

HISTORY

The F-18 Hornet is manufactured by McDonnell Douglas in St. Louis, Missouri. The Prime Subcontractor 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 several nations and comes in both single seat and dual seat versions. The airplane has now been in service for several years and has proven itself a good in both the air-to-air fighter and the air-to-ground support roles. Flown extensively by the U.S. Navy and U.S. Marine Corps, it is also flown by Canada, Australia and Spain.

With the airplane having been service for several years, several variants have been developed. Single seat F-18s are called F/A-18A and F/A-18C. Dual seat craft are called F/A-18B and F/A-18D. The C and D aircraft have advanced cockpit equipment and a few other internal changes. The Canadians designate their aircraft as CF-18A and CF-18B. Pilots like the aircraft. That says it all! It is indeed a fighter pilots aircraft.

SPECIFICATIONS

Power	2 General Electric F404-GE-400
Weight	51,900 lbs. max
Span	40.4 feet
Length	56.3 feet
Height	15.3 feet
Max. Speed	Mach 1.8+
Altitude	50,000 foot combat ceiling
Crew	1 / 2

REFERENCES

F-18 Hornet, 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 of the runner (parts tree). Use a Testor Hobby Knife, finger nail clippers or Model Master Sprue Cutter 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 Sandpaper 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 most 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 most hobby shops. 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.

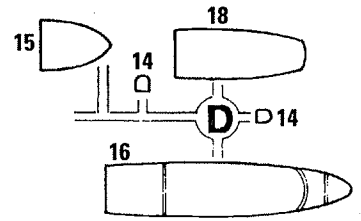
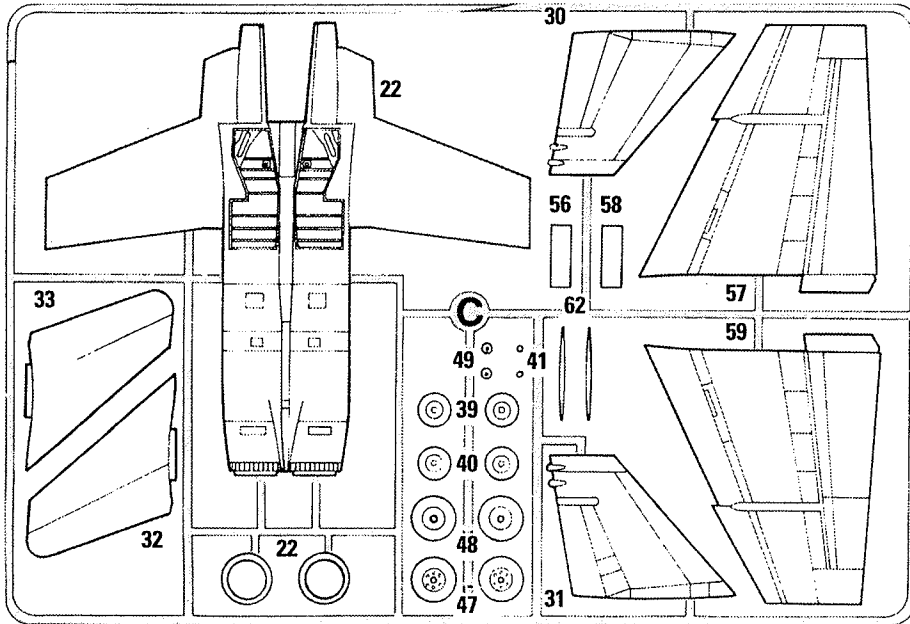
Most small parts are best painted while still attached to the parts tree. You can also detach them and hold with tweezers for painting. Paint in one direction only. If your paint is the correct thickness, brush strokes will disappear as the color dries. If the paint seems too thick, thin with Testor Paint Thinner. Wheels may be detached from the parts tree and placed on toothpicks for painting. 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 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.

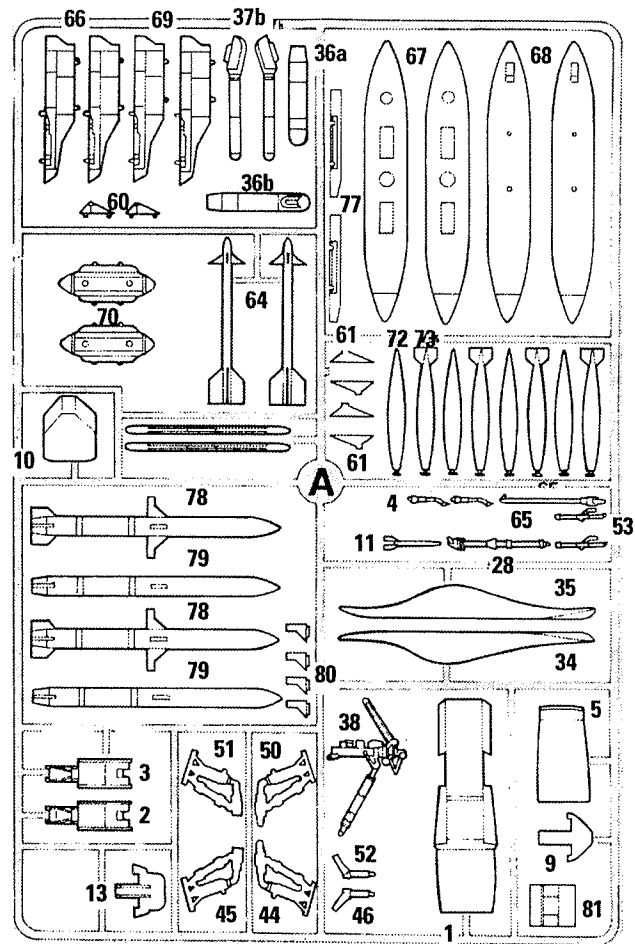
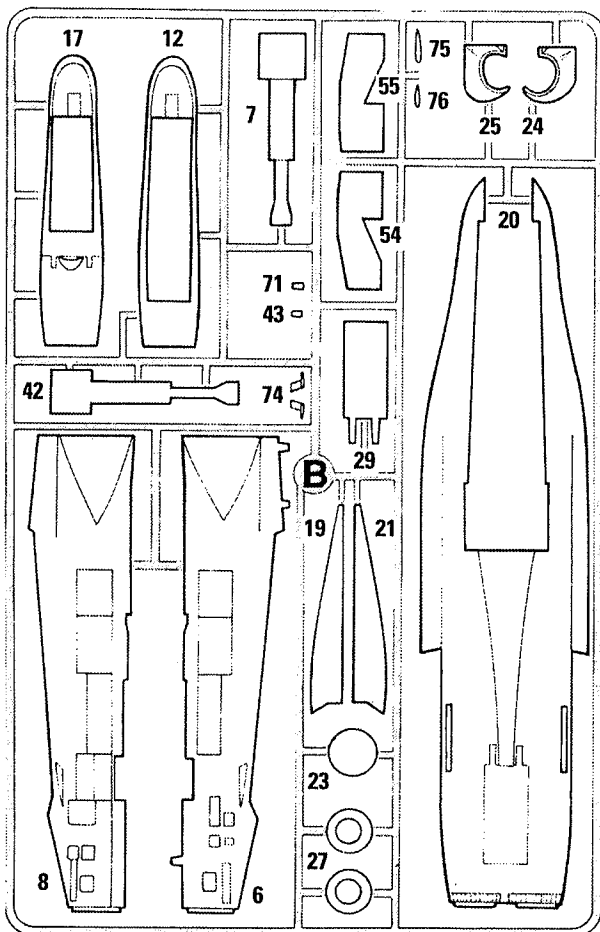
Liquid cement, Testor #3502, is recommended for construction since it can produce the neatest, quickest and strongest glue joints. Apply small amounts of cement, using the tip of a Testor **Model Master** No.2 brush, to the surfaces to be joined while holding the parts in place. **Do not** use large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

Tweezers will be useful in assembling the many small parts in this kit. Model Master #50631C or #50632C are recommended.

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**.



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



No. 7524

A Beginning Note

You can build this kit in one of 2 versions: a U.S. Navy single-seat F/A-18A or you can build the 2-seat F/A-18B. Both airplanes are very good looking. It is also possible to build the model in ground configuration - gear down / canopies open - or flight configuration - landing gear doors closed / canopies closed. The choices are your's. Be sure to carefully study the instruction sheet **before** you begin and decide early which version you will build.

1 Cockpit(s)

Preliminary Painting

Paint parts as indicated by letters in the assembly step illustration and **COLOR KEY**

Assembly

- Once you have decided whether you are building the single seat airplane or the 2-seat airplane assemble as shown.

COLOR KEY

Testor Model Master

- A** FS36375 Lt. Ghost Gray (1728)
- B** FS36118 Gunship Gray (1723)
- C** FS36495 Lt. Gray (1732)
- D** FS33613 Radome Tan (1709)
- E** FS36231 Dark Gull Gray (1740)
- F** FS34087 Olive Drab (1711)
- G** FS17178 Chrome Silver (1790)
- H** FS17875 Insignia White (1745)
- J** FS34097 Field Green (1712)
- K** FS35164 Intermediate Blue (1720)
- L** Steel (1780)
- M** FS37038 Flat Black (1749)

Testor Bottle Paints

- N** No. 1103 Red
- O** No. 1124 Green

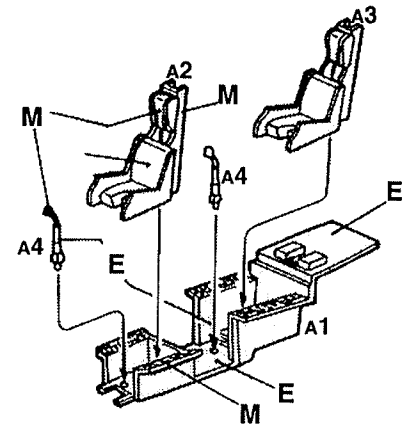
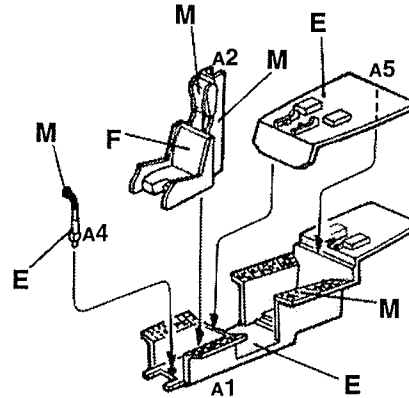
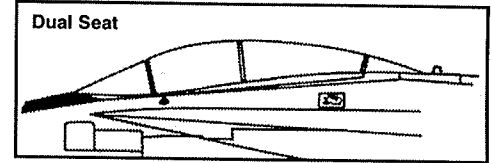
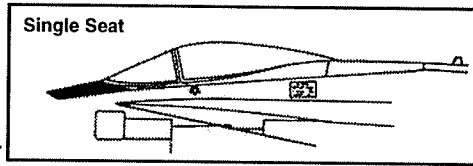
2 Cockpit(s) / Fwd. Fuselage

Preliminary Painting

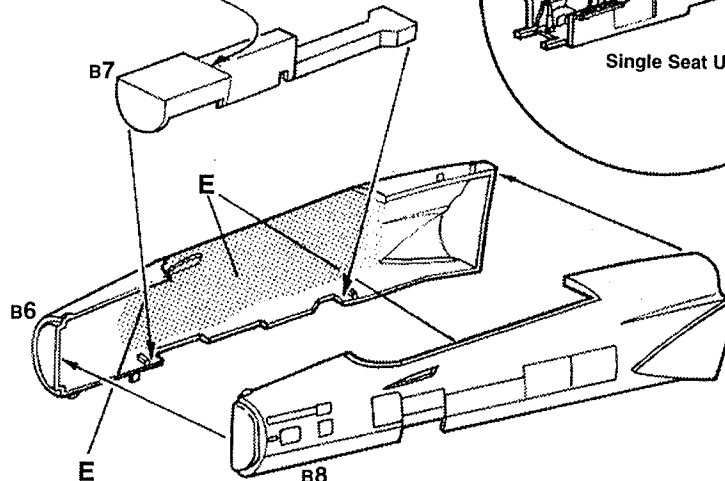
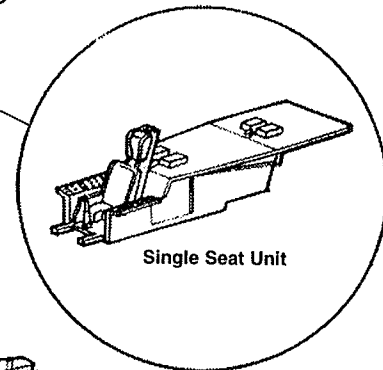
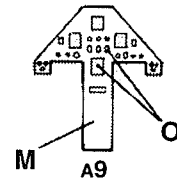
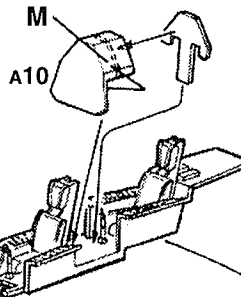
Paint parts as indicated by letters in the assembly step illustration and **COLOR KEY**

Assembly

- Cement rear seat instrument panel, **A9**, to sunshield, **A10**, and cement to 2-seat cockpit pan as shown. Now cement pan to nose gear wheel box, **B7**. Now cement left fuselage half, **B8**, to right half
- If building the single seat airplane, cement the single seat cockpit to, **B7**, and then to right fuselage. Now cement **B8** to **B6**.



The instrument panels, **A9** and **A13**, and the control consoles on **A1**, have raised engraved knobs and buttons. They can be painted as shown in flat black. We have also included, on the decal sheet, decals for the various cockpit panels. To use these you will have to sandpaper or file off the raised knobs and buttons. The choice is yours.



3 Canopy / Single-Seat

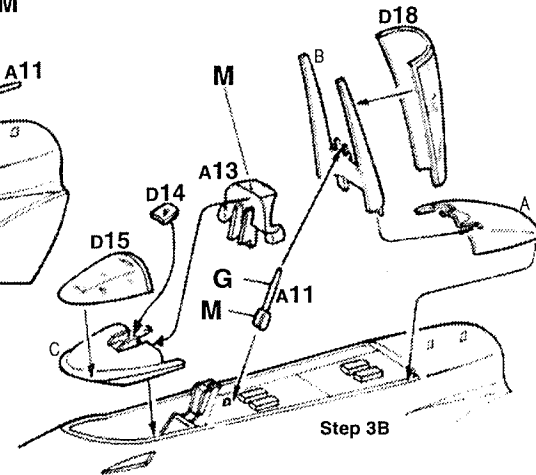
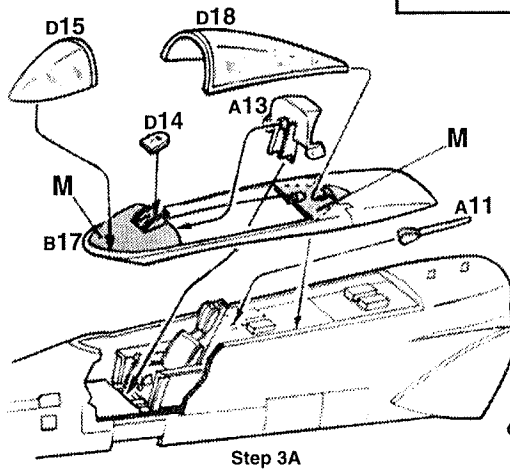
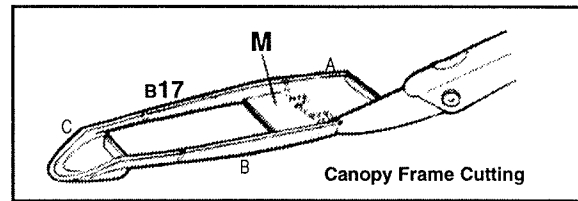
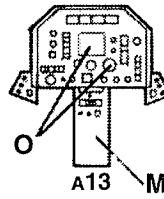
Note: Decide now whether you plan on building the model with an open or closed canopy. Closed canopy is easier and does not detract from the plane's clean lines. Open canopies are, perhaps, a little interesting but do require more skill. The choice is yours.

Preliminary Painting

Paint parts as indicated by letters in the assembly step illustration and **COLOR KEY**

Assembly

1. For closed canopy single-seat assemble parts as shown in **Step 3A**.
2. For open canopy single-seat, cut canopy frame, **B17**, as shown along recessed lines as shown in **Canopy Frame Cutting** inset.
3. Carefully sandpaper or file the cut lines so they are neat and smooth. Now assemble parts as shown in **Step 3b**.



COLOR KEY

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 - E** FS36231 Dark Gull Gray (1740)
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 - G** FS17178 Chrome Silver (1790)
 - H** FS17875 Insignia White (1745)
 - J** FS34097 Field Green (1712)
 - K** FS35164 Intermediate Blue (1720)
 - L** Steel (1780)
 - M** FS37038 Flat Black (1749)
- Testor Bottle Paints
- N** No. 1103 Red
 - O** No. 1124 Green

4 Canopy / Dual Seat

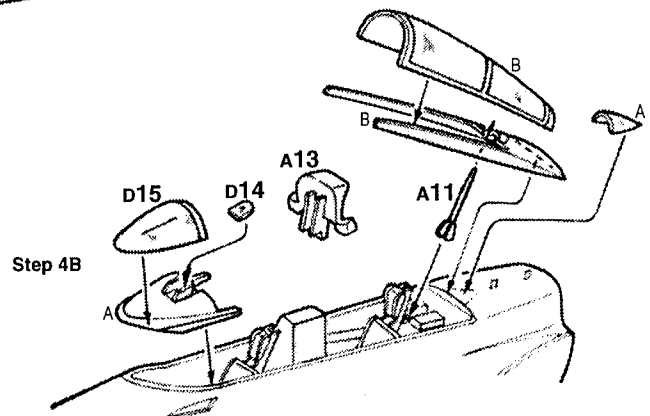
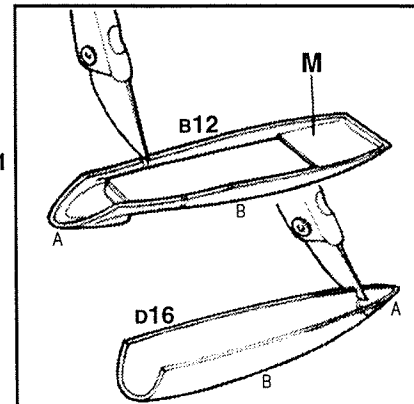
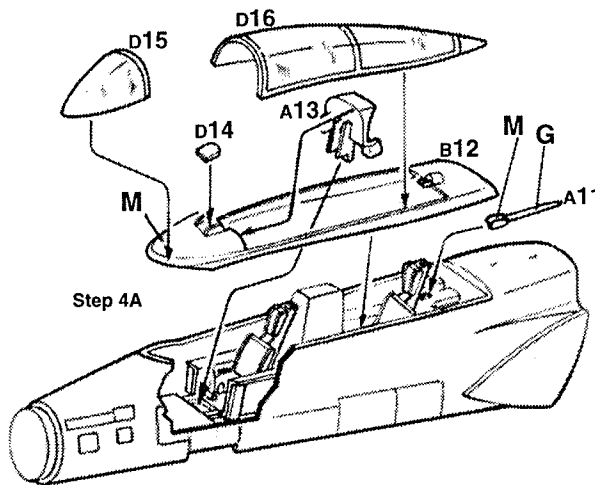
Note: The same basic ideas given above for the Single-seat airplane apply for the Dual Seat airplane. Decide whether you want open or closed canopy.

Preliminary Painting

Paint parts as indicated by letters in the assembly step illustration and **COLOR KEY**

Assembly

1. For closed canopy dual seat assemble parts as shown in **Step 4A**.
2. For open canopy dual seat, cut canopy frame, **B12**, and canopy, **D16**, as shown along recessed lines - see **Canopy Frame Cutting** inset.
3. Carefully sandpaper or file the cut edges smooth. Now assemble parts as shown in **Step 4b**.



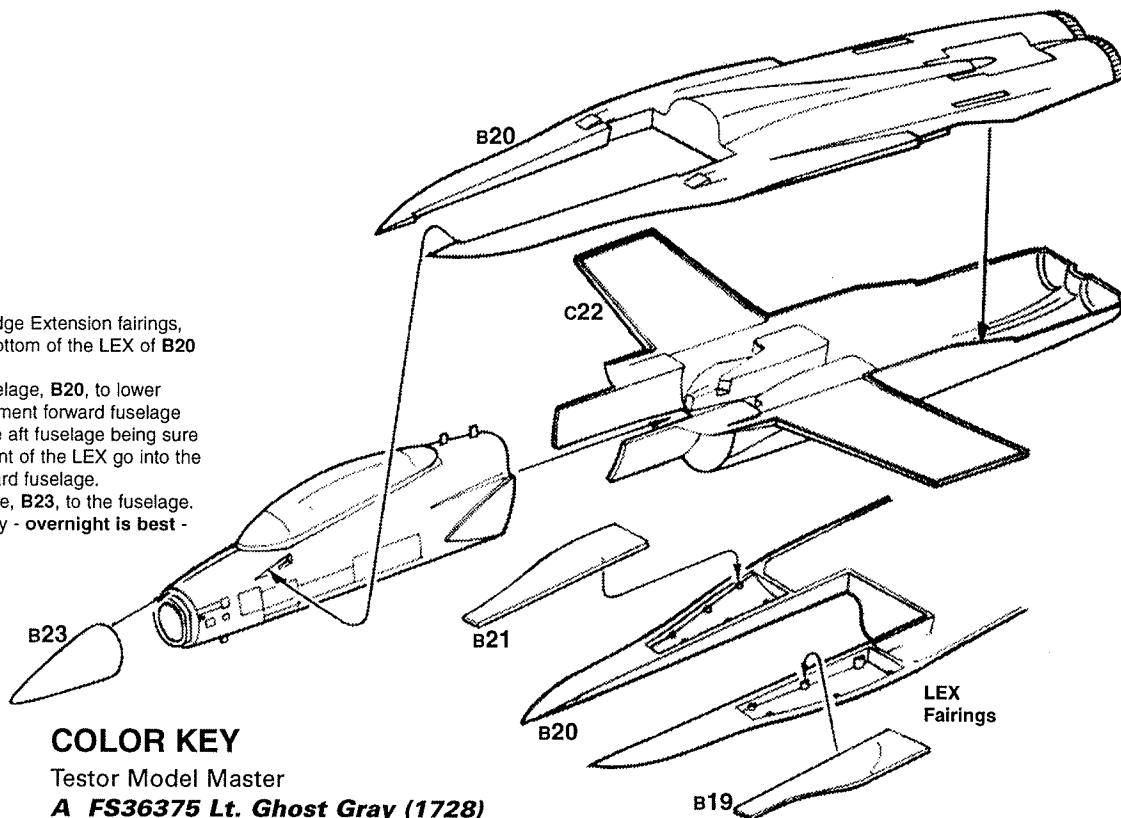
5 Main Fuselage

Preliminary Painting

None

Assembly

1. Cement the Leading Edge Extension fairings, **B19** and **B21**, to the bottom of the LEX of **B20** as shown in **LEX inset**.
2. Now cement upper fuselage, **B20**, to lower fuselage, **C22**. Now cement forward fuselage (built in Step 2) into the aft fuselage being sure the keys in the very front of the LEX go into the indentation in the forward fuselage.
3. Now cement the radome, **B23**, to the fuselage.
4. Set this unit aside to dry - **overnight is best** - before proceeding.



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Testor Bottle Paints

- N** No. 1103 Red
- O** No. 1124 Green

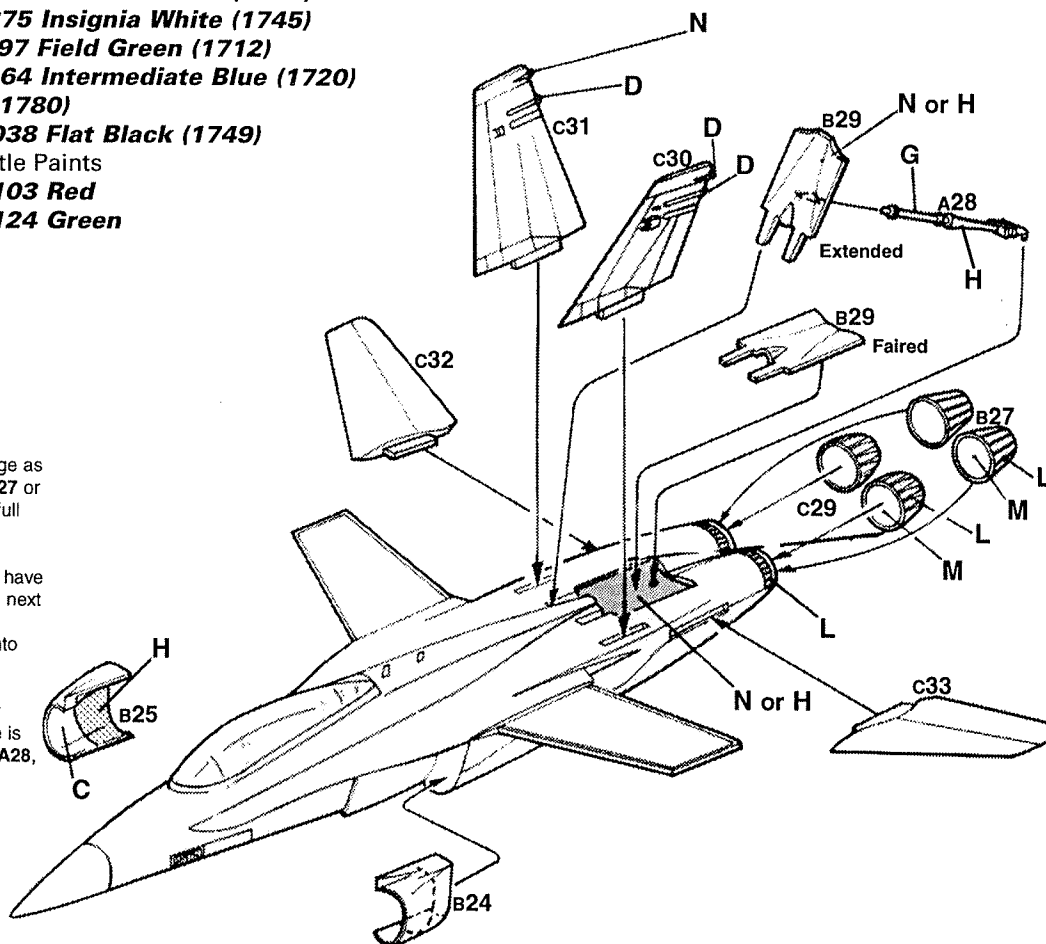
6 Main Fuselage

Preliminary Painting

Paint as indicated by letters and reference to **COLOR KEY**

Assembly

1. Cement air intakes, **B24** and **B25**, to fuselage as shown. Now cement afterburner nozzles, **B27** or **C26**, to fuselage. The **C26** nozzles are the full power shape while **B27**'s are cruise power configurations. In a ground scene, when maintenance is being done, it is possible to have one nozzle full open (**C26**) while the engine next to it is in cruise configuration (**B27**).
2. Cement vertical stabilizers, **C30** and **C31**, into place as shown. Now cement horizontal stabilizers, **C32** and **C33**, into place.
3. The speed brake, **B29**, can be built in either extended or faired configuration. The choice is yours. If built faired, the extension cylinder, **A28**, is not used. Construct as you desire.



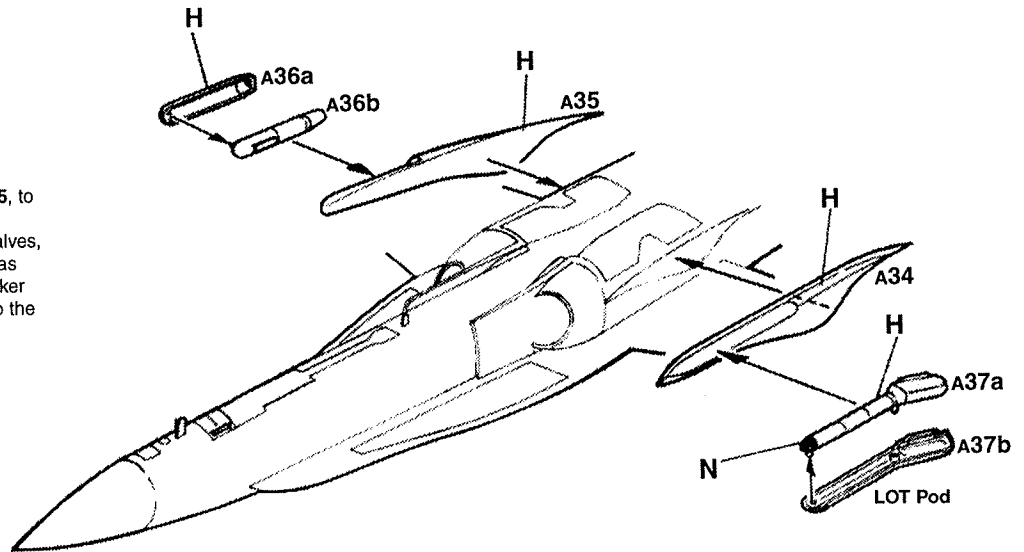
7 FLIR & LOT Pods

Preliminary Painting

Paint as indicated by letters and reference to **COLOR KEY**

Assembly

1. Cement the pod mount fairings, **A34** and **A35**, to the lower fuselage as shown.
2. Cement the Forward Looking Infrared pod halves, **A36a** and **A36b**, together and to the mount as shown. Now cement the Laser Detector Tracker pod halves, **A37a** and **A37b**, together and to the mount as shown.



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8 Nose Gear

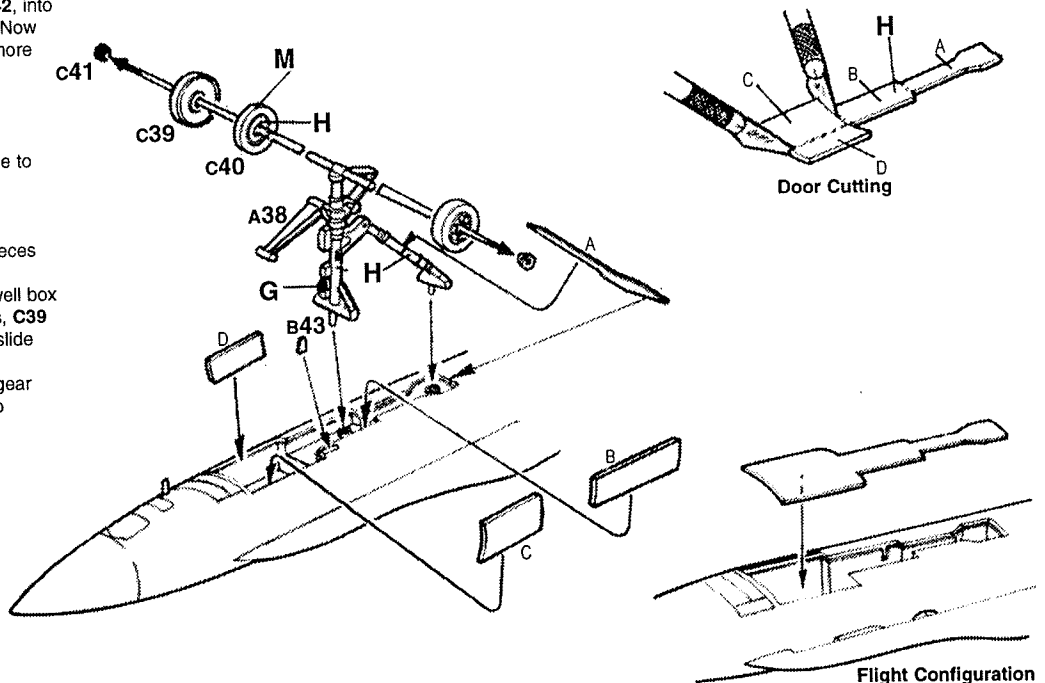
Note: If you decided to build your model with landing gear retracted, cement nose gear door unit, **B42**, into place as shown in **Flight Configuration** inset. Now proceed to **Step 10**. Gear extended choice is more work. Proceed with **Step 8**.

Preliminary Painting

Paint parts as indicated by letters and reference to **COLOR KEY**

Assembly

1. Cut the nose gear door unit, **B42**, into 4 pieces as shown in **Door Cutting** inset.
2. Cement nose gear strut, **A38**, into wheel well box as shown. Now cement nose wheel halves, **C39** and **C40**, together - make 2 wheels. Now slide wheels onto axles of **A38**. Cement wheel retainers, **C41**, to axles. Now cement the gear doors, **B42A**, **B42B**, **B42C** and **B42D**, into position as shown.



9 Main Gear

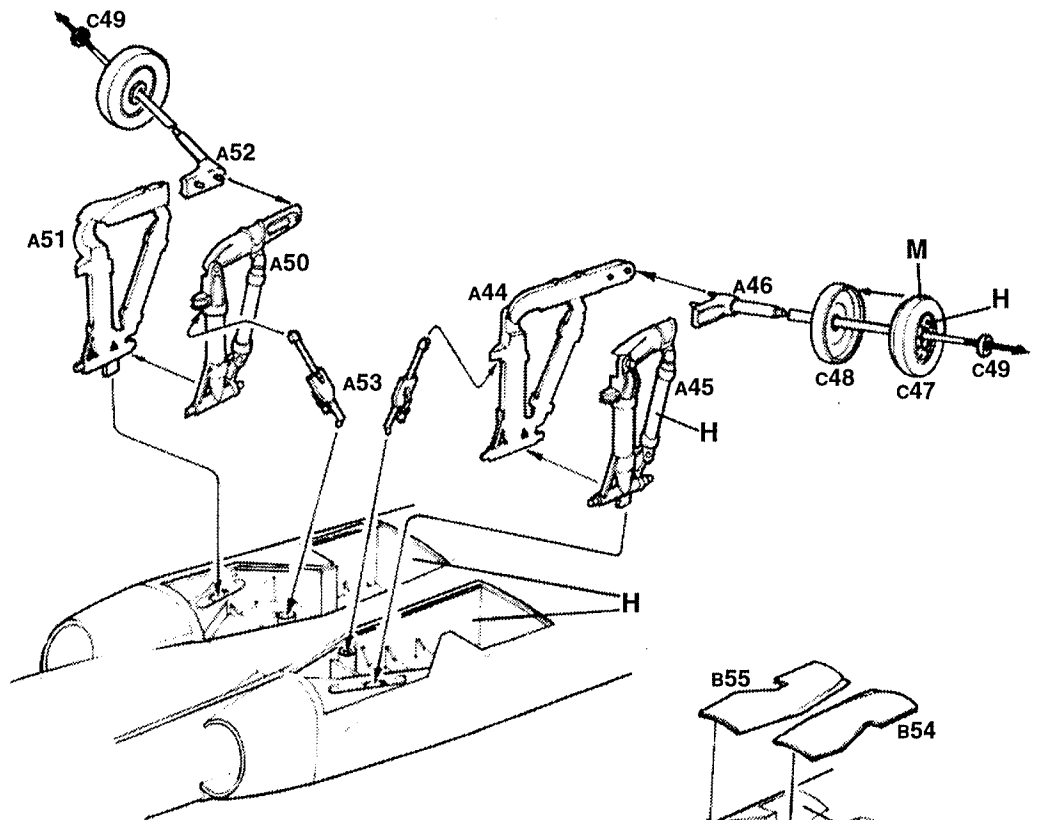
Note: If you decided to build your model with landing gear retracted, cement main gear doors, **B54** and **B55**, into place as shown in **Flight Configuration** inset. Now proceed to **Step 11**. Gear extended choice is more work - Proceed with **Step 9**.

Preliminary Painting

Paint parts as indicated by letters and reference to **COLOR KEY**

Assembly

1. Cement right strut halves, **A44** and **A45** together. Now cement right axle unit, **A46**, to the right strut. Now assemble the left strut components, **A50**, **A51** and **A52**, in the same manner.
2. Cement struts to lower fuselage as shown.
3. Cement wheel halves, **C47** and **C48**, together. Make 2 wheels. Slide wheels onto axles and cement wheel retainers, **C49**, to each axle. Now cement retraction links, **A53**, between the gear struts and the fuselage as shown.



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L Steel (1780)

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Testor Bottle Paints

N No. 1103 Red

O No. 1124 Green

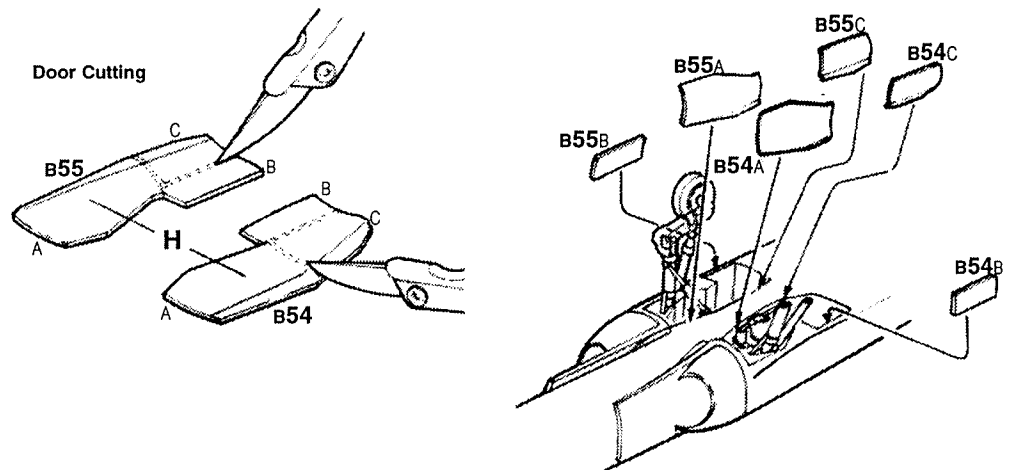
10 Main Gear Doors

Preliminary Painting

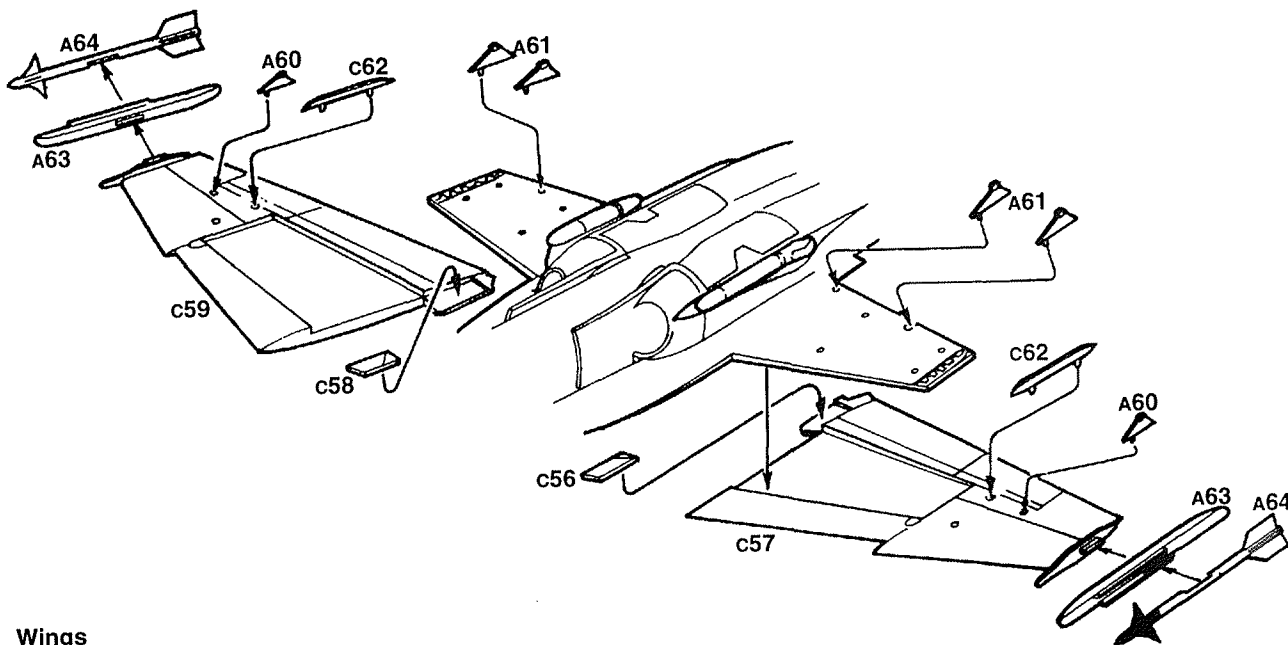
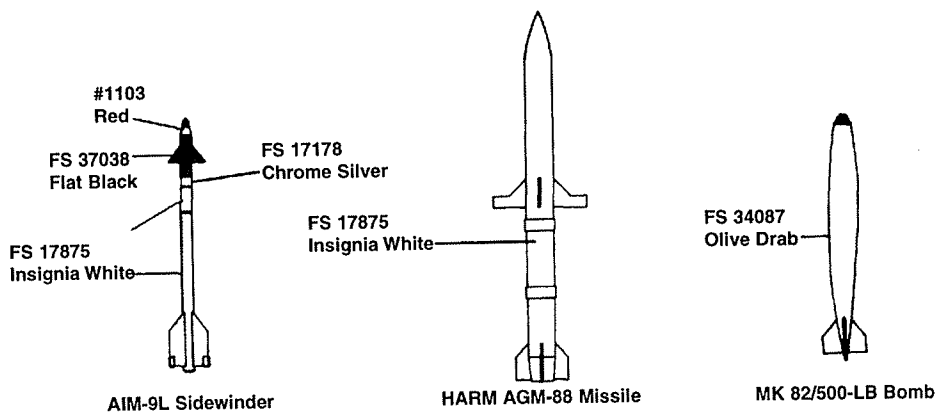
Paint parts as indicated by letters and reference to **COLOR KEY**

Assembly

1. Cut main landing gear doors, **B54** and **B55**, into separate doors as shown in **Door Cutting** inset.
2. Cement doors into place as shown.
3. Set model aside to dry.



Paint the underwing loads as shown. Do this before assembling the weapons to the airplane. Allow the paint to dry.



11 Wings

Preliminary Painting

See paragraph above for AIM-9L Sidewinder painting.

Assembly

1. Cement right and left wings, C57 and C59, to the fuselage and lower wing surface stubs. Now cement wing root fairings, C56 and C58, into place as shown.
2. Cement the aileron and flap hinge fairings, A60 and A61, and the aileron actuating fairings, C62, to the wing.
3. Cement the Sidewinder launch rails, A63, to the wingtips. Now cement Sidewinders to the launch rails as shown.

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Testor Bottle Paints

- N** No. 1103 Red
- O** No. 1124 Green

12 Final Assembly

Note: The outer wing pylon, **A69**, can mount either bombs or HARM missiles. Notice the adapters, **A70** or **A77**, change. Decide whether you want the HARMs or the bombs on your model and build accordingly.

Preliminary Painting

See **Step 11** for painting instructions for the bombs and missile.

Assembly

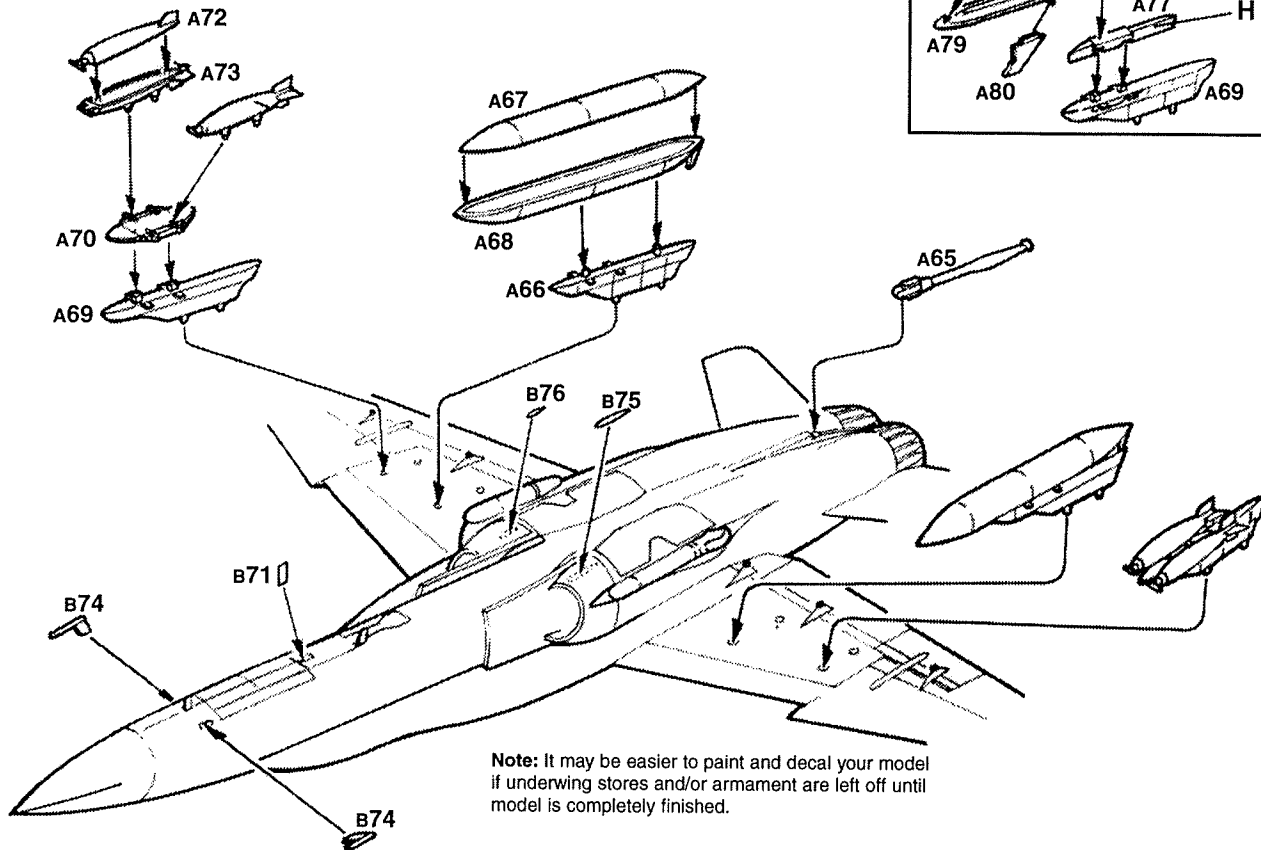
1. Cement the outboard pylons, **A69**, and the inboard pylons, **A66**, the wing bottoms. Now cement antenna fairings, **B75** and **B76**, to the intakes as shown.
2. Cement fuel tank halves, **A67** and **A68**, together. Build 2 tanks. Cement tanks to the inboard pylons as shown.
3. If using the bombs cement bomb adapters, **A70**, to the outboard pylons. Use the missile adapter, **A77**, if mounting the HARMs. Now cement either the bombs or HARMs into place.
4. Now cement pitot tubes, **B74**, and blade antenna, **B71**, to fuselage. Add arresting hook, **A65**, last.

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3. Working with only 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. Work slowly and carefully.
5. Once the decal is in the desired position apply a small amount of Testor Decal set #8809C. This will help the decal conform to any irregularities in the surface of the model. 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 Dulcote #1260, 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.



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.

