



HISTORY

The *F-18 Hornet* is manufactured by McDonnell Douglas in St. Louis, Missouri. The prime sub-contractor is Northrop. The *F-18* was developed from a Northrop prototype known as the YF-17.

The *F-18* is produced in several versions for a number of different nations and comes in both single and dual seat configurations. The airplane has now been in service since 1983 and has proven itself a good craft in both the air-to-air fighter and the air-to-ground support roles. Flown extensively by both the U.S. Navy and the U.S. Marine Corps, it is also flown by Canada, Australia, Switzerland, Spain, and the newest user, Kuwait.

Since about 1989, production of *F-18*'s has shifted to the night-attack versions, the single seat *F-18C* and the two seat *F-18D*. These are equipped with FLIR (forward-looking infra-red) pods, night vision goggles, and a color digital map display. Further software upgrades have enhanced the *F-18*'s ability to provide all-weather, close air support. Squadrons that have changed to these new planes receive the "AW", for all-weather, designation.

With these new upgrades, and the popularity among the pilots who fly it, especially those in the Marine Corps, the *F-18* is a formidable weapon. The *F-18* has a vital role to play for many more years, extending its life into the next century. It will go down as one of the most versatile fighter aircraft ever built.

SPECIFICATIONS

Power	2 General Electric F404-GE-402
Weight	51,900 lbs max.
Wingspan	40.4 ft
Length	56 ft
Height	15.3 ft
Max. Speed	Mach 1.8
Altitude	50,000 ft combat ceiling
Crew	1 F-18C/ 2 F-18D

REFERENCES

F-18; Don Lin (Detail & Scale)
McDonnell Douglas F/A-18 Hornet; Jay Miller (AeroFax Publishers)
F/A-18 Hornet; Lindsay Peacock (Osprey)

BEFORE STARTING

1. Study the illustrations and sequence of assembly before beginning.
2. Decide how much detail you wish to add to your model and whether or not you intend to modify or "convert" the basic model in any way. Study carefully all available reference material before beginning to ensure an authentic model.
3. Due to the amount of parts in this kit, do not detach the parts from the runner of the parts tree until you need them. This helps avoid confusion and lost parts.
4. When cementing the parts together, check the way one part fits together with another. This assures a neat job with no surprises.
5. Always remember when working with plastic model cement and paint to keep your work area well ventilated. The fumes from plastic modeling products can be harmful if inhaled.

PREPARATION OF PARTS

1. Never tear parts off the runner (parts tree). Use a Testor Hobby Knife, fingernail clippers, or a small wire cutters to remove the parts from the tree.
2. It is possible some parts may require a little attention with a file or sandpaper to ensure a proper fit and neat appearance. Hobby files and Testor Hobby Sanding Films appropriate for model building are available in most good hobby shops.
3. If you desire you may fill any seams (where parts go together) or imperfections with Testor Contour Putty for Plastic Models which is also available at good hobby shops.

PAINTING

You can obtain an excellent finish on your model using Testor finish preparation products and paints. Detailed descriptions of paint types and color are included on the pages that follow.

Good brushes are essential for proper detailing. Testor **Model Master** brushes are recommended and available at good hobby stores. Be sure you have the entire selection for all your modeling needs. Always clean them in Testor thinner, wash in soap and water, and store with bristles upward when not in use.

Wash plastic parts before detaching them from the parts tree. Warm water and liquid dishwashing detergent will remove the oils left from the manufacturing process. Let the parts dry and avoid excessive handling. Immediately before painting, wipe the parts with a "tac rag" (available at auto parts stores) to remove dust and lint.

Most small parts are best painted while still attached to the parts tree. You can also detach them and hold with tweezers or "magic" tape while painting. Paint in one direction only. If your paint is the correct thickness brush strokes will disappear as the color dries. If the paint seems too thick, thin with Testor Paint Thinner. Wheels may be detached from the parts tree and fit onto toothpicks or matchsticks for painting. Just hold the paintbrush against the edge of the wheel and rotate the stick and wheel to obtain a neat finish.

Let the paint dry completely before handling. When the parts are dry, assemble the model, following the directions closely. Remember cement will not hold strongly to painted surfaces. Use your Testor Hobby Knife to carefully remove paint from all surfaces to be cemented. After you have assembled the model you can touchup areas where cement might have marred the finish.

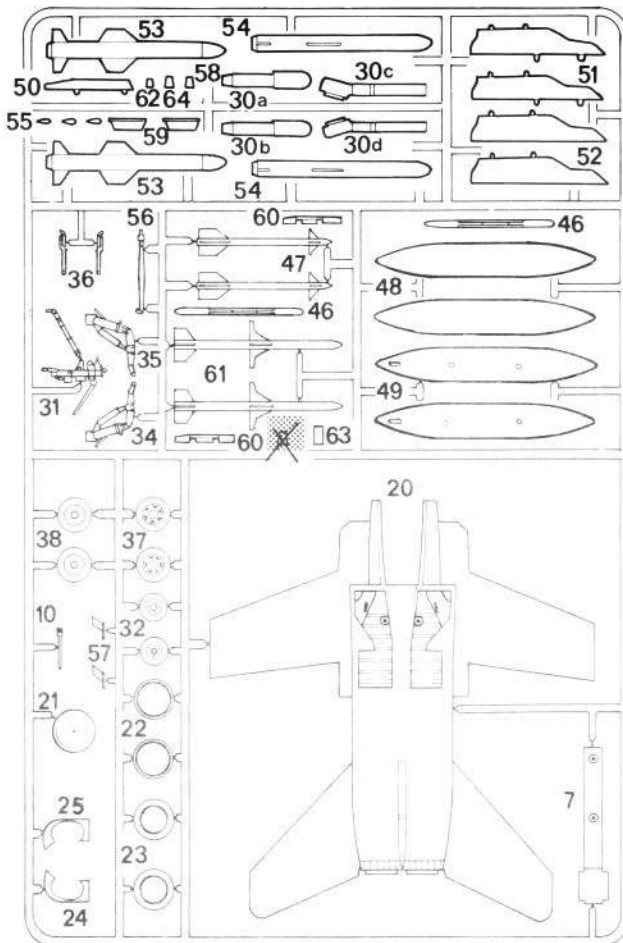
Use the drawings of the complete parts trees as a part locating reference while building the model.

Tweezers will be useful in assembling the many small parts in this kit. The type used by postage stamp collectors is recommended.

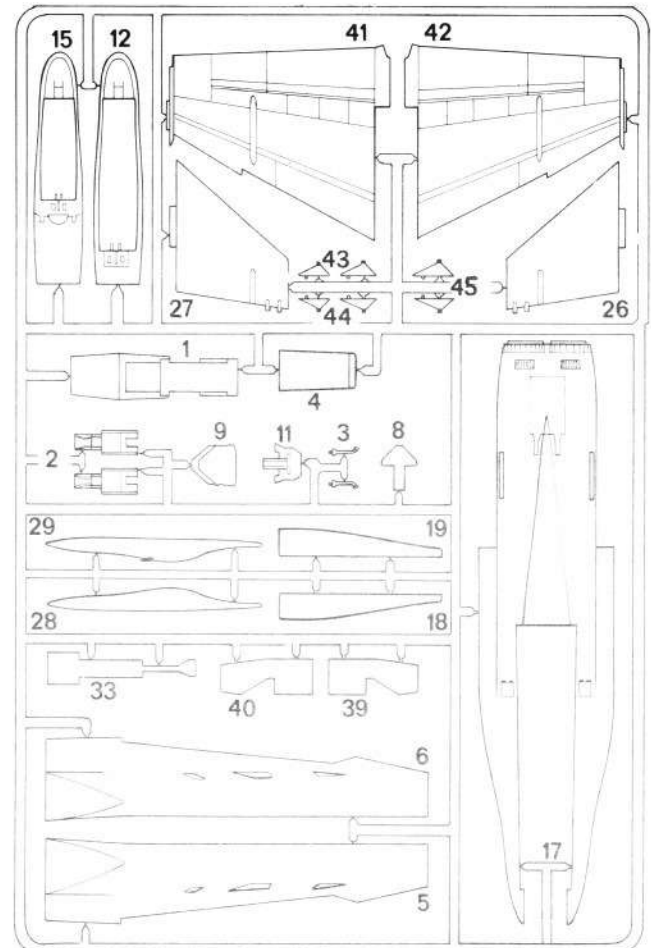
Liquid cement, Testor #3502, is recommended for construction since it can produce the neatest, quickest, and strongest glue joints. Apply small amounts of cement, using the tip of a Testor **Model Master** No. 2 brush, to the surfaces to be joined while holding the parts in place. **Do not** use large amounts of cement.

The Testor **Model Master** paint system is specially designed to be used on military models. The **Preliminary Painting** instructions on this sheet indicate which **Model Master** colors to use as indicated by name and Federal Standard (FS) number. These colors are called out by **bold italic type**. Wherever **Model Master** colors are not applicable the required Testor color will be called out by number and name in **regular bold type**.

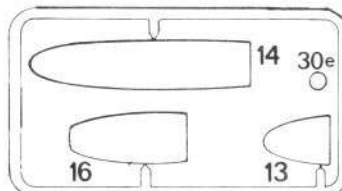
A PARTS



B PARTS



C PARTS



Note: Parts in shaded areas are not used in assembly of this kit.

The *F/A-18 Hornet* kit offers the modeler several options. The major option is building a single seat *F-18C* or a two seat *F-18D*. There is also a choice between two sets of tail cones, one for open take-off position and one for closed cruise position. Hang on armaments are optional and include missiles and drop tanks. The cockpit canopy can be built in the open position if you wish, although this is recommended for more experienced modelers only.

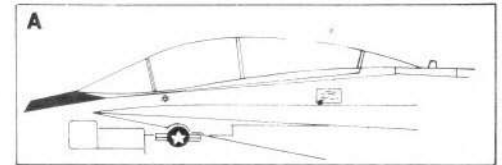
1 PARTS 1 - 9

Preliminary Painting

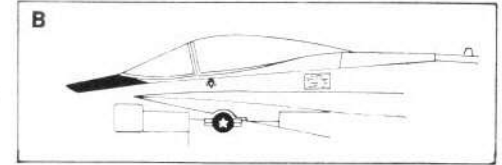
Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on this page.

Assembly

1. Select either the two seat cockpit (A) or the single seat cockpit (B).
2. **Single Seat F-18:** Cement one seat B2 into front of cockpit tub B1. Cement rear deck B4 onto rear of B1 as shown. Glue control stick B3 into hole as shown.
3. **Two Seat F-18:** Cement two seats B2 into cockpit tub B1 as shown. Cement control sticks B3 into holes in front and rear cockpits. Glue instrument panel B8 into scuttle fairing B9.
4. Cement nose panel A7 into right nose half B5 as shown. Glue cockpit assembly into right nose half B5. Then cement left nose half B6 to B5, making sure that cockpit assembly and nose wheel panel line up properly between nose halves. **Two seater only** - cement instrument panel/scuttle fairing into place on rear cockpit as shown.

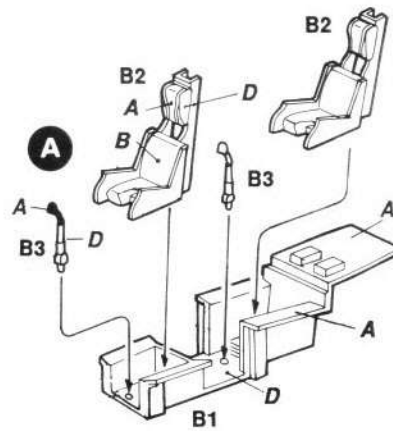


TWO SEATER

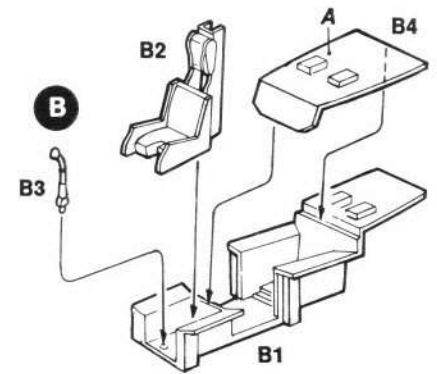


SINGLE SEATER

Cockpit/Forward fuselage



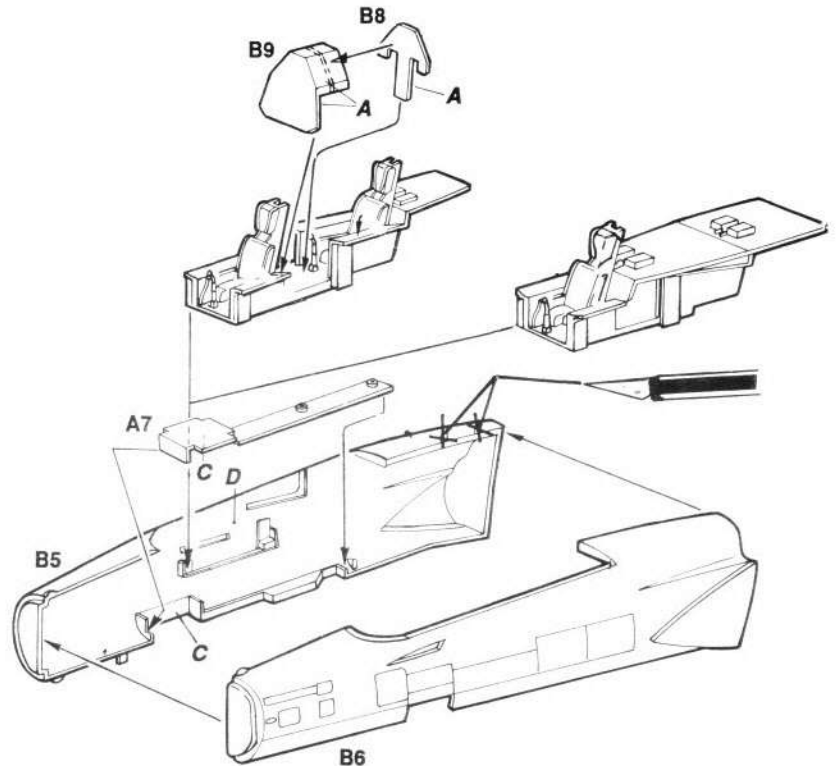
TWO SEAT F-18D



SINGLE SEAT F-18C

COLOR KEY

- A Flat Black FS 37038
- B Olive Drab FS 34087
- C Flat White FS 37875
- D Dark Gull Gray FS 36231
- E Chrome Silver FS 17178
- F Radome Tan FS 33613
- G Insignia Yellow FS 33538
- H Jet Exhaust



2 PARTS 10 - 16 TWO SEATER ONLY

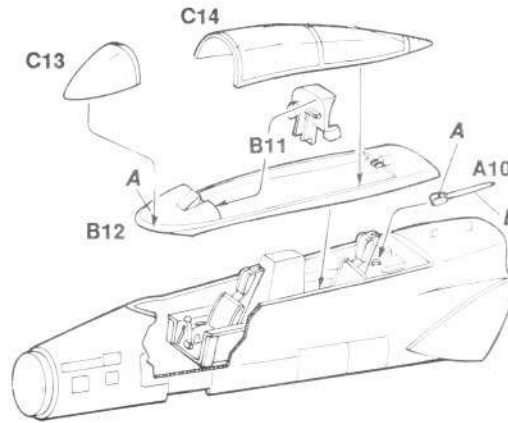
Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on pg. 5.

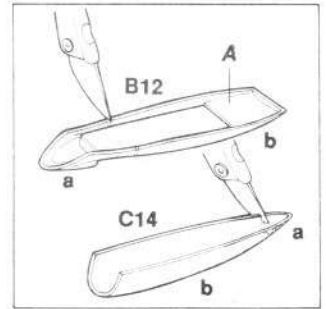
Assembly

1. **Closed Canopy:** Cement canopy actuator rod **A10** onto rear deck. Cement instrument panel **B11** to canopy frame **B12** as shown.
2. Cement canopy frame **B12** to cockpit assembly. Glue windscreen **C13** in place as shown. Glue canopy **C14** over cockpit.
3. **Open Canopy** (*not recommended for beginners*): Cut canopy frame **B12** and canopy **C14** into two pieces as shown in **Inset A**. Cement instrument panel **B11** to fairing **12a** and glue both to front of cockpit. After careful fitting, glue rear fairing **C14a** to the top of fuselage as shown. Glue windscreen **C13** in place. Glue canopy **C14b** to canopy frame **B12b** and set this along with actuator **A10** aside until later.

Canopy

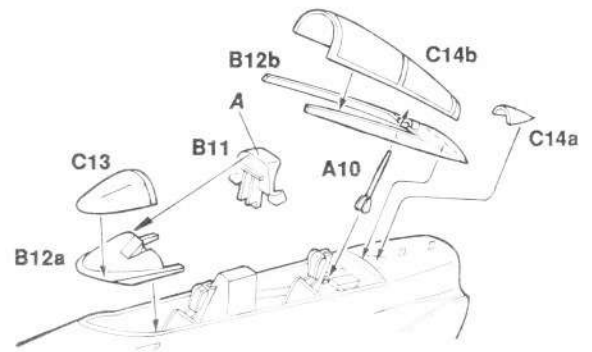


INSET A



For open cockpit only

Note: Clear parts are best glued in place with white glue. White glue will not mar the plastic and thus results in a better appearance than conventional model cement.



3 PARTS 10, 11, 13, 15, 16 SINGLE SEATER ONLY

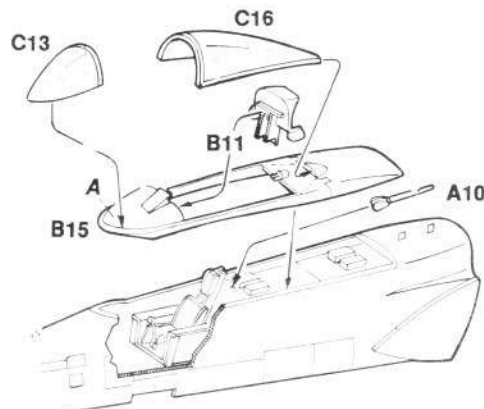
Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on pg. 5.

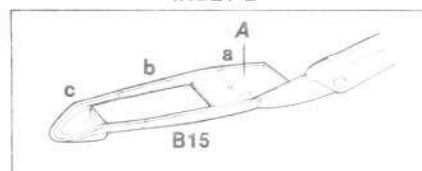
Assembly

1. **Closed Canopy:** Cement canopy actuator rod **A10** to rear deck as shown. Cement instrument panel **B11** to canopy frame **B15**.
2. Cement canopy frame **B15** to cockpit assembly. Glue windscreen **C13** in place as shown. Glue canopy **C16** over cockpit.
3. **Open Canopy** (*not recommended for beginners*): Cut canopy frame **B15** into three pieces as shown in **Inset B**. Cement instrument panel **B11** to fairing **B15c** and cement into front of cockpit. Cement rear fairing **B15a** to as shown. Glue canopy **C16** to canopy frame **B15b** and set this along with actuator rod **A10** aside until later.

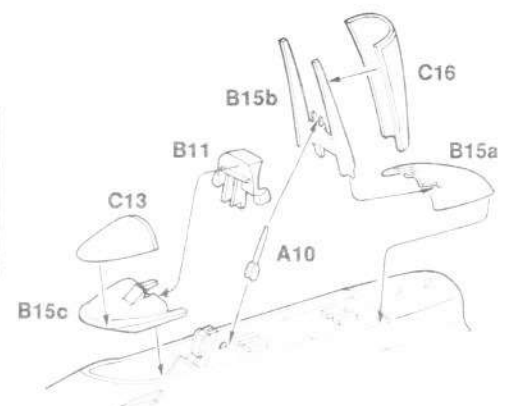
Canopy



INSET B



For open cockpit only



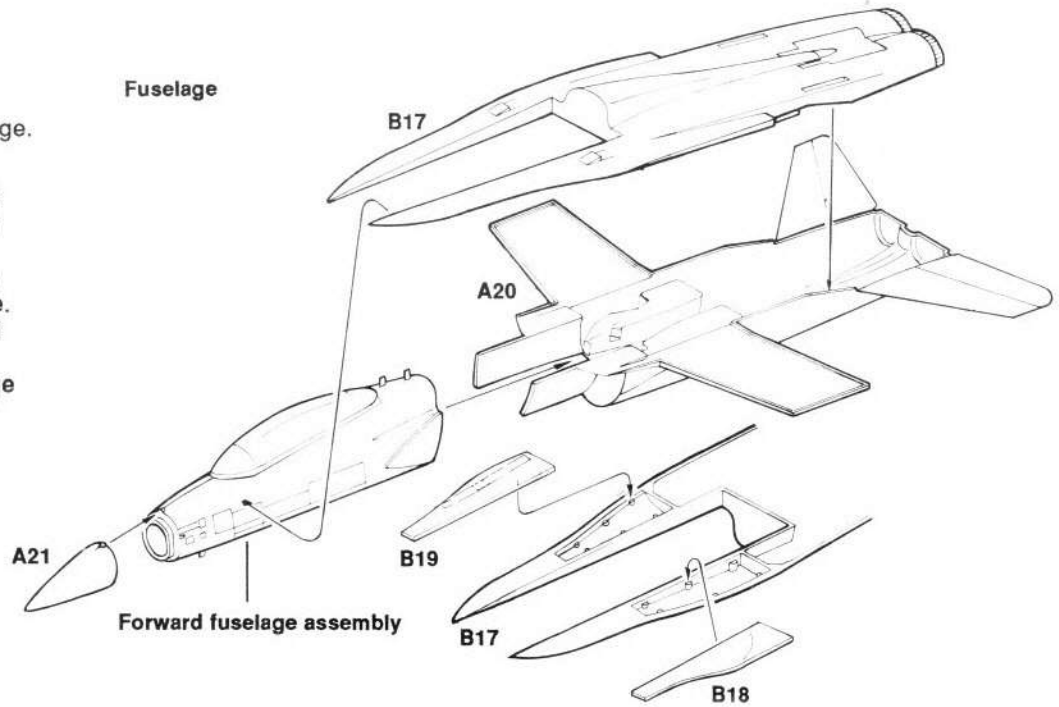
4 PARTS 17 - 21

Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on this page.

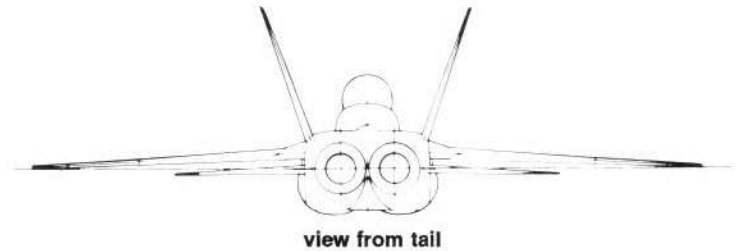
Assembly

1. Glue underside fairings **B18** (left) and **B19** (right) into underside of fuselage top half **B17**.
2. Test fit fuselage halves **B17** and **B10** together along with **forward fuselage**. When fit is correct, cement upper and lower fuselage halves **B17** and **B20** together and glue to **forward fuselage assembly**.
3. Cement nose cone **A21** to front of fuselage and set aside to dry.



COLOR KEY

- A** Flat Black FS 37038
- B** Olive Drab FS 34087
- C** Flat White FS 37875
- D** Dark Gull Gray FS 36231
- E** Chrome Silver FS 17178
- F** Radome Tan FS 33613
- G** Insignia Yellow FS 33538
- H** Jet Exhaust



5 PARTS 22 - 27

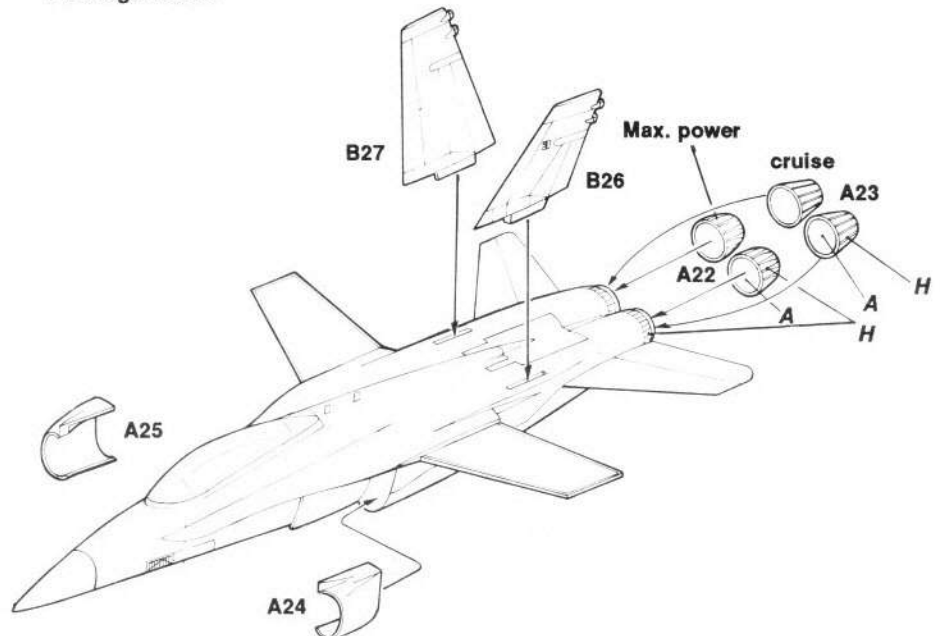
Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on this page.

Assembly

1. Select either open tail cones **A22** or closed tail cones **A23** and cement in place as shown.
2. Cement left intake duct **A24** to left side of fuselage, and right intake duct **A25** to right side of fuselage.
3. Cement left vertical tail fin **B26** and right vertical tail fin **B27** to fuselage as shown, using diagram for correct alignment.

Fuselage details



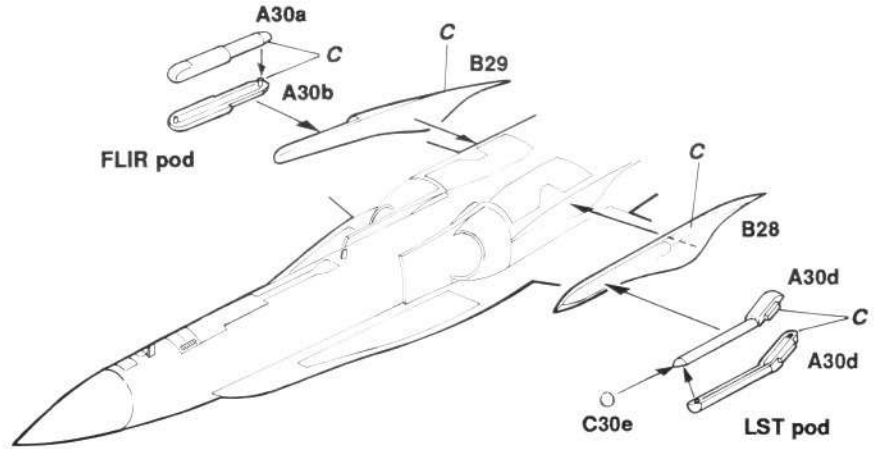
6 PARTS 28 - 30

Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on this page.

Assembly

1. After checking fit, glue the right missile mount **B28** and left missile mount **B29** to sides of lower fuselage edges as shown.
2. Glue halves of Forward Looking InfraRed (FLIR) pod **A30a** and **A30b** together and then cement to left missile mount as shown. Cement Laser Spot Tracker (LST) halves **A30c** and **A30d** together. Glue lens **C30e** to LST, then cement LST to right missile mount as shown.



Technical Note

The night attack version of the *F-18* is equipped with the Hughes AN/AR-50 FLIR pod. It is a thermal image navigation set which gives a TV-like picture in all types of weather.

7 PARTS 31 - 33

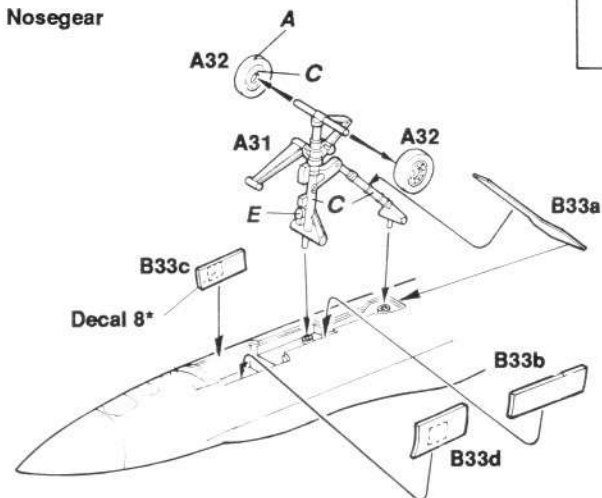
Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on this page.

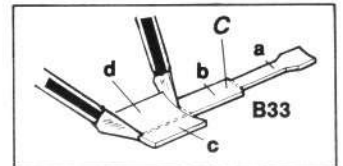
Assembly

1. **Gear Up Model:** Cement landing gear door **B33** into front wheel well.
2. **Gear Down Model:** Cut nose gear door **B33** into four pieces as shown in **Inset C**. Cement nose gear strut **A31** into holes in nose gear panel as shown. Glue one nose wheel **A32** to axles on either side of nose gear strut **A31**.
3. Cement nose gear doors **B33a**, **B33b**, **B33c** and **B33d** in place along opening and rear support arm of **A31** as shown. Use diagram for correct alignment.

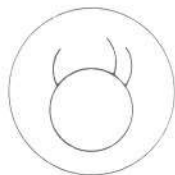
Nosegear



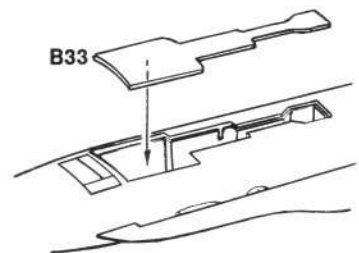
INSET C



*see APPLYING DECALS on pg. 9



door position from nose



8 PARTS 34 - 38 GEAR DOWN MODEL ONLY

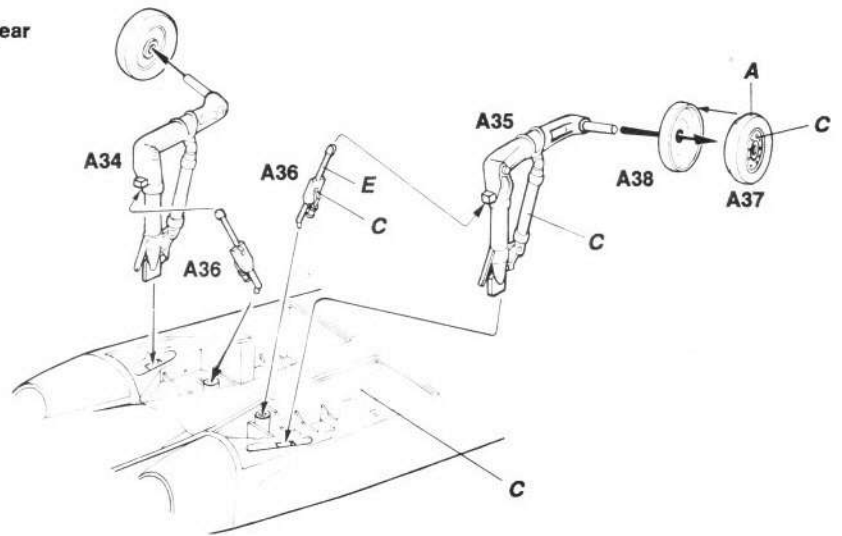
Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on pg. 6.

Assembly

1. Cement main gear struts **A34** (left) and **A35** (right) to slots in wheel wells as shown.
2. Cement main wheel halves **A37** and **A38** together, making two wheels. Glue one wheel to axles on each main gear strut **A34** and **A35**.
3. Glue in two support struts **A36** as shown.

Maingear



COLOR KEY

- A** Flat Black FS 37038
- B** Olive Drab FS 34087
- C** Flat White FS 37875
- D** Dark Gull Gray FS 36231
- E** Chrome Silver FS 17178
- F** Radome Tan FS 33613
- G** Insignia Yellow FS 33538
- H** Jet Exhaust

9 PARTS 39 - 40

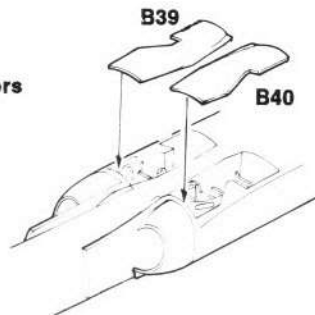
Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on pg. 6.

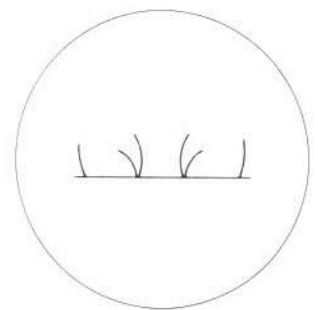
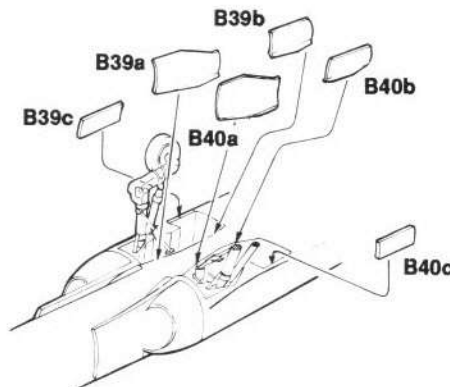
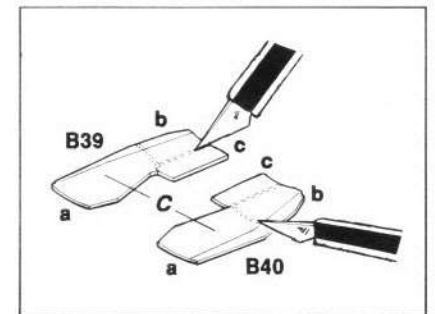
Assembly

1. **Gear Up Model:** Cement main gear doors **B39** and **B40** into wheel well as shown.
2. **Gear Down Model:** Cut main gear doors **B39** and **B40** into three pieces each as shown in **Inset D**. Glue each door into its respective position as shown. Use diagram for correct alignment.

Gear doors



INSET D



door position from tail

10 PARTS 41 - 47

Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on this page.

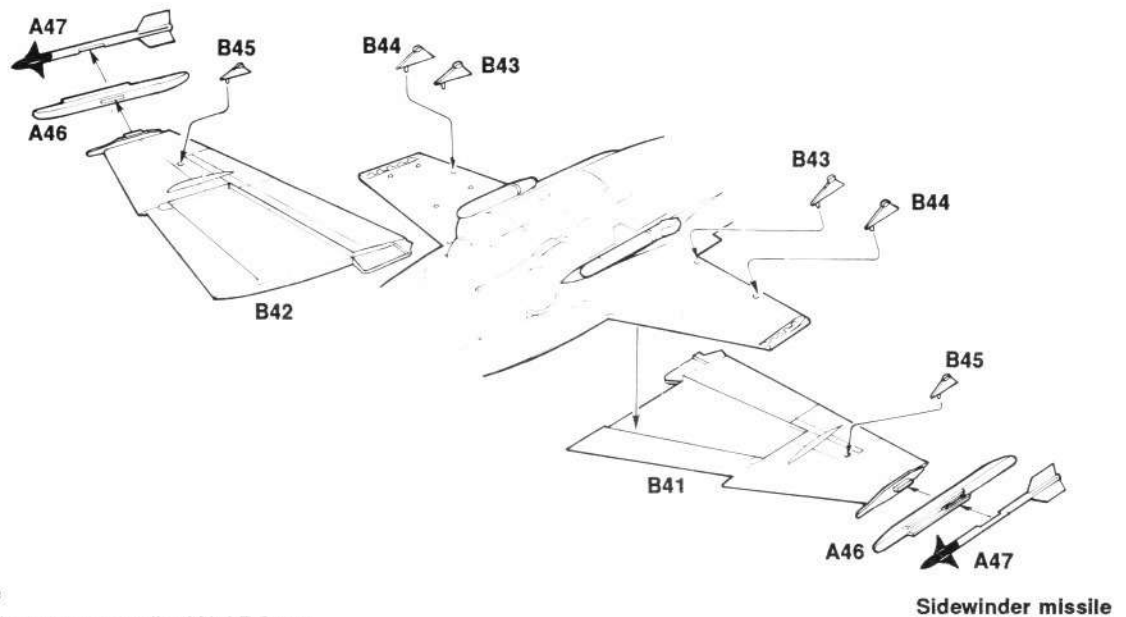
Assembly

1. Cement wing halves **B41** and **B42** to wing stubs protruding from each side of fuselage.
2. Glue hinge covers **B43**, **B44** and **B45** into locations indicated in drawing.
3. Cement one wing tip missile rack **A46** to the tip of each wing. Cement one Sidewinder missile **A47** to each rack.

COLOR KEY

A	<i>Flat Black</i> FS 37038
B	<i>Olive Drab</i> FS 34087
C	<i>Flat White</i> FS 37875
D	<i>Dark Gull Gray</i> FS 36231
E	<i>Chrome Silver</i> FS 17178
F	<i>Radome Tan</i> FS 33613
G	<i>Insignia Yellow</i> FS 33538
H	<i>Jet Exhaust</i>

Wings

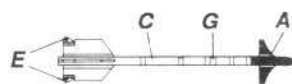


Technical Note

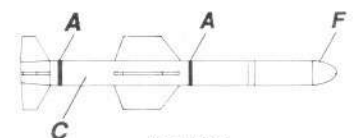
The *F-18* uses the very versatile AN/APG-65 multi-mode radar. It functions in a variety of air-to-air or air-to-ground modes, tracking up to 10 targets at one time, displaying eight to the pilot or flight officer.



AGM-88 HARM



AIM-9L Sidewinder



AGM-84

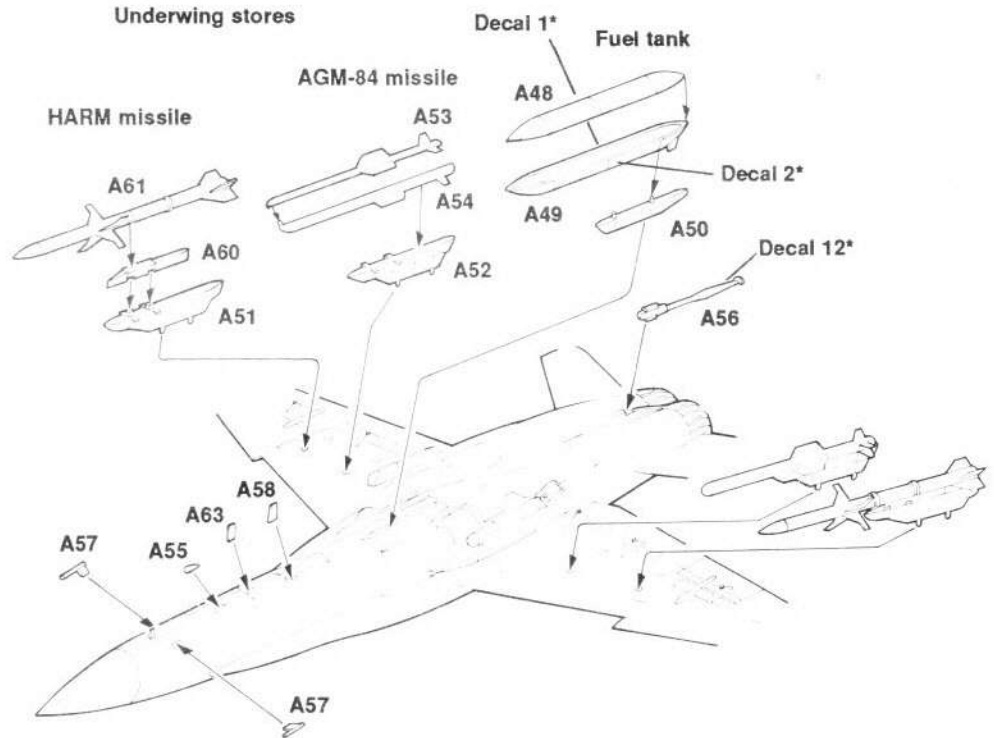
11 PARTS 48 - 64

Preliminary Painting

Paint parts as indicated by *italic* letter callouts using the **COLOR KEY** on pg. 8.

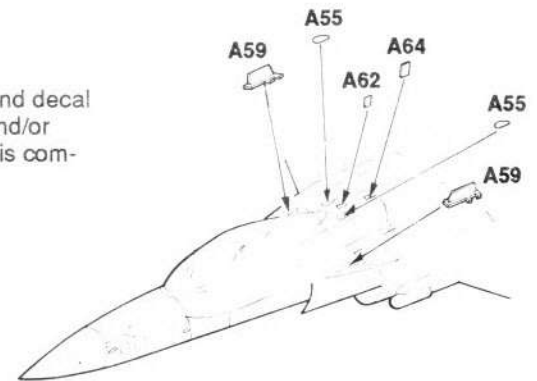
Assembly

1. Cement arrestor hook **A56** to the underside of the tail. Glue fuel tank rack **A50** to underside of fuselage as shown. Cement one inboard wing rack **A52** to inboard holes under each wing. Cement one outboard wing rack **A51** to outboard holes under each wing.
2. Cement fuel tank halves **A48** and **A49** together and then glue to rack on fuselage as shown. Glue armament adaptors **A60** to outboard wing racks. Cement one AGM-88 Harm missile **A61** to each of the outboard wing racks. Glue AIM-7 Sparrow missile halves **A53** and **A54** together, making two missiles. Cement missiles to inboard wing racks.
3. Cement pitot tubes **A57** and lower antennae **A55**, **A58** and **A63** to underside of fuselage as shown.
4. Cement antennae **A55**, **A62** and **A64** to top of fuselage as shown, then cement one **A59** to each side of upper fuselage as shown.
5. If you selected the open canopy option at **Step 2**, you can now install canopy parts at this time. Refer to drawings on page 4 for placement. Your *F-18* is now ready for finish painting and decals.



Note: It may be easier to paint and decal your model if underwing stores and/or armament are left off until model is completely finished.

*see APPLYING DECALS on pg. 9.



APPLYING DECALS

1. After carefully masking clear areas, spray entire model with Testor *Model Master Gloss Clear Lacquer No. 1961*. Decals adhere best to a smooth surface and the shinier the finish the smoother it is. Allow the *Gloss Clear Lacquer* to dry thoroughly before going further.
2. Select the decals you plan to use and cut them from the decal sheet with scissors or a Testor Hobby Knife.
3. Working with only one decal at a time, dip the decal in clear water for no more than five seconds. Remove it from the water and place on a dry paper towel for about one minute.
4. When the decal slides easily on the backing paper, slide it to the edge of, and onto, the surface of the model with a soft Testor *Model Master* paint brush or tweezers. Remember: the decals are very thin and can be easily ripped if care is not taken. Work slowly and carefully.
5. Once the decal is in the desired position apply a small amount of Testor *Decal Set #8804*. This will help the decal conform to any irregularities in the surface of the model (rivets, curves, etc.). Allow the decal to dry undisturbed. Should you desire to purposely move it before it has dried, apply a little *Decal Set* to a soft brush and push the decal slowly into the desired position.
6. When the decals are completely dry (usually overnight), apply a coat of Testor *Model Master Flat Clear Lacquer No. 1960*, to the entire model. This will give it an authentic, dull finish and protect the surface of the model. Now you can carefully remove the masking from the clear parts.

F/A-18D Night Attack
VMFA(AW) - 225 Vikings
EI Toro, California 1992

PAINTING



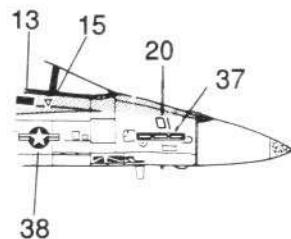
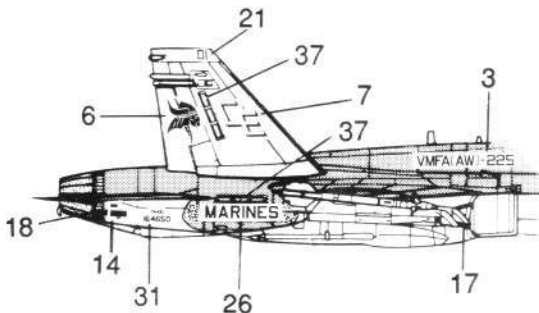
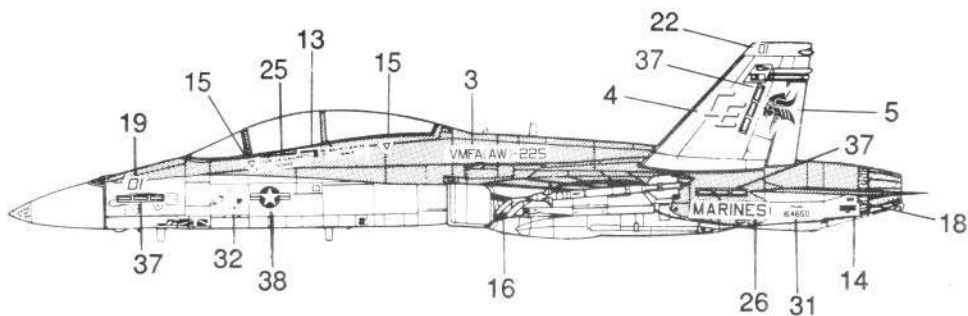
Light Ghost Gray
FS 36375



Light Gray
FS 36495

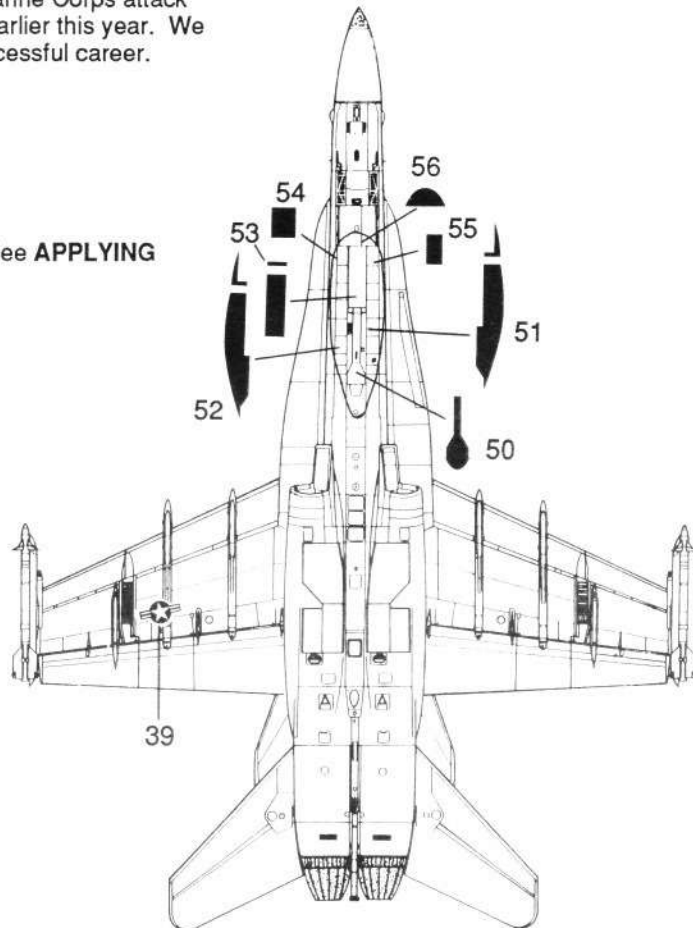
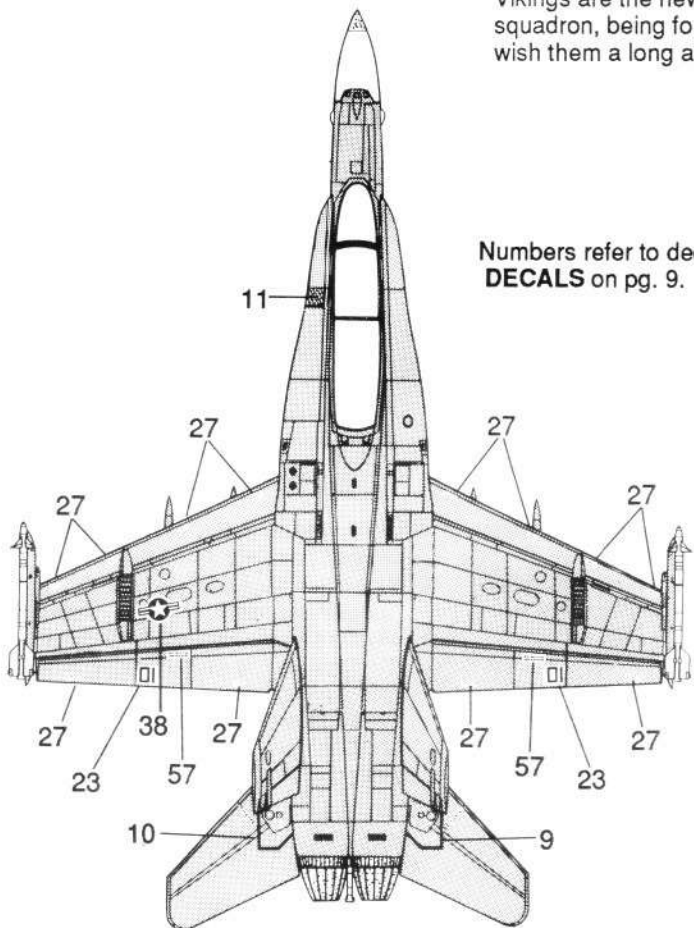


Radome Tan
FS 33613



Thanks go to Lt. Col. J.S. "Goose" Gallinetti, Maj. W.C. "Mace" Macak and all the members of VMFA(AW) - 225, the Vikings, for their hospitality and the opportunity to photograph some of their new *F/A-18Ds*. Special thanks go to Capt. Todd "Fewts" Kemper for taking time out of his busy schedule to be such a great guide. The Vikings are the newest Marine Corps attack squadron, being formed earlier this year. We wish them a long and successful career.

Numbers refer to decals. See **APPLYING DECALS** on pg. 9.



CF-18 C

No. 410 Sqdn.
Canadian A. F.

PAINTING



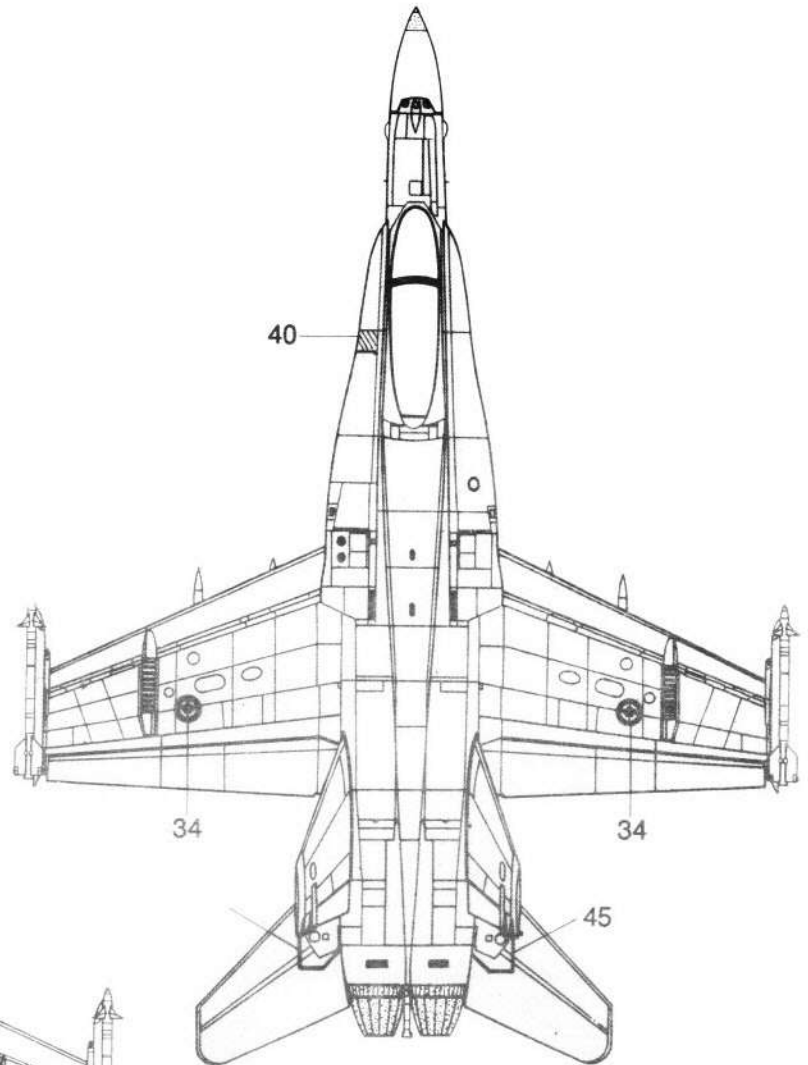
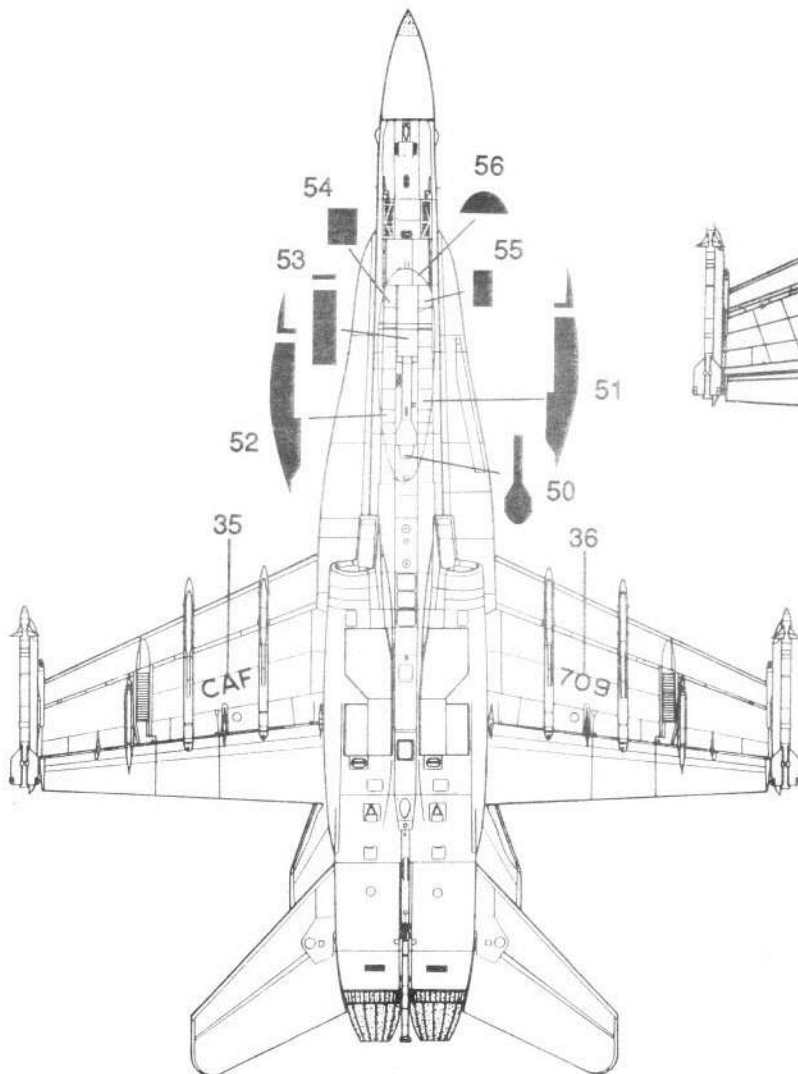
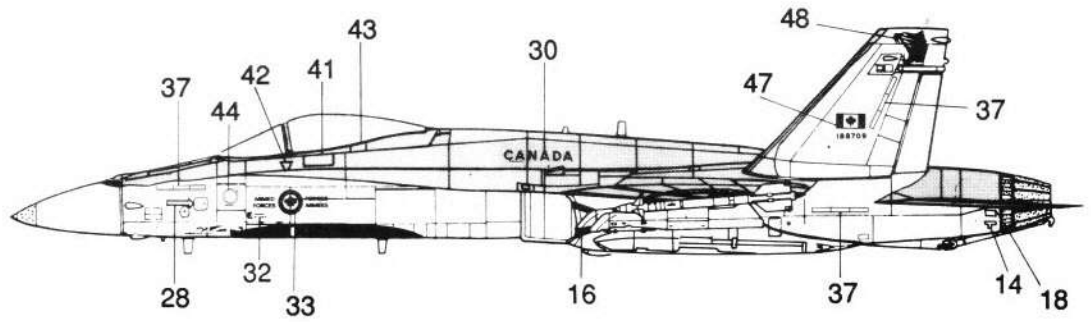
Dark Gull Gray
FS 36231



Flat Gull Gray
FS 36440



Radome Tan
FS 33613



Numbers refer to decals. See **APPLYING DECALS** on pg. 9.

The "Adventures in Scale Modeling" Newsletter

Adventures in Scale Modeling (AISM) is an innovative Public Television series featuring the three dimensional hobby of model kit building. In this series, master model builders share with host, Mike Lech, expert construction techniques that will make your modeling projects more successful. *AISM* connects each model with the real world. The series travels on location all over the world to meet top designers, historians, architects, scientists and other specialists.

Like the television show, the *Adventures in Scale Modeling Newsletter*, will share with you all of the aspects of the modeling hobby—Not just the actual model building, but the excitement of the adventure involved. We will have regular features such as: *Master Modeler's Minutes*, featuring tips from our Master Modelers; *Mention It To Mike*, a column for the host of Adventure in Scale Modeling series, Mike Lech, to answer your letters; *Behind The Scenes*, a look into the production of the television show *Adventures in Scale Modeling* with the producer Don Godish; *Plastractor's Picks*, you send in photos of your model and tips for us to showcase; plus new product reviews, exclusive promotions, and much more! We really look forward to hearing from you. Hope you enjoy the newsletter!

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