



VAMPIRE

Designed by James Whomsley
Version 1.1
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Notes on the build

You can build the Vampire in three sections: the wing, the fuselage and the tail. It's probably the best idea to start with the wing which can be assembled quickly by sandwiching the 3x servos, spar and wires between the two halves which fold together. You can upgrade your spar to a wooden one, but with this small, light aircraft, you won't really need to even for the 4s version.

The fuselage needs to be made next and slid over the wing. Once glued in place, you can move on to the tail. Use the balsa boom doublers to give your booms that all important strength. On landing, the doublers will prevent these from bending.

The Project Air Vampire is a good-natured fun flyer capable of light cruising or high-power blasting. To this effect, you can run it on a 2S 800mAh battery or step it up a notch all the way to a 4S 1000mAh. FPV is a breeze and an enthralling experience. You can fly the Vampire almost like a quad in some respects, popping up into a half roll, pausing there for a second, and then flipping out of inverted flight with ease.

The Vampire was originally based on the de Haviland Vampire and can be made to look like it. For more info on the materials and electronics, please visit www.projectair.co.uk.

