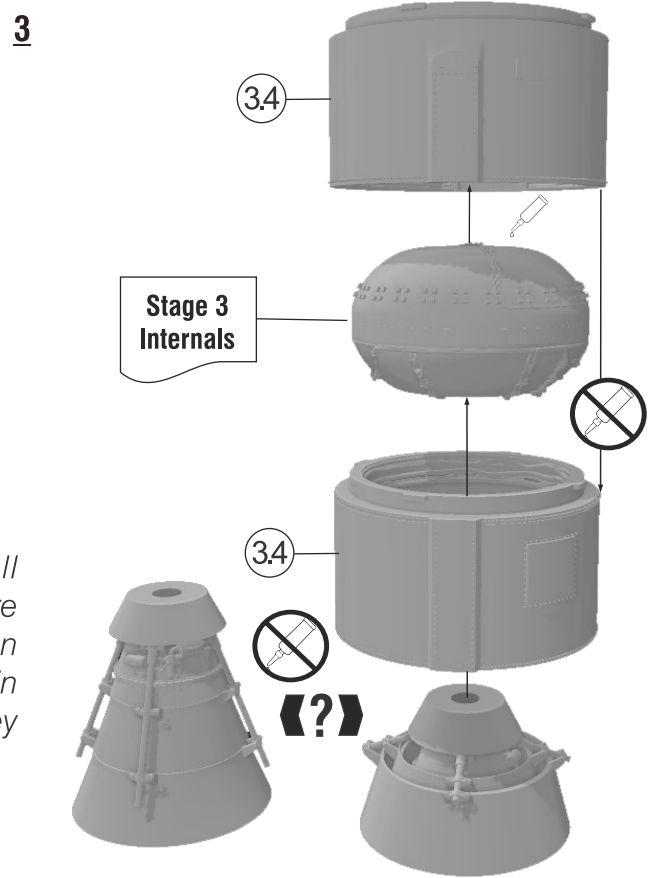
3 3rd Stage Assembly



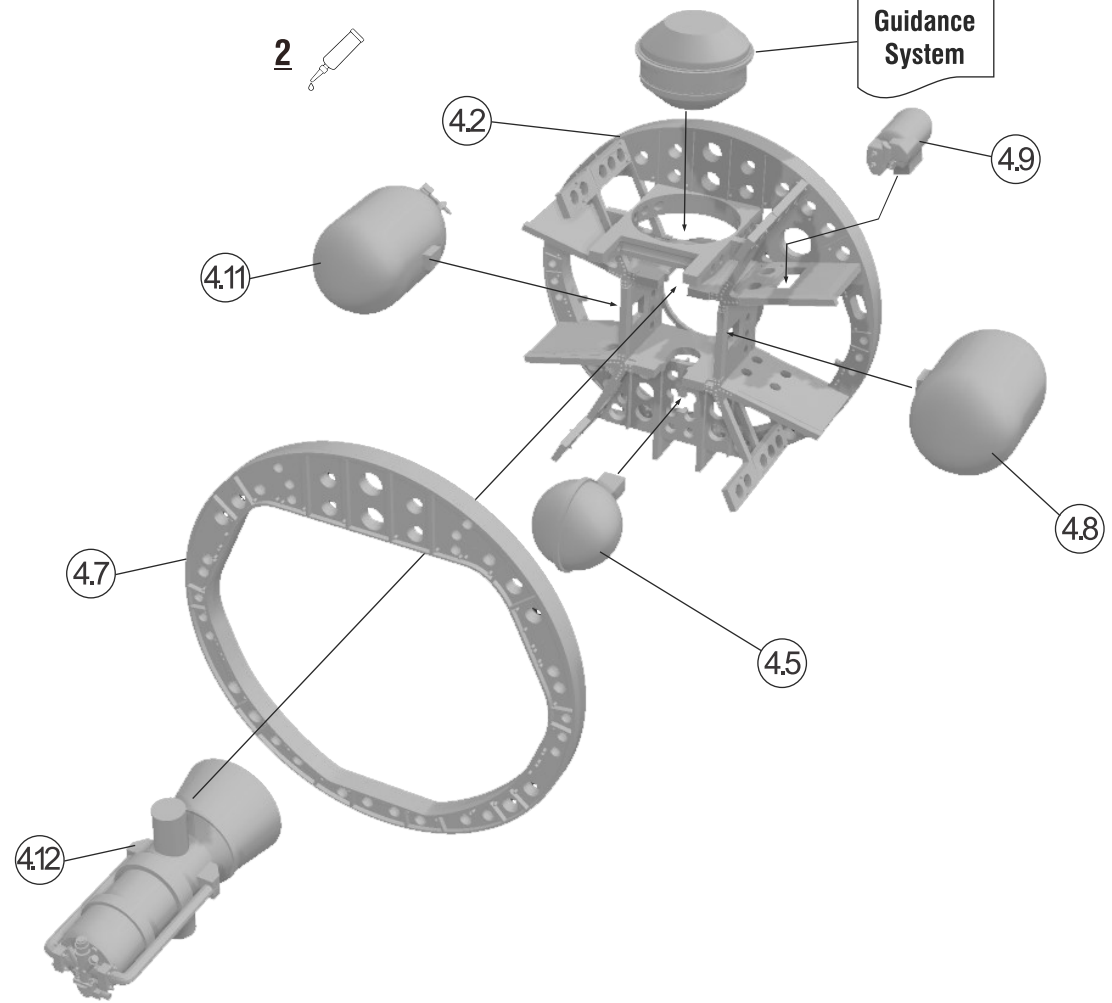
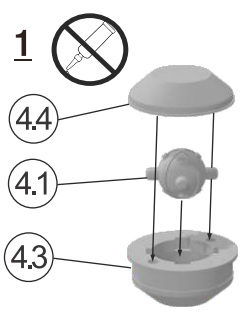
Slide the EEC over the base then seat the arms in the corresponding brackets. Warm water helps soften the resin temporarily



! Check polarity of all magnets on parts before gluing in place. Then check again. If glued in opposing polarity they will repel each other!



4 4th Stage Assembly

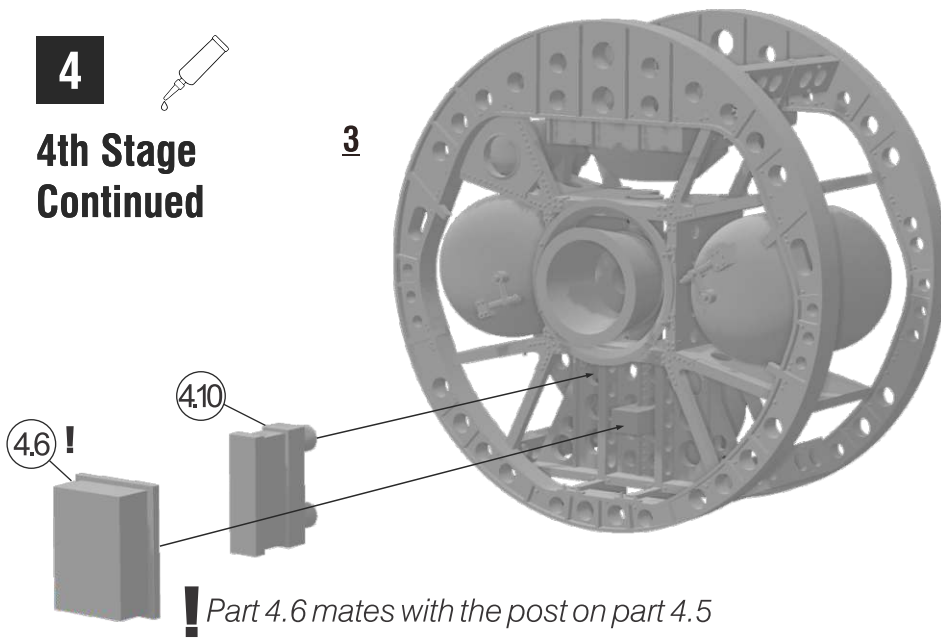


Assembly

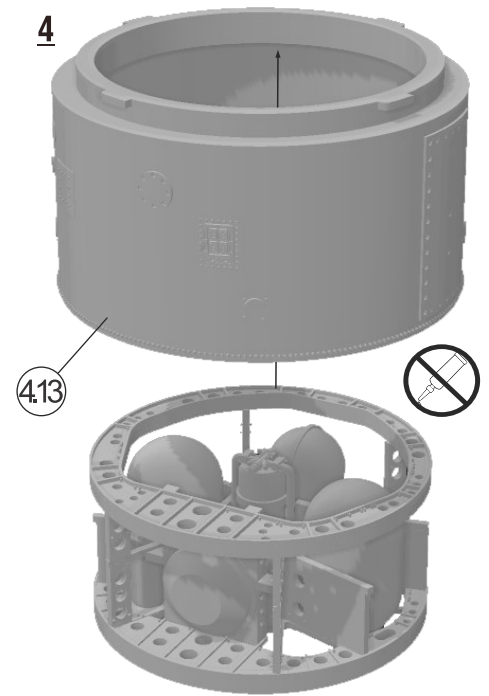
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4th Stage Continued



4

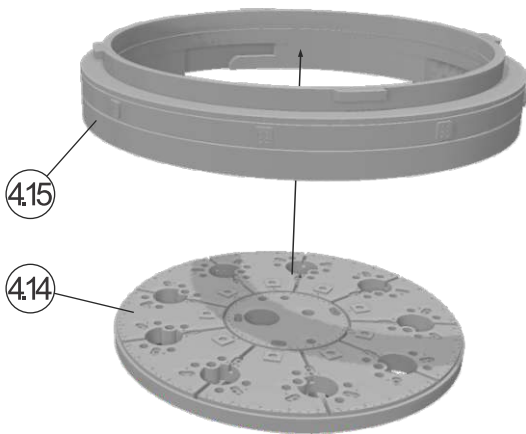


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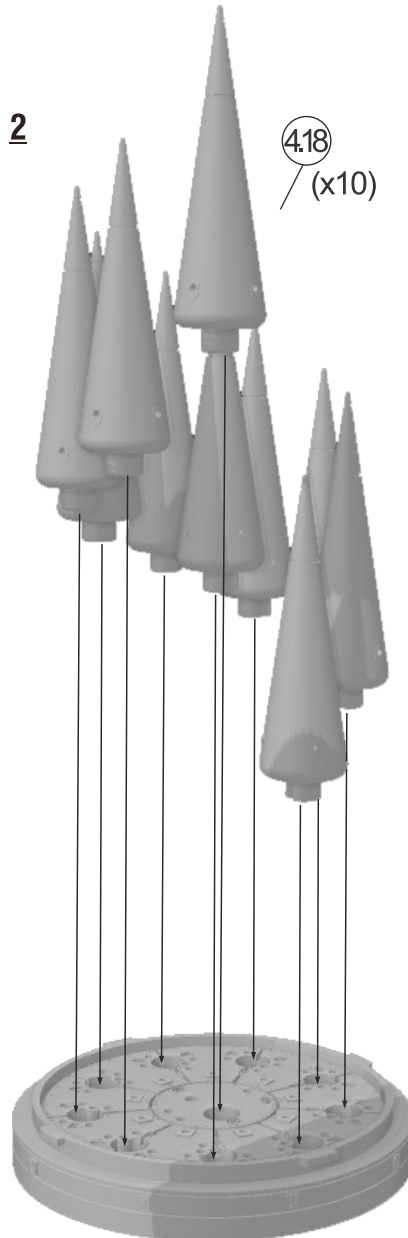


4th Stage Nose, MIRV Platform

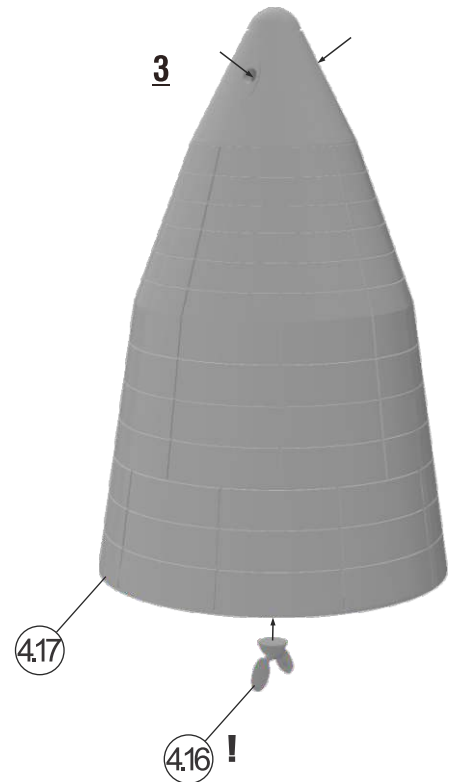
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2



3



! Ears on part 4.16 align with holes on part 4.17. They cover but do not nest inside the holes.

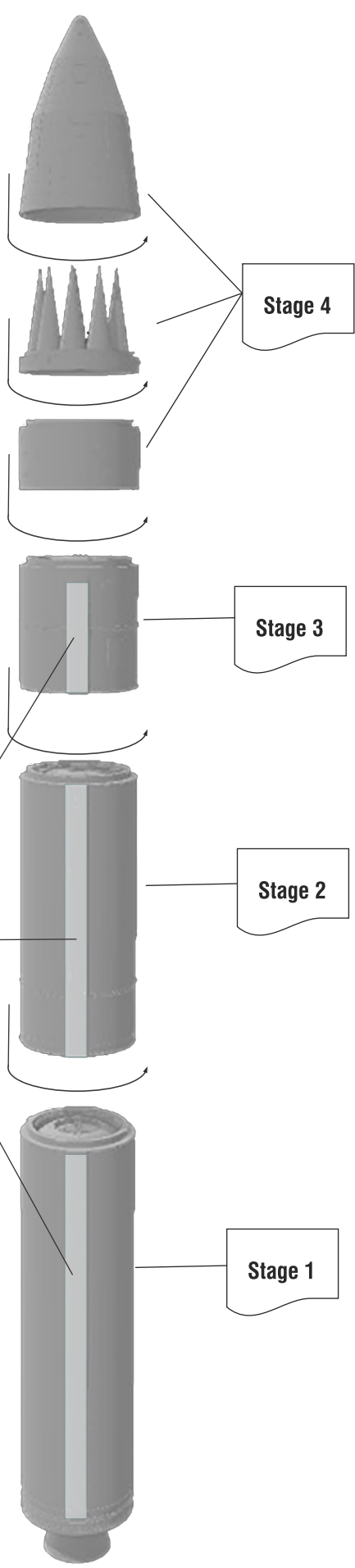
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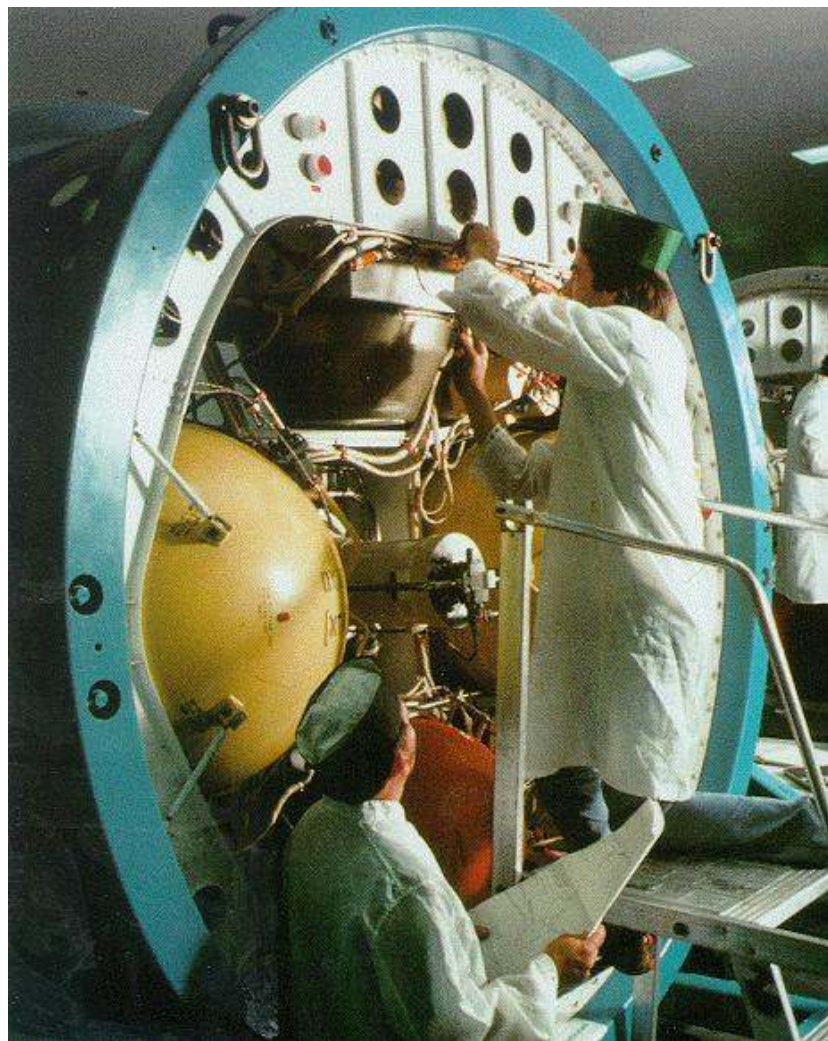
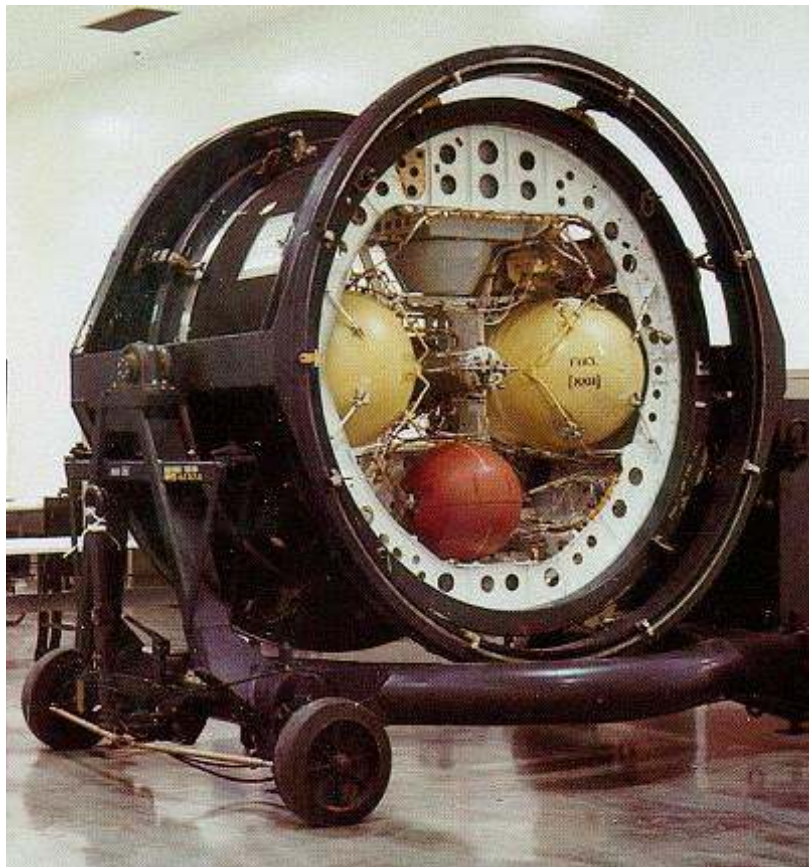
Final Assembly

Rotate tabs and ears of each assembly together making sure to line up the vertical raceway.

Raceway



Color Reference



Images courtesy of nuke.fas.org

Color Reference



Photographed By J. Makali Bruton, August 23, 2021

Color Reference



Color Reference













Color Reference



Color Chart

*Approximate color in Vallejo Model Air paints

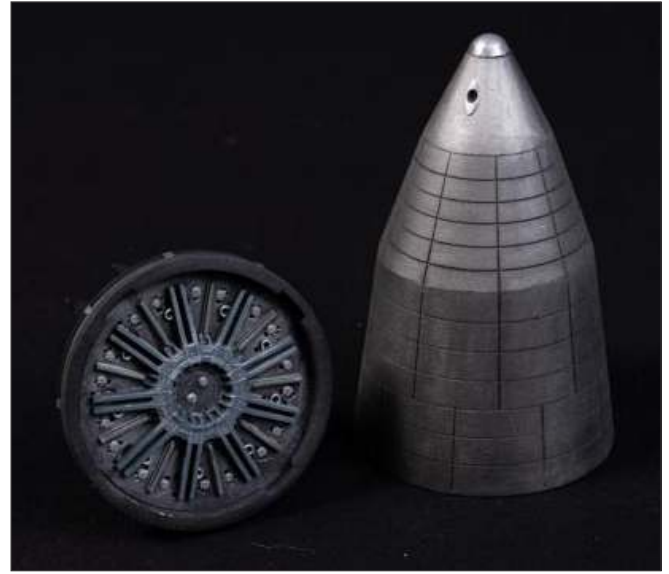
 71.001 FS37925-RAL9016-RLM21 Blanco White	 71.065 Acero (Metalizado) Steel (Metallic)	 71.062 Aluminio (Metalizado) Aluminium (Metallic)	 71.057 FS37038-RAL9004-RLM22 ANAG04-BS642 Negro Black	 71.002 Amarillo Medio Medium Yellow
 71.313 Azul Mediterraneo Oscuro Dark Mediterranean Blue	 71.103 FS36559-RLM84 RLM84 Graublau Grey Blue RLM84	 71.084 Rojo Fuego Fire Red	 71.113 ★ FS35177 Azul IDF IDF Blue	 71.260 RLM63 Hellgrau Light Grey RLM63

**Use whatever brand of paint you like this is what I have and a starting point for your own research.*

Build Examples



Build Examples





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