

## HISTORY

The General Dynamics *F-16C/D Night Falcon* is the latest generation in the F-16 dynasty. The *F-16* was developed to replace the U.S. Air Force F-4 Phantom and to update the air reserve forces. Advanced technologies utilized in the single-seat *F-16A* and two-seat *F-16B* versions created two of the most maneuverable fighters ever produced. Features include a blended body wing/fuselage, computer-assisted stability, electrically operated controls, composite structural components, tilting pilot seat and a very powerful afterburning jet engine.

The *F-16* entered operational service with TAC's 388th TFW at Hill AFB, Utah, in January of 1979. U.S. Air Force deliveries of the *F-16A* and *F-16B* ended in 1985. Deliveries of the improved *F-16C* (single-seat) and *F-16D* (two-seat) began in July of 1984. Currently these are equipped with the Westinghouse APG-68 multimode radar with increased range and advanced ECCM (Electronic Counter-Counter Measures), and advanced cockpit displays including a wide-angle head-up display with FLIR (forward Looking InfraRed) video. Also introduced were system improvements such as the LANTIRN nav/attack system, digital flight controls, automatic terrain following, an increased take-off weight and maneuvering limits. All this and a 9g capability too!

## SPECIFICATIONS

Powerplant	1	General Electric GE F110-GE-100 27,600 lbs of thrust
Gross Weight		42,300 lbs
Span		31.0 ft
Length		47.6 ft
Max. Speed		Mach 2+
Armament	2	AIM-9
	1	20 mm. gun plus 15,200 lbs ordnance

This outstanding *F-16* kit can be built as a single-seat *F-16C* or dual-seat *F-16D*. Build it gear up or down, and decals are included to build either version. The choice is yours!

## REFERENCES

- AIR FORCE Magazine  
May 1989
- Aviation Week & Space Technology  
March 19, 1990

## 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 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 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.

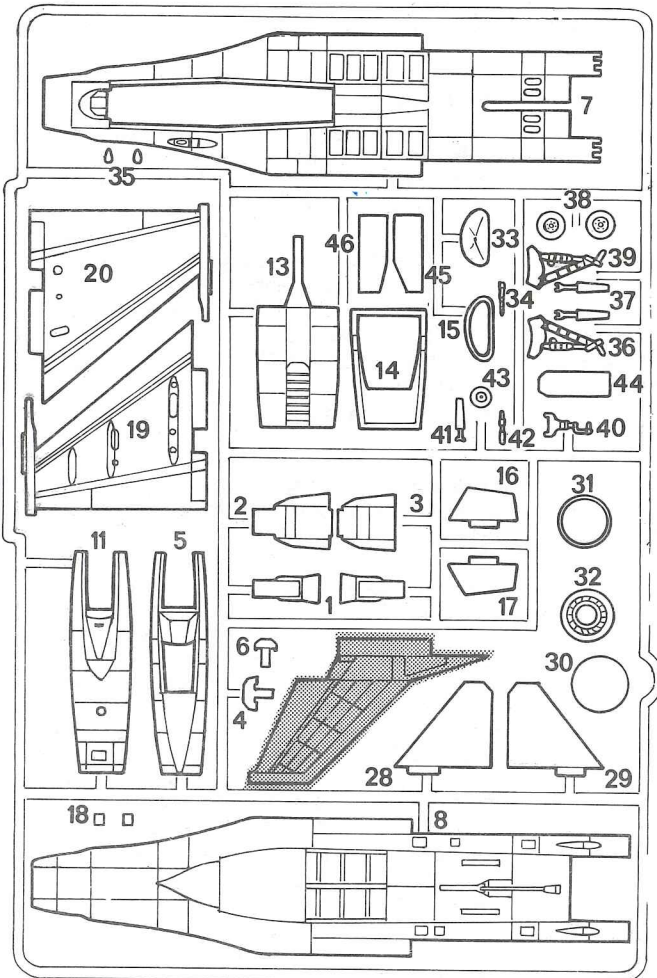
Tweezers will be useful in assembling the many small parts in this kit. The type used by postage stamp collectors is recommended.

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.

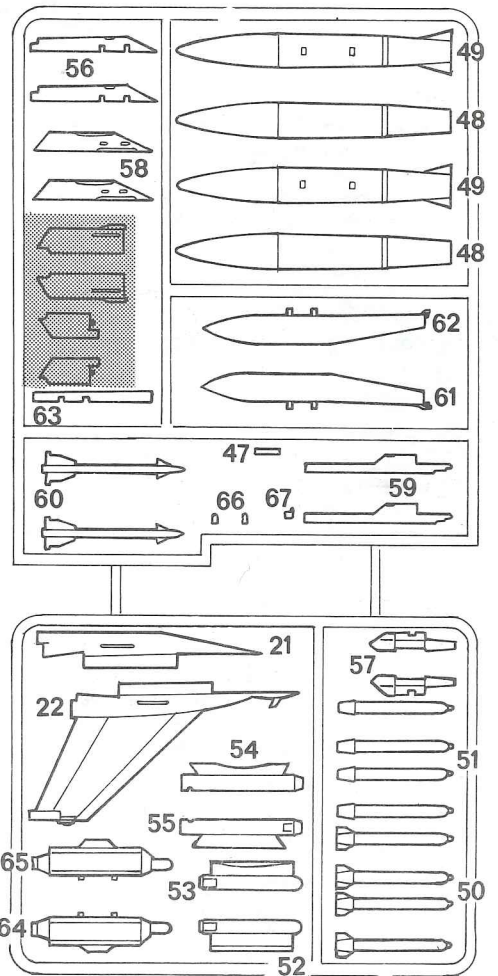
The Testor *Model Master* paint system is specially designed to be used on military models. The **Preliminary Painting** instructions on this sheet indicate which *Model Master* colors to use as indicated by name and Federal Standard (FS) number. These colors are called out by **bold italic type**. Wherever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

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

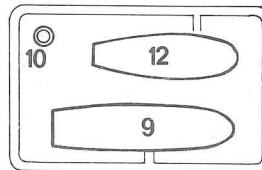
**A Parts**



**B Parts**



**C Parts**



# 1 PARTS 1 - 9 F-16D TWO-SEAT ONLY

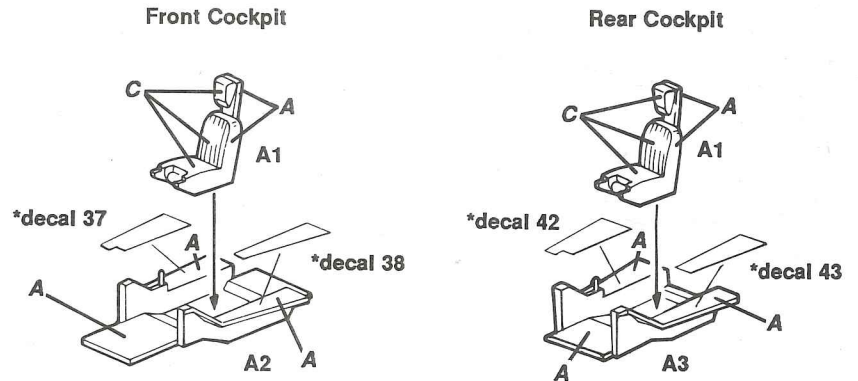
## Preliminary Painting

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

## Assembly

1. Apply side console **decals 37** and **38** to **A2** and **decals 42** and **43** to **A3** as shown. Apply instrument panel **decals 39** to **A4** and **decals 36** to **A6** as shown. See **APPLYING DECALS** section on page 8.
2. Cement one seat **A1** to each cockpit module **A2** and **A3** as shown. Glue **front cockpit** into front of lower fuselage **A8**. Cement **rear cockpit** into **A8**, butting rear edge into square cut-out.
3. Cement cockpit coaming **A5** onto upper fuselage **A7**. Cement rear instrument panel **A4** into rear panel fairing in **A5**. Glue front instrument panel **A6** into fairing in upper fuselage **A7**.
4. Glue fuselage halves **A7** and **A8** together, then *carefully* glue canopy **C9** onto upper fuselage.

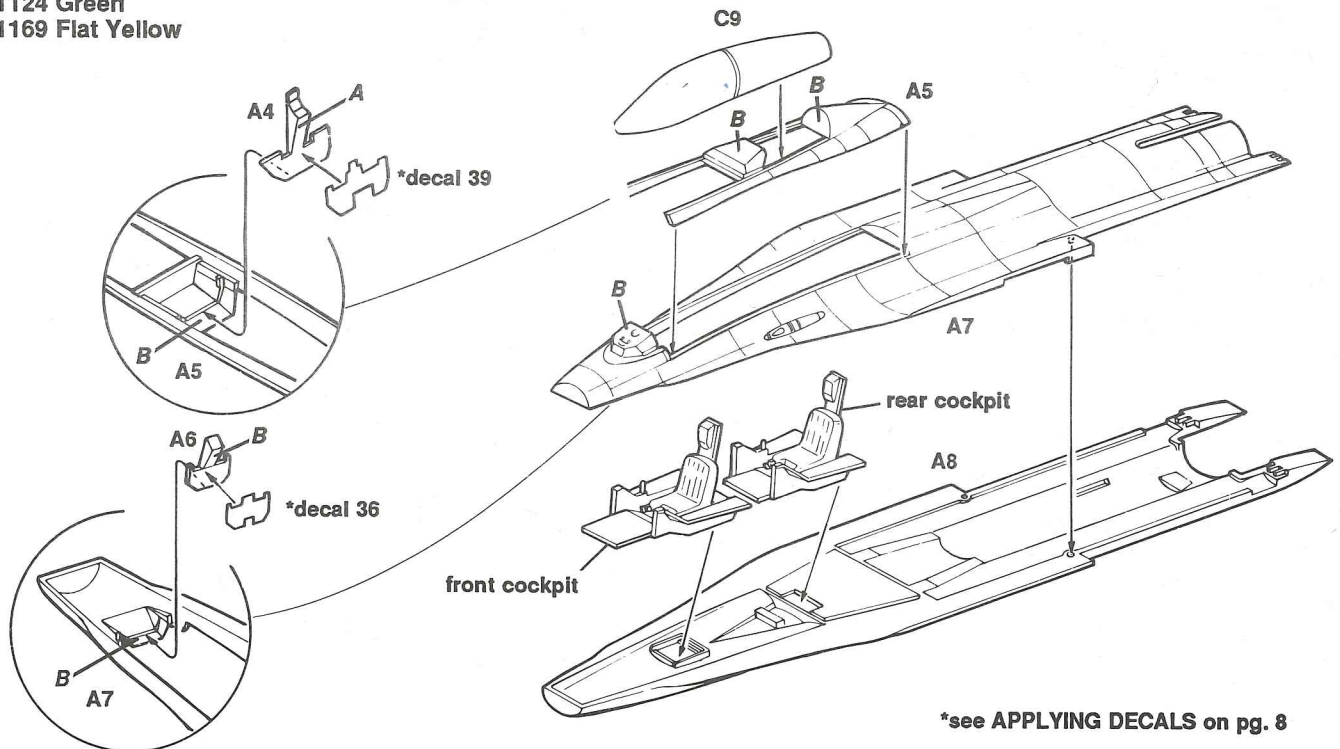
All parts not singled out in **Preliminary Painting** should be painted the overall aircraft color using a brush or an airbrush. Refer to pages 8 and 10 for color scheme.



## COLOR KEY

- A** No. 1740 Dark Gull Gray FS 36231
- B** No. 1749 Flat Black FS 37038
- C** No. 1741 Dark Ghost Gray FS 36320
- D** No. 1745 Insignia White FS 17875
- E** No. 1790 Chrome Silver
- F** No. 1796 Jet Exhaust
- G** No. 1711 Olive Drab FS 34087
- H** No. 1103 Red
- J** No. 1110 Blue
- K** No. 1124 Green
- L** No. 1169 Flat Yellow

**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.



\*see **APPLYING DECALS** on pg. 8



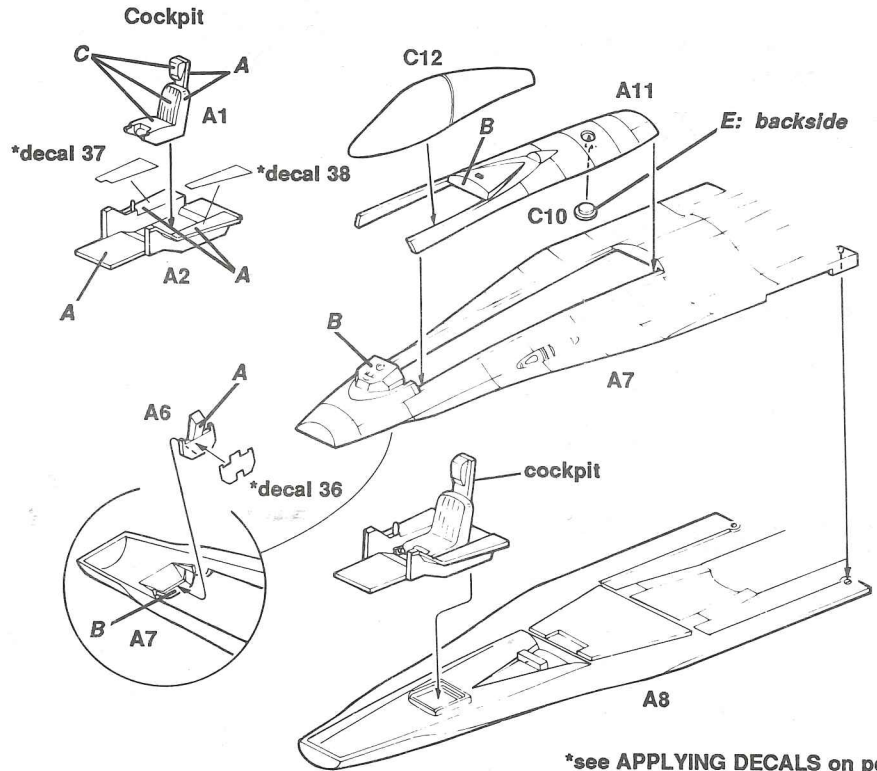
## 2 PARTS 1, 2, 6 - 8, 10 - 12 F-16C SINGLE-SEAT ONLY

### Preliminary Painting

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

### Assembly

1. Apply side console **decals 37** and **38** to cockpit module **A2** as shown. Apply instrument panel **decals 36** to **A6** as shown. See **APPLYING DECALS** section on page 8.
2. Glue one seat **A1** into cockpit module **A2** as shown. Cement cockpit into front of lower fuselage **A8**.
3. *Carefully* glue navigation light **C10** into underside of cockpit coaming **A11**. Glue **A11** to upper fuselage **A7**.
4. Cement instrument panel **A6** into instrument panel fairing in upper fuselage **A7** as shown. Glue fuselage halves **A7** and **A8** together, then *carefully* glue canopy **C12** to upper fuselage.



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- H** No. 1103 Red
- J** No. 1110 Blue
- K** No. 1124 Green
- L** No. 1169 Flat Yellow

## 3 PARTS 13 - 18 BOTH VERSIONS

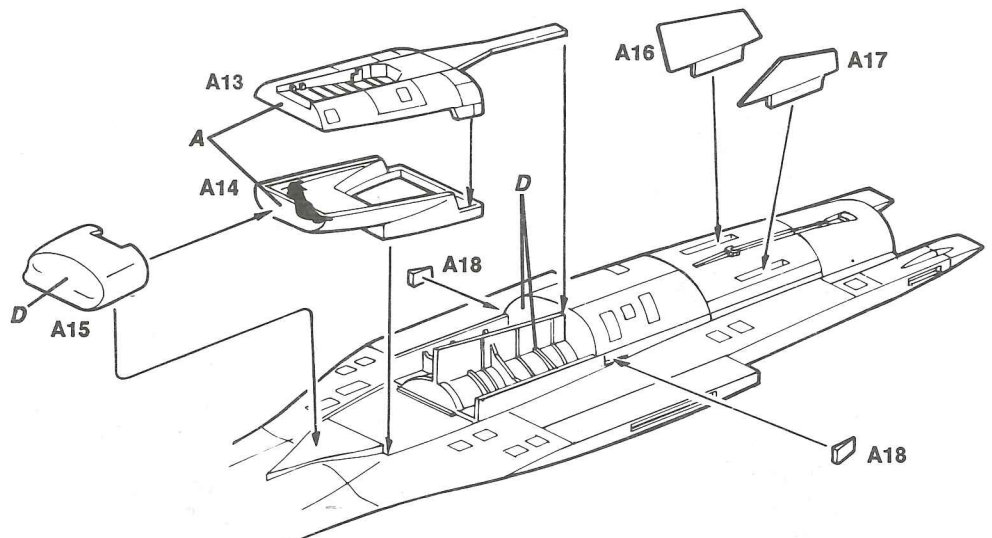
### Preliminary Painting

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

**NOTE:** If the landing gear is to be built in the wheels down position, weight must be added inside the intake body parts **A13** and **A14**, so the model will rest properly on the nosegear. Lead split-shot as used for fishing can be epoxied or held in place with modeling clay. A pair of pliers can be used to squish these balls into a more suitable shape if necessary. **DO NOT** use plastic cement, as the quantities necessary to hold them in place will attack and distort the plastic.

### Assembly

1. Glue intake body halves **A13** and **A14** together, and insert weights through the large hole in **A14** (if necessary). Glue intake lip **A15** to front of intake body. Glue entire assembly into depression on underside of fuselage.
2. Glue stabilizer **A16** to lower left-hand side of fuselage, and stabilizer **A17** to lower right-hand side as shown. Glue air inlets **A18** - one each side, into depressions behind wheel wells as shown.



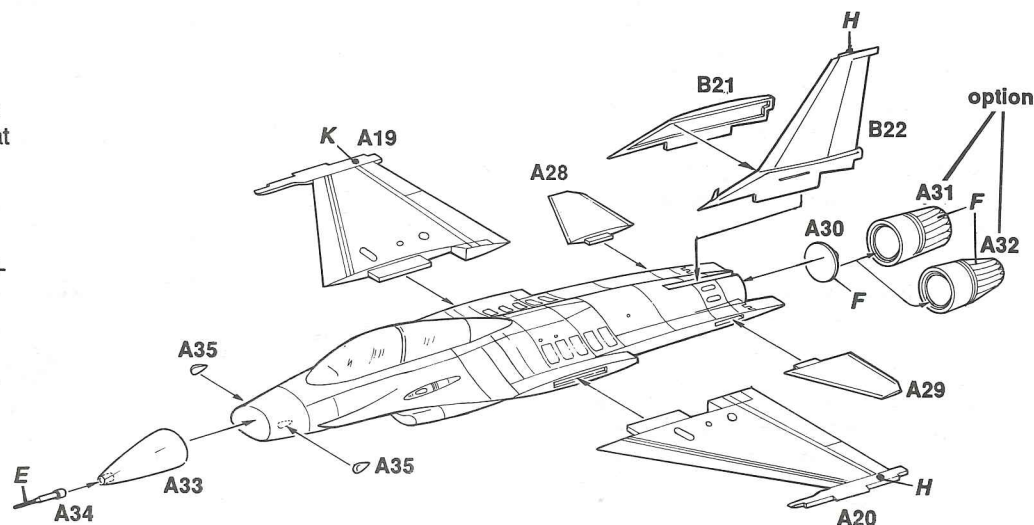
## 4 PARTS 19 - 22, 30 - 35 BOTH VERSIONS

### Preliminary Painting

Paint parts as indicated by italic letter callouts using the **COLOR KEY** on pg. 4.

### Assembly

1. Glue wings **A19** (right) and **A20** (left) into slots in fuselage. Glue vertical fin halves **B21** and **B22** together, then into slot at rear of fuselage, making sure that it aligns vertically in relation to the wings.
2. Cement stabilizers **A28** (right) and **A29** (left) in place.
3. Select open tail-cone **A31** or closed tail-cone **A32**. Cement turbine plate **A30** into opening at front of tail-cone, the turbine detail should be visible when looking into the aft opening of tail-cone. Glue tail-cone assembly to rear of fuselage.



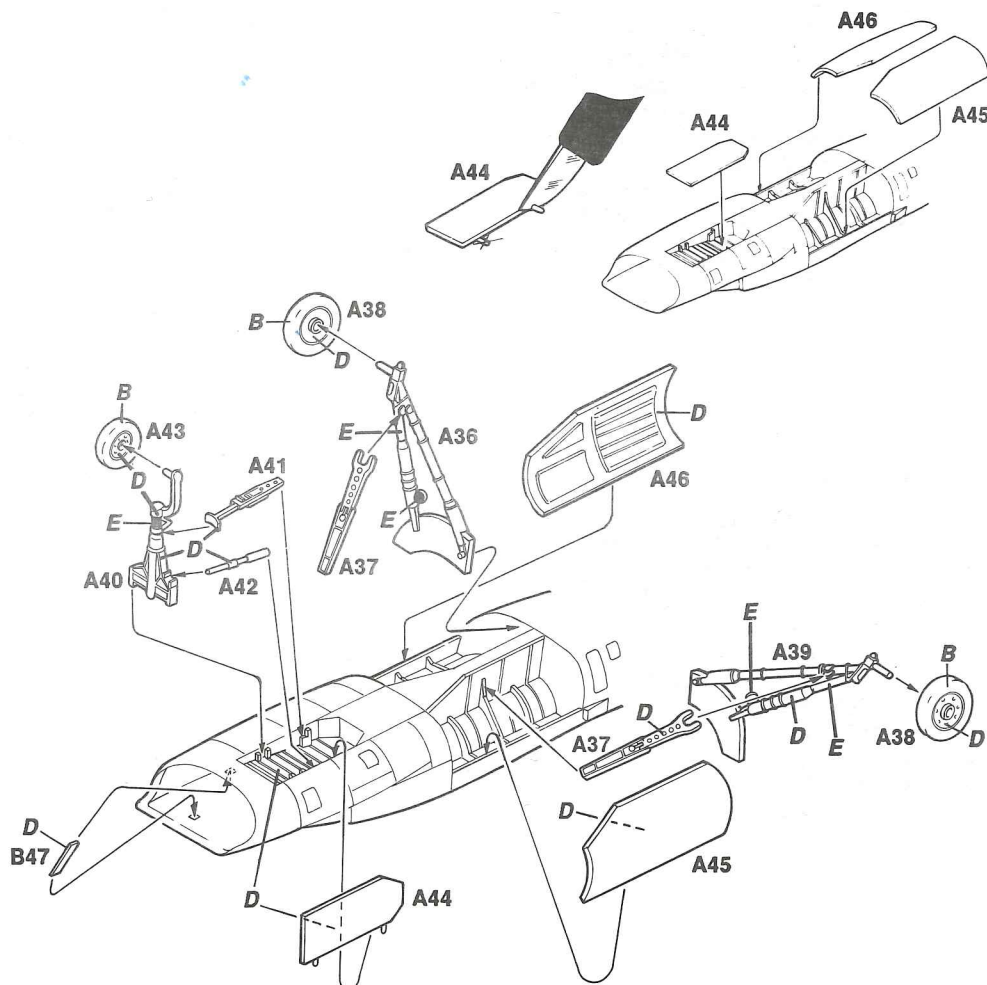
## 5 PARTS 36 - 47 BOTH VERSIONS

### Preliminary Painting

Paint parts as indicated by italic letter callouts using the **COLOR KEY** on pg. 4.

### Assembly

1. **For a wheels up model:** Disregard preliminary painting instructions above. *Carefully* cut off the small locating pins on nose-wheel door **A44** as shown above. Cement landing gear doors **A44**, **A45** and **A46** flush against fuselage as shown.
2. **For wheels down model:** Cement left landing gear leg **A36** onto rear left-hand wheel well wall and **A39** to right-hand side. *Carefully* glue one support strut **A37** to each side as shown. Glue one wheel **A38** to each landing gear leg.
3. Cement landing gear **A40** into locating lugs in forward wheel well, making sure the axle points in the direction shown in the drawing. Glue actuator **A42** onto landing gear leg and inside wheel well as shown. Glue support **A41** to nose strut butting it right up to the scissors guide, the other end into the locating lug inside wheel well.
4. Glue nose wheel door **A44** into front wheel well in open position. Glue main gear doors **A45** (right) and **A46** (left) in open position as shown. Cement **B47** in place as shown.





**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.

## 6 PARTS 48 - 60 BOTH VERSIONS

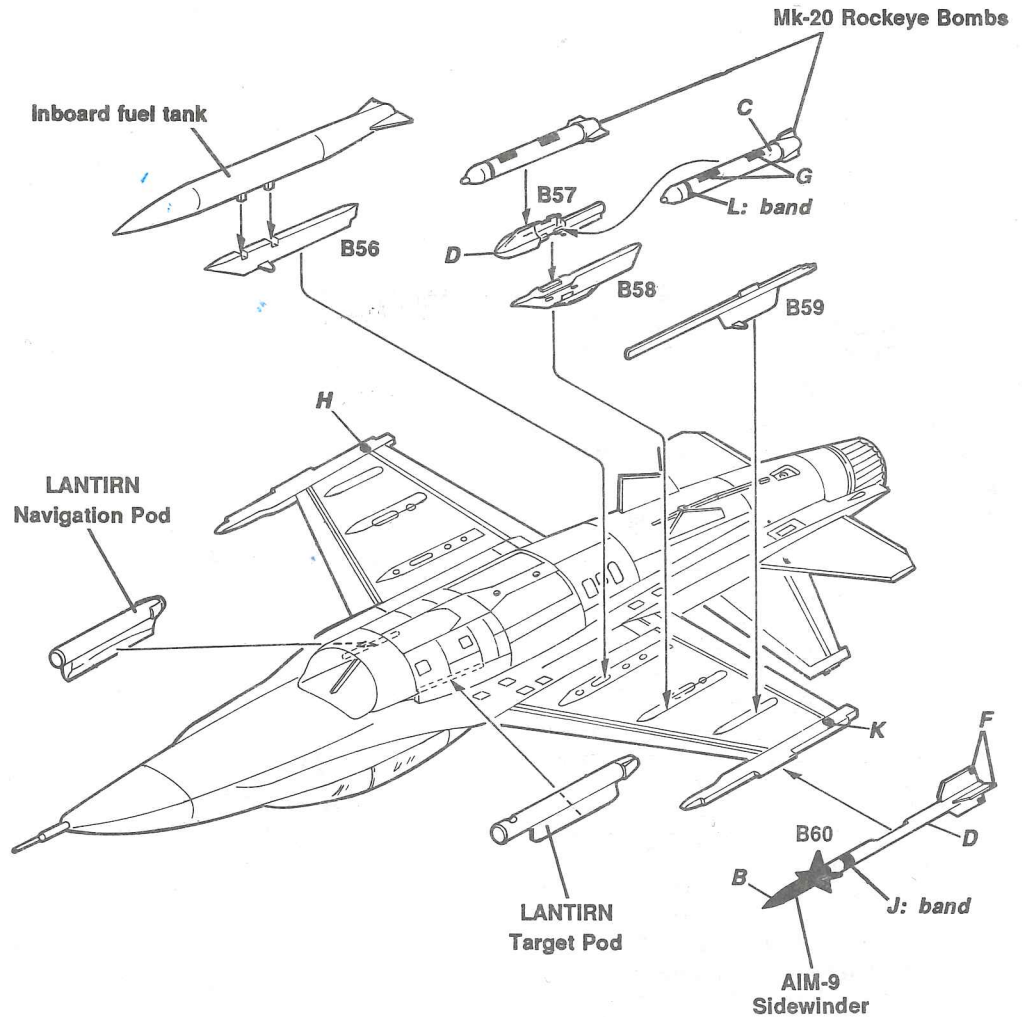
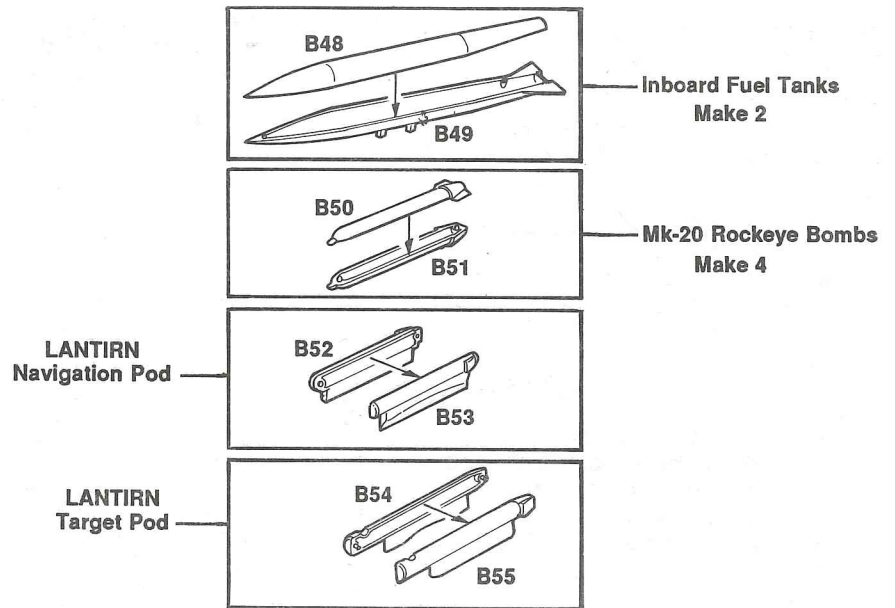
### Preliminary Painting

Paint parts as indicated by italic letter callouts using the **COLOR KEY** below.

**NOTE:** All armaments and fuel tanks are optional and can be added to, or left off the model as desired.

### Assembly

1. Cement two sets of fuel tank halves **B48** and **B49** together, then set one tank aside - to be used in the next step. Glue one inboard pylon **B56** to the remaining tank and glue this assembly to inboard station under right wing as indicated.
2. Cement four sets of Mk-20 Rockeye halves **B50** and **B51** together, then set 2 bombs aside - to be used in the next step. Glue one ejection rack **B57** onto one mid wing station pylon **B58** as shown. Cement two Mk-20 Rockeye bombs onto the ejection rack, and allow glue to set awhile. Now glue entire assembly to mid wing station under right wing as shown.
3. **LANTIRN Pods:** Cement Navigation Pod halves **B52** and **B53** together, then to left side of lower fuselage as shown. Cement Target Pod halves **B54** and **B55** together, then to right side of lower fuselage as shown.
4. Cement one outboard wing pylon **B59** to outboard station under right wing.
5. Glue one Sidewinder missile **B60** to right wing tip rack as shown.



### COLOR KEY

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**B** No. 1749 Flat Black FS 37038  
**C** No. 1741 Dark Ghost Gray FS 36320  
**D** No. 1745 Insignia White FS 17875  
**E** No. 1790 Chrome Silver  
**F** No. 1796 Jet Exhaust  
**G** No. 1711 Olive Drab FS 34087  
**H** No. 1103 Red  
**J** No. 1110 Blue  
**K** No. 1124 Green  
**L** No. 1169 Flat Yellow

**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.

# 7 PARTS 56 - 67 BOTH VERSIONS

## Preliminary Painting

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

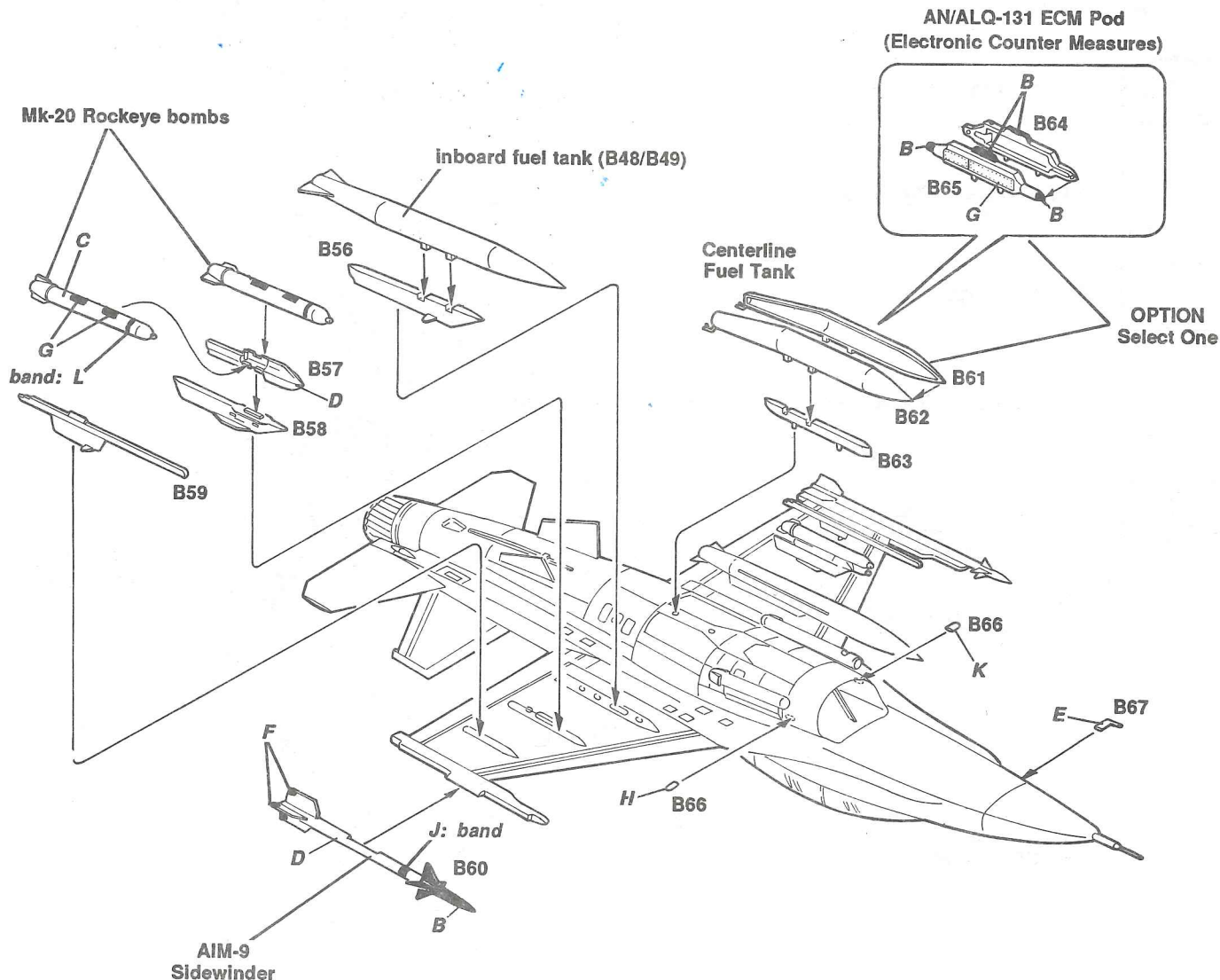
**NOTE:** All armaments and fuel tanks are optional and can be added to, or left off the model as desired.

## Assembly

1. Glue remaining inboard pylon **B56** to the remaining inboard fuel tank (from Step 6), then cement this to inboard station under left wing as shown.
2. Cement remaining ejection rack **B57** to pylon **B58** as shown. Glue remaining two Mk-20 Rockeye bombs onto the ejection rack, allowing glue to set. Now glue entire assembly to mid wing station under left wing as shown.
3. **OPTION:** Select either the centerline Fuel Tank (parts **B61/B62**) or ECM Pod (Parts **B64/B65**). Cement halves together and let dry. Cement pylon **B63** into holes in fuselage centerline as shown. Now glue either the Fuel Tank or ECM Pod to pylon as shown.
4. Glue remaining outboard wing pylon **B59** to underside of left wing as shown.
5. Glue remaining Sidewinder missile **B60** to left wing tip. Cement pitot tube **B67** in place on nose as shown. Finally, cement two parts **B66** in place as shown.
6. Construction of your model is now complete. It is now ready for application of decals and final finishing.

### Technical Note:

The Low Altitude Navigation and Targeting InfraRed for Night (LANTIRN) system is used for nighttime and adverse weather operations. The LANTIRN system has two pods. The navigation pod houses a Forward Looking InfraRed (FLIR) sensor to create daylight quality video pictures at night on a heads-up display located in the cockpit. The targeting pod houses a high resolution FLIR, a missile bore sight correlator, and a laser designator. The tracking FLIR aids the crew in acquiring targets and "locking on" weapons from as far as 10 miles. Once tracking has been started, targeting data is fed automatically to infrared missiles by the correlator. For laser-guided bombs, the laser designator provides a precise aiming point.





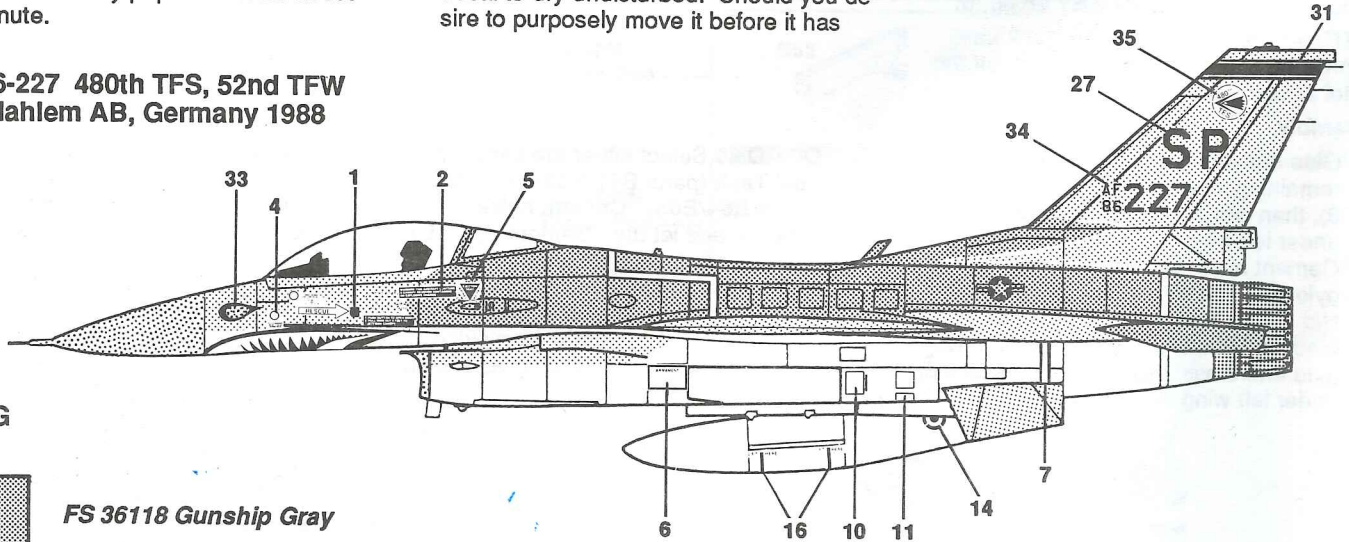
## APPLYING DECALS

1. After carefully masking clear areas, spray entire model with Testor Glosscote #1261. Decals adhere best to a smooth surface and the shinier the finish the smoother it is. Allow the Glosscote 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

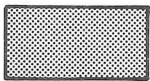
dried, apply a little Decal Set to a soft brush and push the decal slowly into the desired position.

6. When the decals are completely dry (usually overnight), apply a coat of Testor Dullcote, #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.

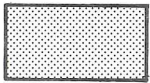
F-16C 86-227 480th TFS, 52nd TFW  
Spangdahlem AB, Germany 1988



## PAINTING



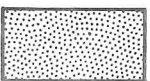
*FS 36118 Gunship Gray*



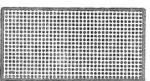
*FS 36231 Dark Gull Gray*



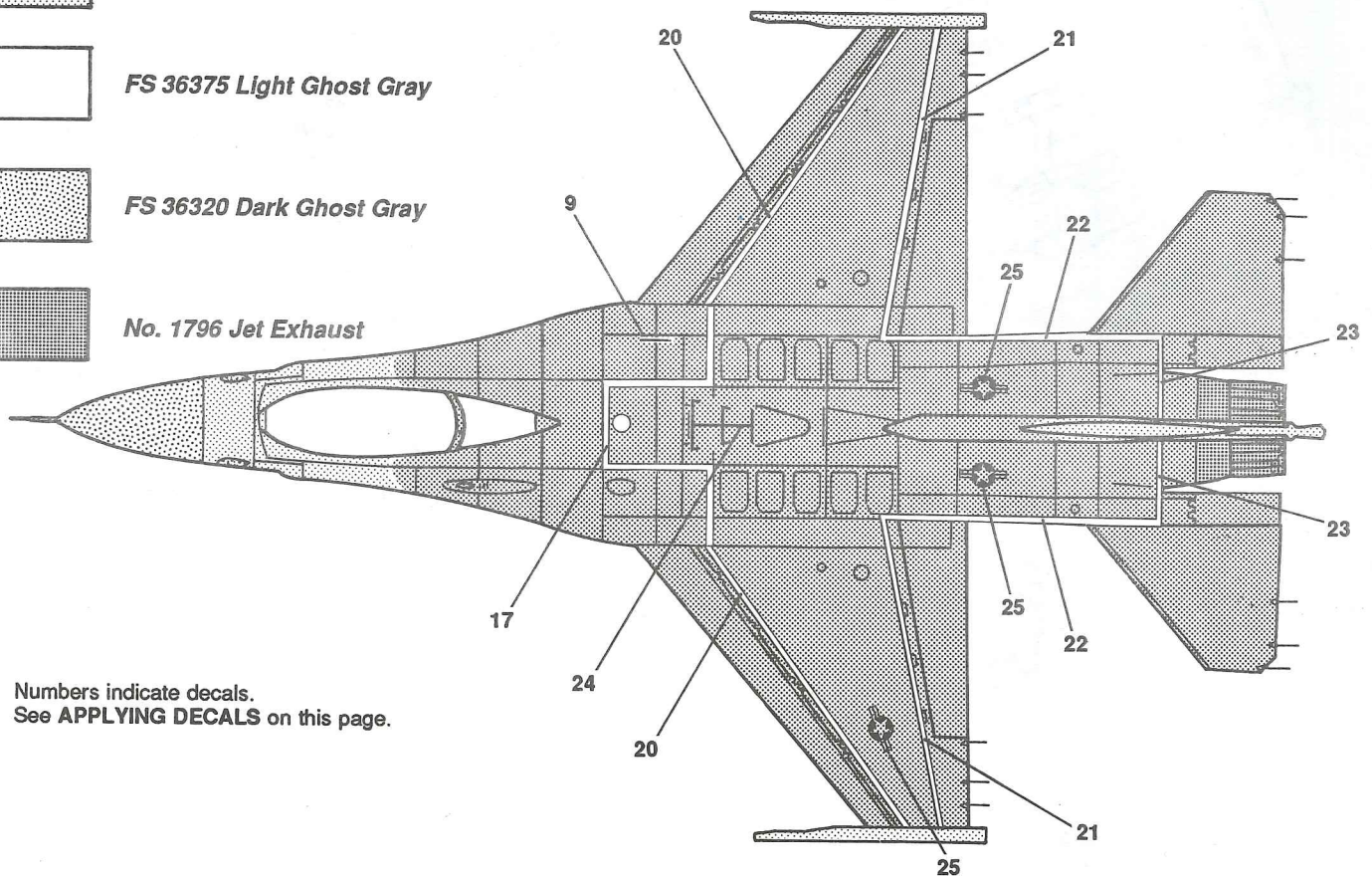
*FS 36375 Light Ghost Gray*



*FS 36320 Dark Ghost Gray*

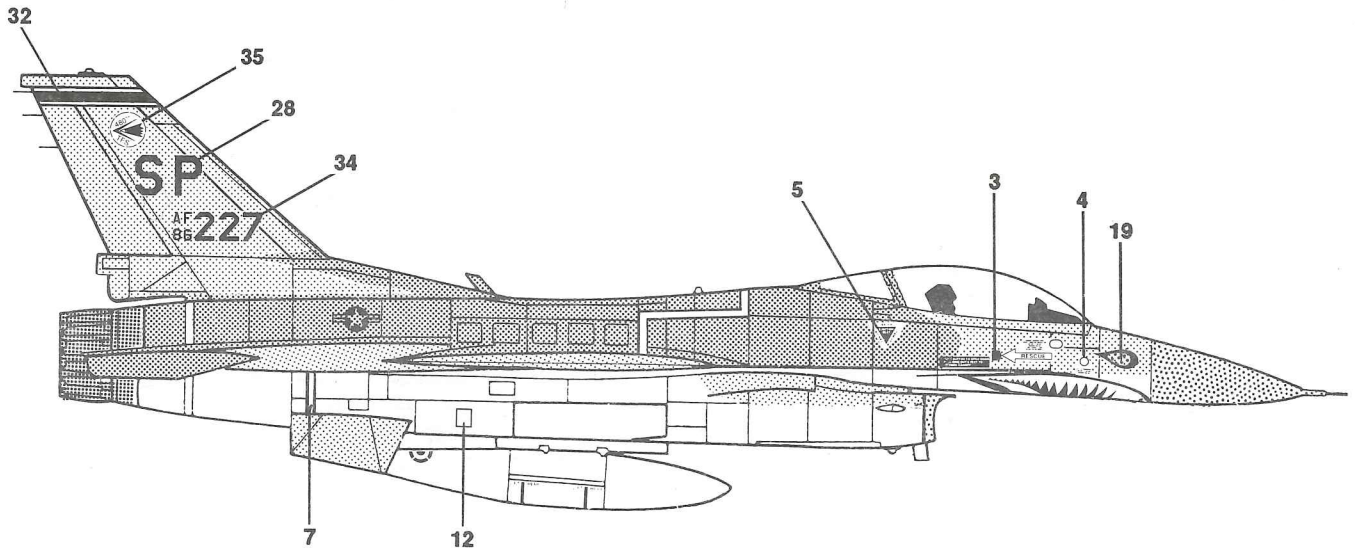


*No. 1796 Jet Exhaust*

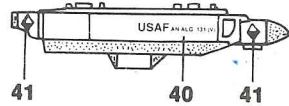


Numbers indicate decals.  
See **APPLYING DECALS** on this page.

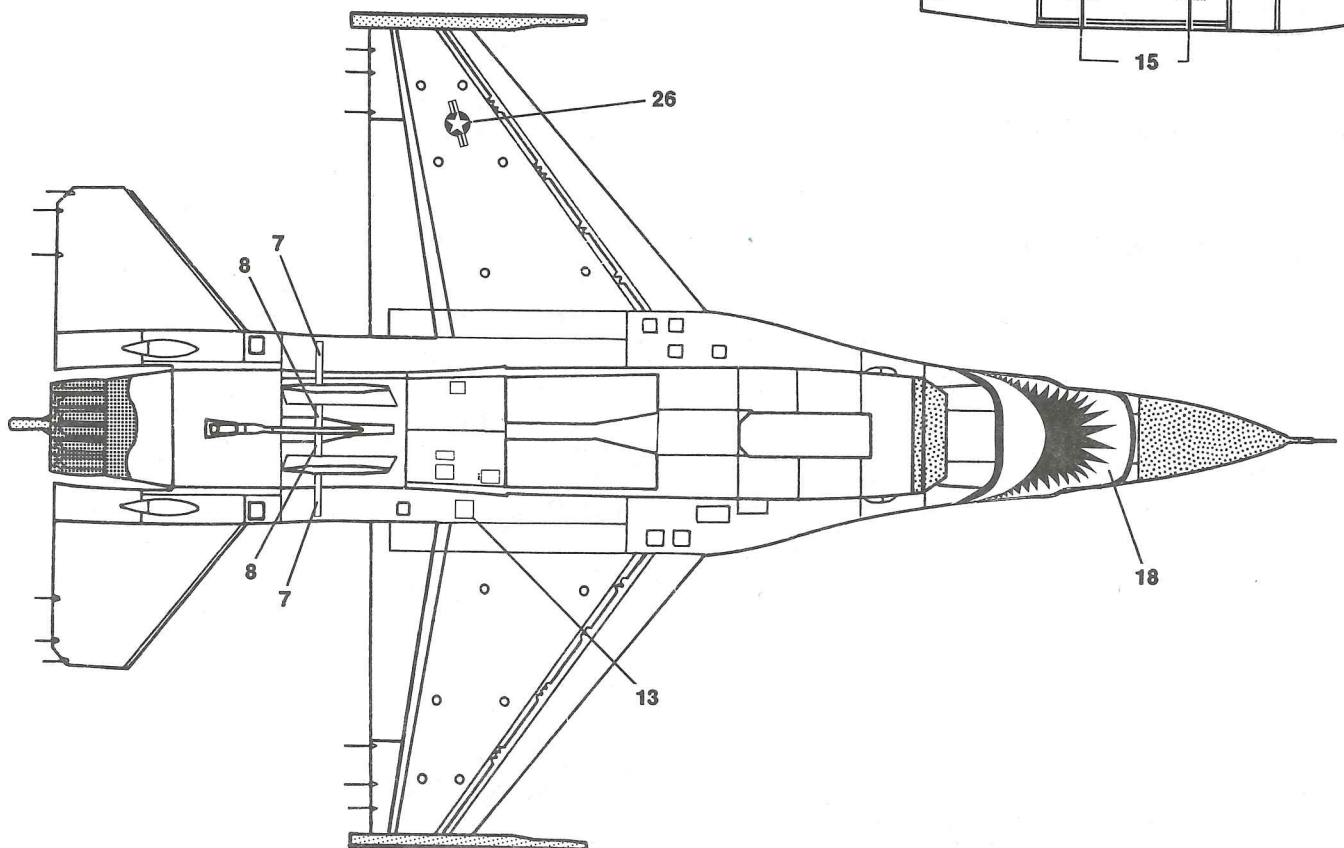
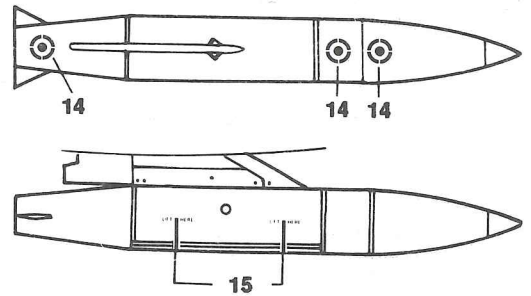




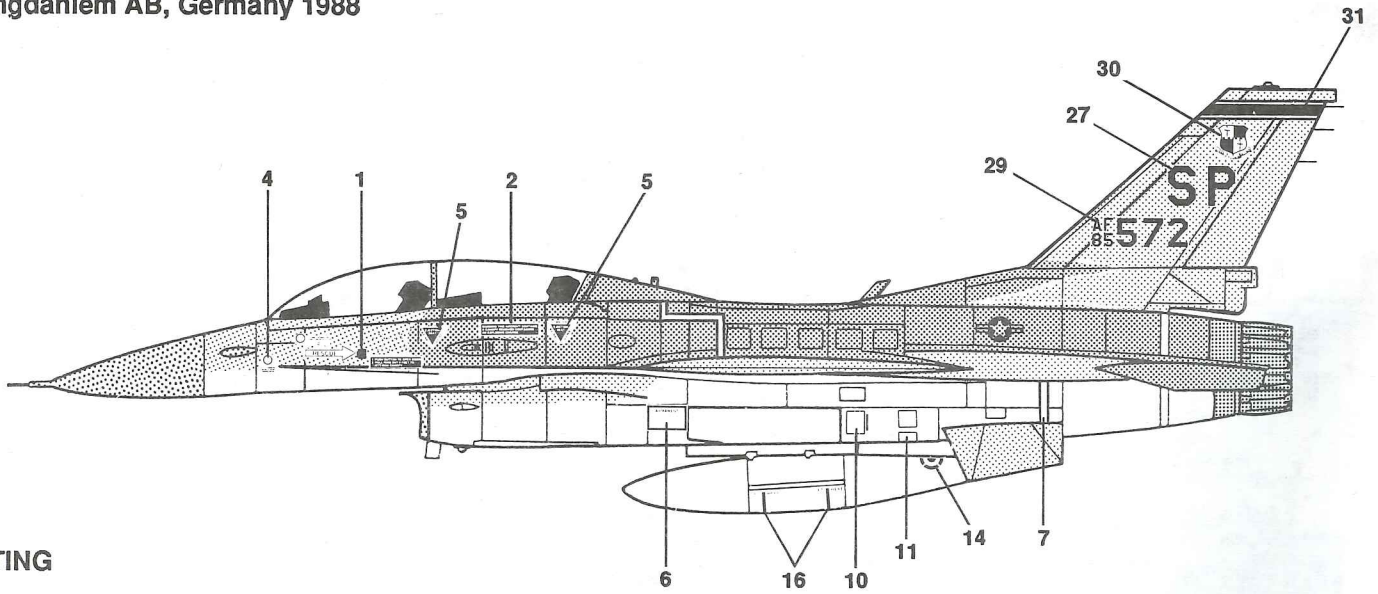
**AN/ALQ-131 ECM Pod**  
(Both Sides)



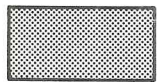
**Inboard Fuel Tanks (2)**



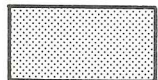
F-16D 85-572 23rd TFS, 52nd TFW  
 Spangdahlem AB, Germany 1988



**PAINTING**



*FS 36118 Gunship Gray*



*FS 36231 Dark Gull Gray*



*FS 36375 Light Ghost Gray*

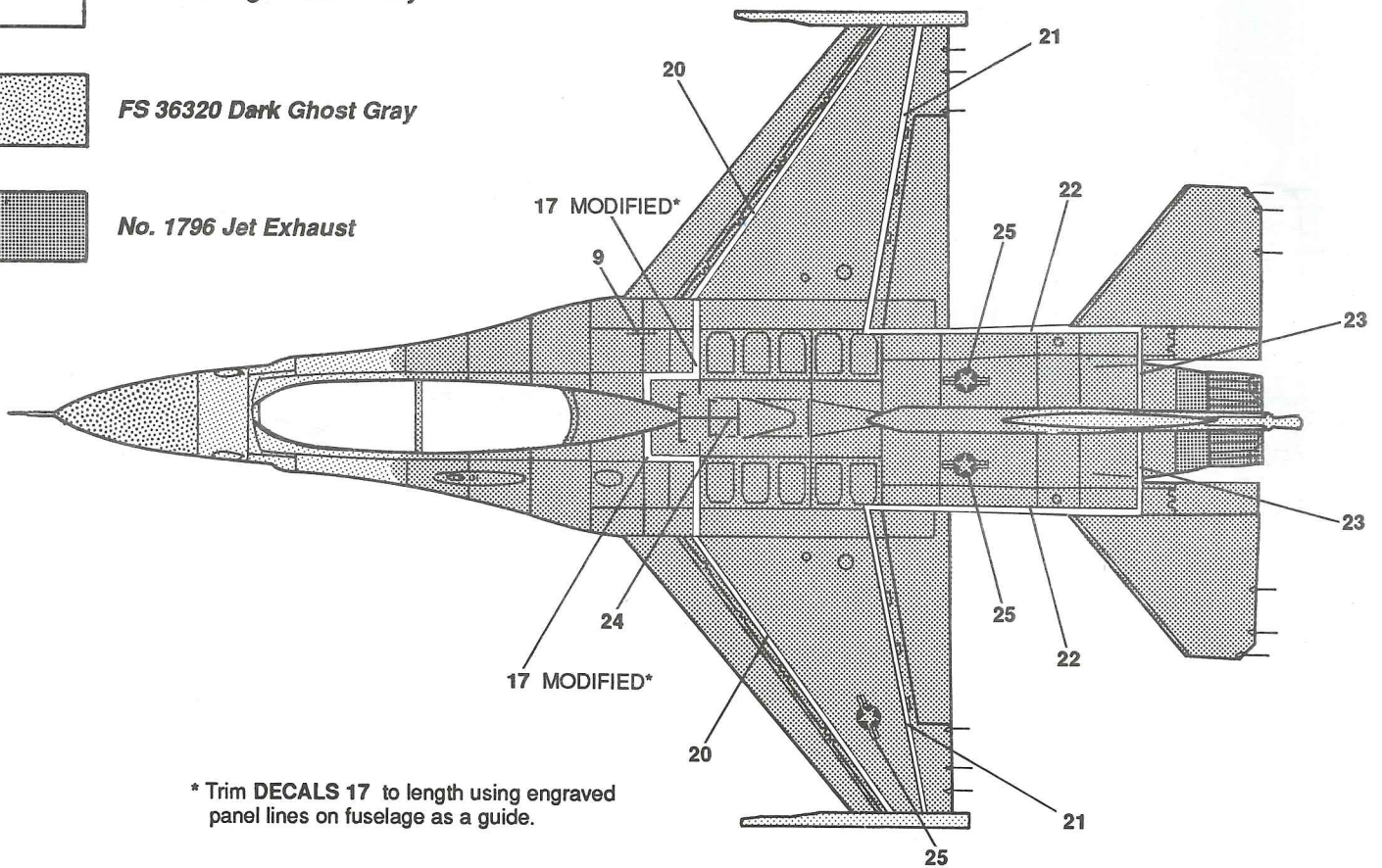


*FS 36320 Dark Ghost Gray*



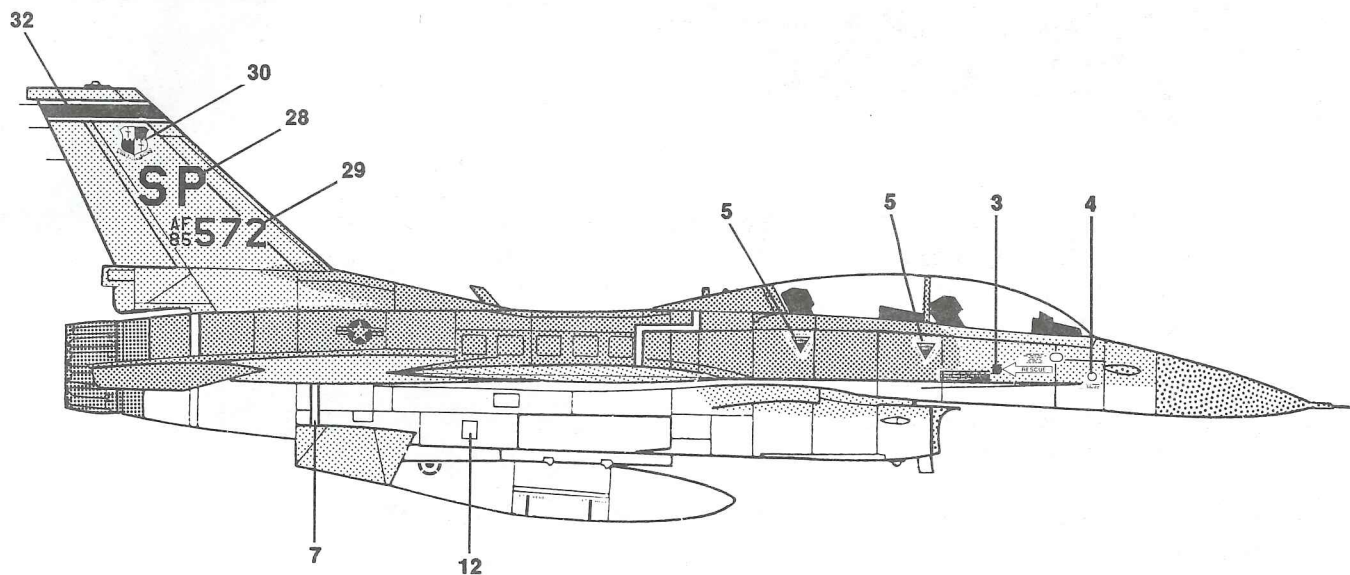
*No. 1796 Jet Exhaust*

Numbers indicate decals.  
 See **APPLYING DECALS** on page 8.

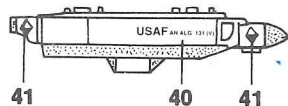


\* Trim **DECALS 17** to length using engraved panel lines on fuselage as a guide.

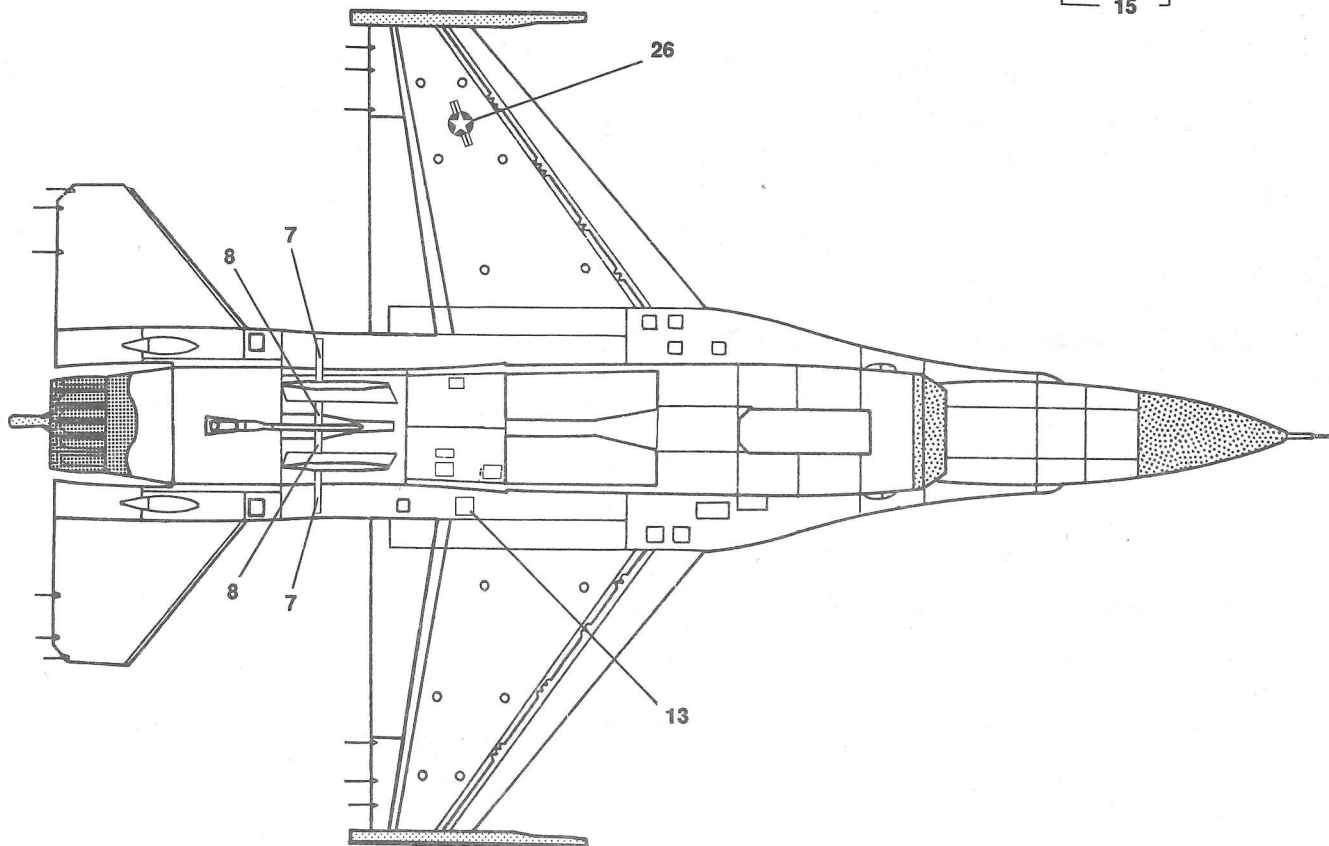
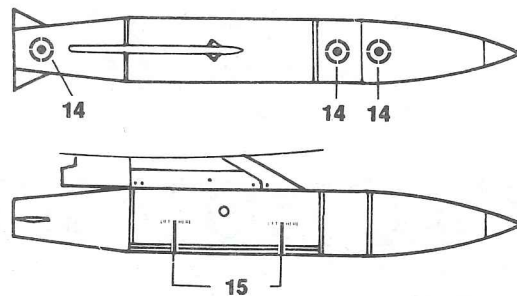




**AN/ALQ-131 ECM Pod**  
(Both Sides)



**Inboard Fuel Tanks (2)**



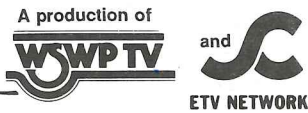
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