

F-15 "EAGLE"

Air-Superiority Dogfighter



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H-254-380

The USAF's F-15 was designed to be the world's most highly maneuverable high-performance aircraft. Its unfamiliar shape is the result of many thousands of hours of wind tunnel testing and computer analysis aimed at producing an aircraft as aerodynamically perfect as possible for the air superiority role. It has been so thoroughly optimized for the twisting, turning "dogfight" type of combat, that it even requires a "re-designed" pilot. The tall lean pilot seen on recruiting posters has been obsoleted by the short stocky physique which is better suited for pilots who will have to take more "G's," or units of gravity, than it was ever before possible to sustain in a maneuverable fighter plane.

The air frame is slightly larger than that of the F-4

Phantom, which it is to replace, but the basic F-15 is nearly 6,000 lbs. lighter. This was made possible by very tight weight control and the use of high-strength-to-weight materials such as titanium, boron fiber, and boron-epoxy skinning.

The F-15 will carry four AIM-7F Sparrow missiles under the fuselage as well as four AIM-9L Sidewinders beneath the wings. The famous M-61 Vulcan 20 mm. cannon is fitted in the starboard wing root.

The engines are the new F-100 Turbofans built by Pratt & Whitney. Thoroughly advanced in design and construction, they put out thrust equal to nine times their weight - roughly twice the ratio that most present engines possess! With well over 50,000 lbs. of thrust

available in a 40,000 lb. gross weight aircraft, the F-15 is able to accelerate very quickly . . . straight up!

The two-paint schemes shown are experimental. They consist of a "cloud and sky" type and a "highlight" type. Production aircraft so far have been delivered in "air superiority" blue only with very small national markings that lack the usual blue outline. This combination makes it very difficult to see in a dogfight; especially since the F-100 Turbofan engines are virtually smoke-free.

The F-15 is unmatched in turning ability and is well-armed with radar, heat seeking and cannon weaponry. With acceleration second to none, the F-15 is truly "the airplane to beat."

SPECIFICATIONS

LENGTH:	63.8'
SPAN:	42.8'
HEIGHT:	18.6'
GROSS WEIGHT:	40,000 + lbs.
TOP SPEED:	Mach 2.5
RANGE WITH 3 x 600 GAL. FUEL TANKS:	3000 + miles

COLOR NOTES *

	MOLDED COLOR
	OFF WHITE
	BLUE GRAY

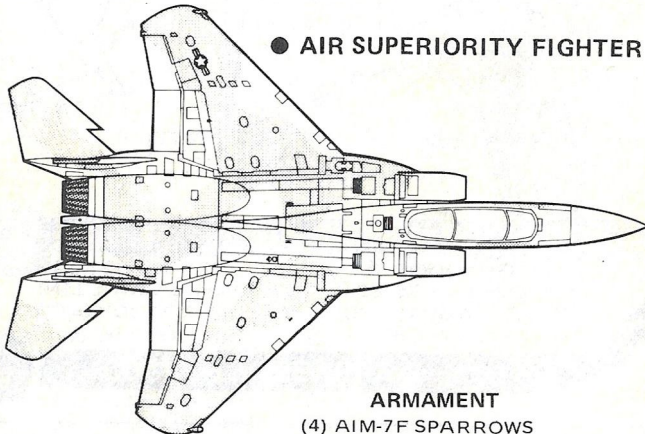
*NOTE: REFER TO FEDERAL STANDARD COLORS ON PAGE 8.

F-15 EAGLE

NOTE:

There are many options available to you in assembling your F-15 EAGLE; two distinctive paint schemes. OPTIONAL POSITIONS are available for the LANDING GEAR, COCKPIT CANOPY, SPEED BRAKE and ARRESTING HOOK. These may be assembled in either an extended or closed position. Look at all the illustrations and read the assembly text before you start to assemble your model.

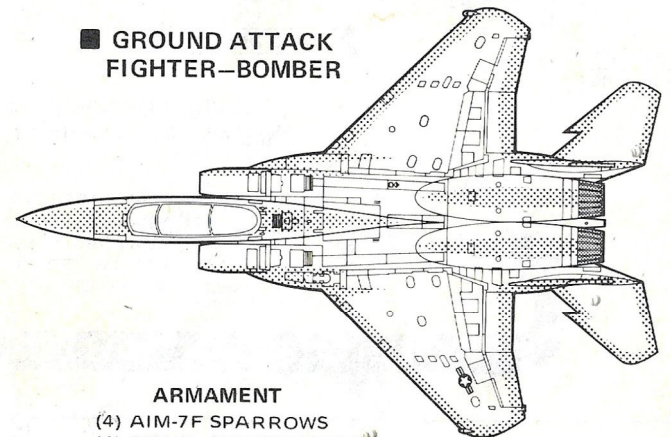
● AIR SUPERIORITY FIGHTER



ARMAMENT

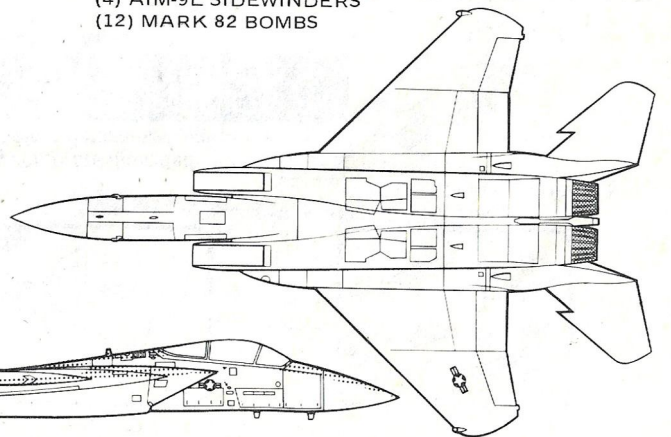
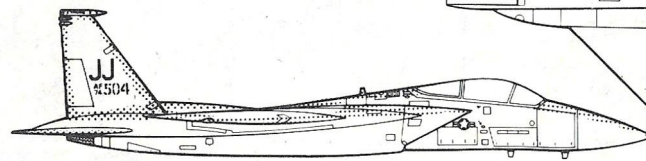
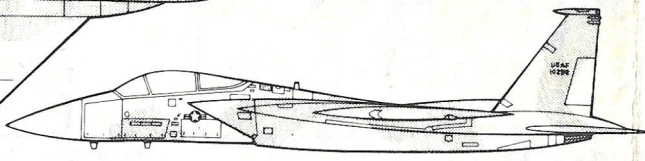
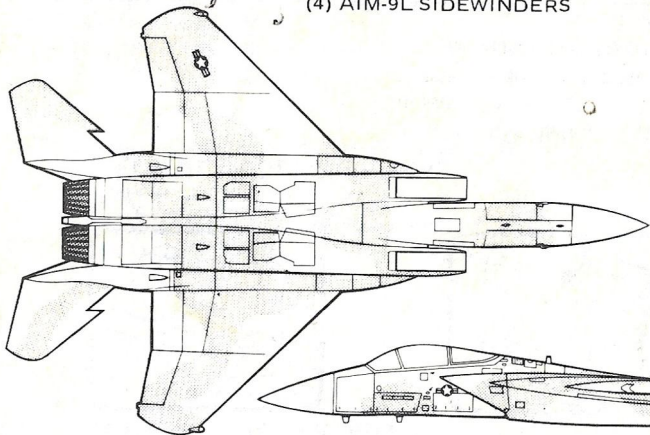
- (4) AIM-7F SPARROWS
- (4) AIM-9L SIDEWINDERS

■ GROUND ATTACK FIGHTER-BOMBER

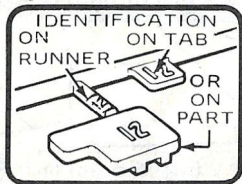


ARMAMENT

- (4) AIM-7F SPARROWS
- (4) AIM-9L SIDEWINDERS
- (12) MARK 82 BOMBS



GET YOUR TOOLS READY:

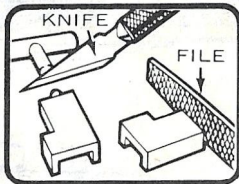


REMOVE PART WHEN CALLED FOR

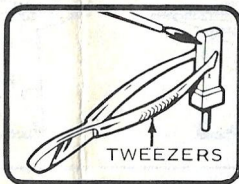
HELPFUL MODELING HINTS.

1. Fit parts together before cementing.
2. Trim away excess plastic.
3. Use cement sparingly, too much will damage your model.

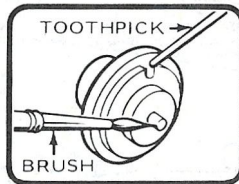
BEFORE YOU BEGIN



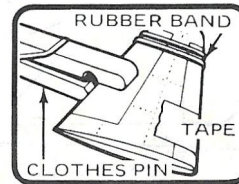
TO REMOVE AND TRIM PARTS



TO HOLD PARTS



TO APPLY CEMENT



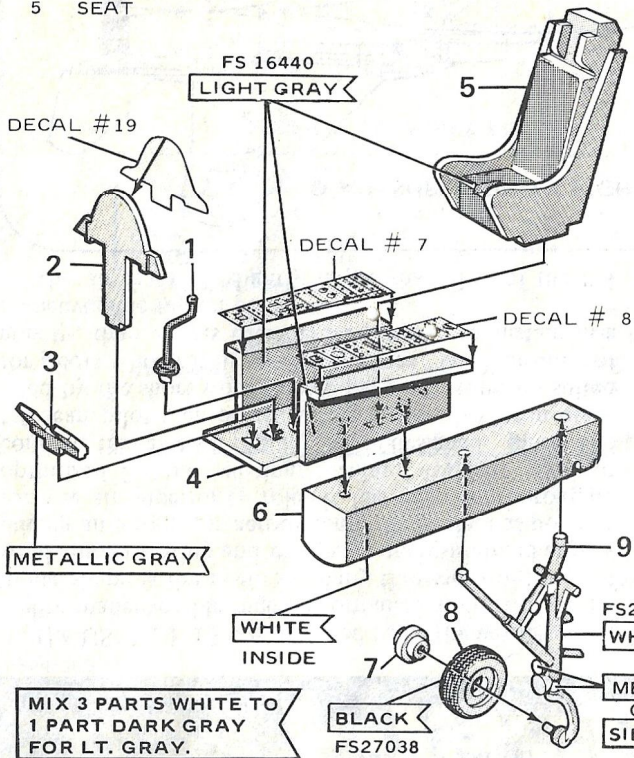
TO HOLD PARTS AFTER CEMENTING

4. Suggested painting colors are indicated by flags . Paint small parts **before** detaching from runner.
5. **TO OBTAIN A GOOD BOND, REMOVE PAINT WHERE PARTS ARE TO BE CEMENTED.**

IF YOU WISH TO STOP AT ANY POINT DURING THE CONSTRUCTION OF YOUR MODEL, DO SO ONLY AT THE END OF AN ASSEMBLY STEP.

1 COCKPIT ASSEMBLY

- | | |
|--------------------|------------------------|
| 1 CONTROL COLUMN | 6 NOSE GEAR WHEEL WELL |
| 2 INSTRUMENT PANEL | 7 NOSE GEAR WHEEL HUB |
| 3 RUDDER PEDALS | 8 NOSE GEAR WHEEL |
| 4 COCKPIT FLOOR | 9 NOSE GEAR STRUT |
| 5 SEAT | |



1. Cement Parts (1), (2) and (3) to (4).
2. Cement (5) and (6) to (4).
3. Discard Parts (7), (8) and (9) for an "inflight" model; otherwise, PLACE, DO NOT CEMENT, (7) in (8), then press (7) onto pin of Part (9).
4. Cement (9) to Part (6).

MIX 3 PARTS WHITE TO 1 PART DARK GRAY FOR LT. GRAY.

BLACK FS27038

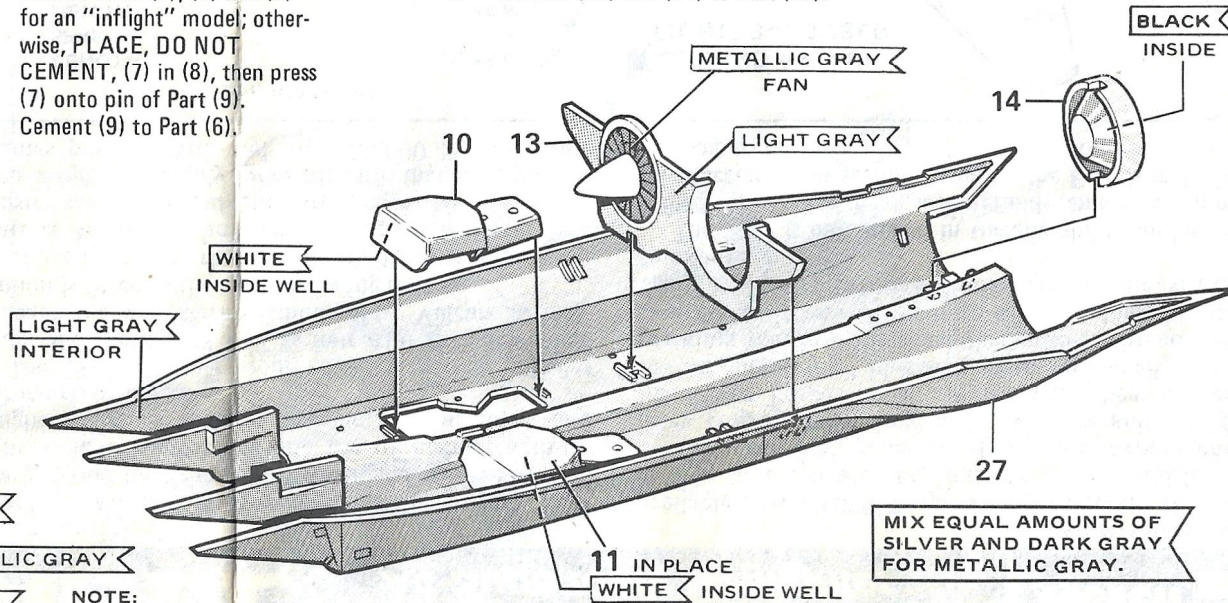
METALLIC GRAY OR SILVER

NOTE: FOR "GEAR UP" DISCARD PARTS 7, 8 AND 9.

2 LOWER FUSELAGE INSTALLATIONS

- | |
|------------------------------------|
| 10 RIGHT WHEEL WELL |
| 11 LEFT WHEEL WELL |
| 27 FUSELAGE SECTION -- BOTTOM HALF |
| 13 ENGINE BULKHEAD |
| 14 RIGHT ENGINE AFTERBURNER |

1. Cement (10) and (11) to Part (27).
2. Cement (13) and (14) to Part (27).



MIX EQUAL AMOUNTS OF SILVER AND DARK GRAY FOR METALLIC GRAY.

11 IN PLACE WHITE INSIDE WELL

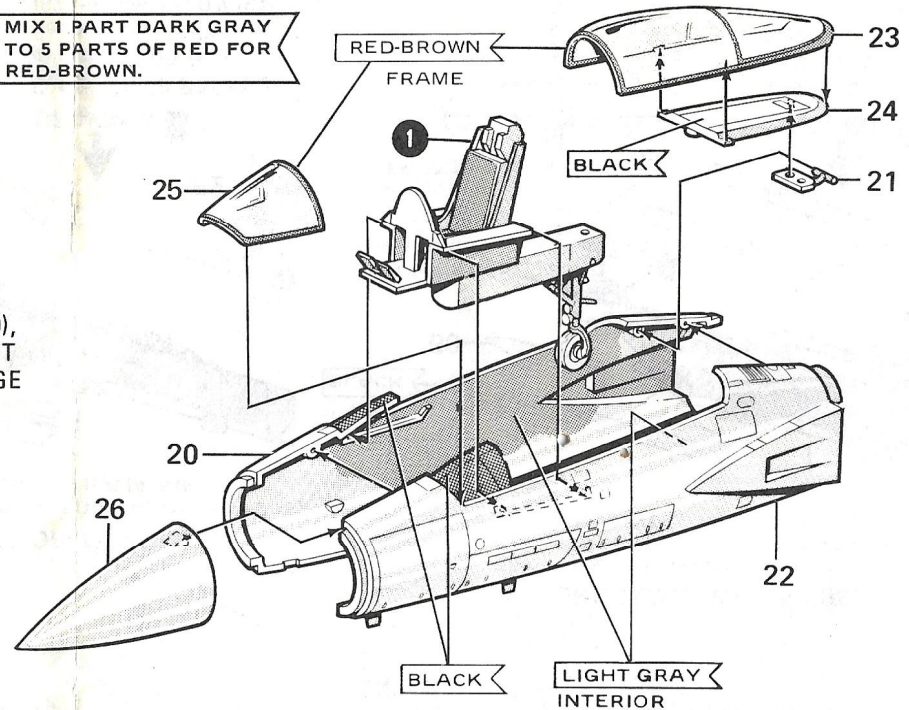
3 FUSELAGE NOSE ASSEMBLY

- 20 NOSE SECTION—RIGHT HALF
- 21 CANOPY HINGE
- 22 NOSE SECTION—LEFT HALF
- 23 CANOPY (CLEAR)
- 24 CANOPY SUBFRAME
- 25 WINDSHIELD (CLEAR)
- 26 NOSE CONE

1. Cement COCKPIT ASSEMBLY to Part (20).
2. Cement (23) to (24) then cement (21) to (24).
3. PLACE, DO NOT CEMENT, (21) in hole in Part (20). Locate (22) to Parts (20), (21) and COCKPIT ASSEMBLY. Cement (22) to (20). DO NOT LET CEMENT TOUCH Part (21) or CANOPY will not work. Check alignment with FUSELAGE SIDES.
4. Cement (25) and (26) to FUSELAGE NOSE SECTION.

IF YOU PLAN TO BUILD YOUR MODEL WITH THE LANDING GEAR "DOWN," IT WILL BE NECESSARY TO ADD SOME WEIGHT INSIDE THE NOSE OF THE FUSELAGE SO IT WILL SIT ON ITS LANDING GEAR PROPERLY.

MIX 1 PART DARK GRAY TO 5 PARTS OF RED FOR RED-BROWN.

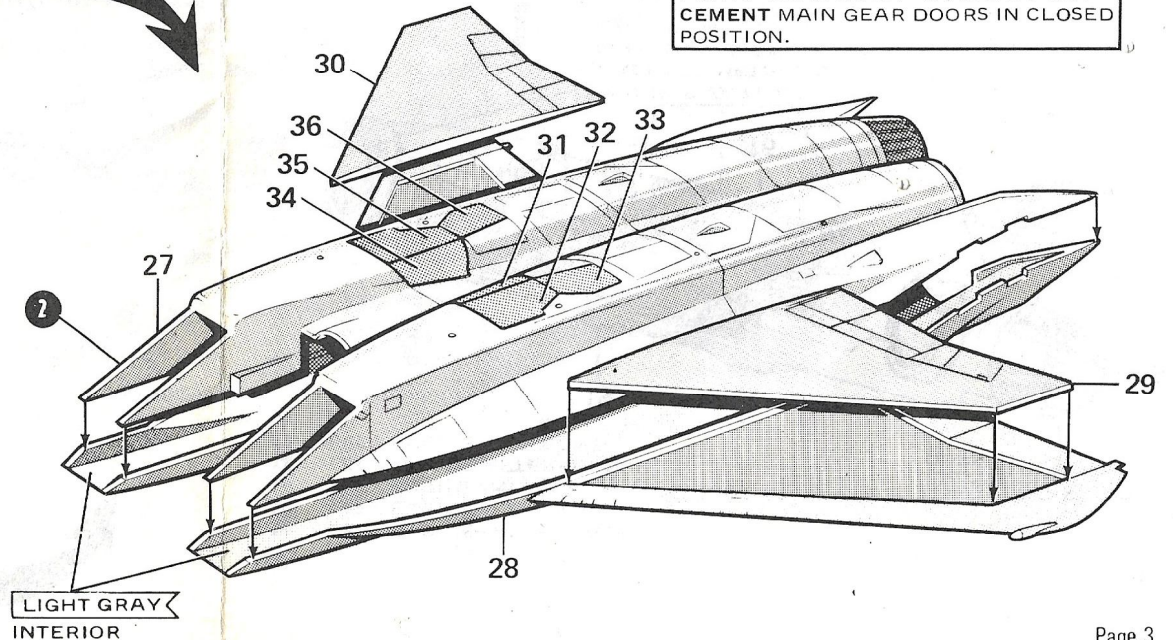


4 FUSELAGE AND WING ASSEMBLY

- 27 MAIN FUSELAGE SECTION—BOTTOM HALF
- 28 MAIN FUSELAGE SECTION—TOP HALF
- 29 RIGHT BOTTOM WING PANEL
- 30 LEFT BOTTOM WING PANEL
- 31 RIGHT MAIN GEAR INBOARD DOOR
- 32 RIGHT MAIN GEAR OUTBOARD DOOR
- 33 RIGHT MAIN GEAR STRUT DOOR
- 34 LEFT MAIN GEAR INBOARD DOOR
- 35 LEFT MAIN GEAR OUTBOARD DOOR
- 36 LEFT MAIN GEAR STRUT DOOR

1. Cement (27) to (28), then cement (29) and (30) to (28).
2. If GEARS "down," go on to STEP 5. If you are building an "inflight" model, cement MAIN GEAR DOORS (31) through (36) in position as shown.

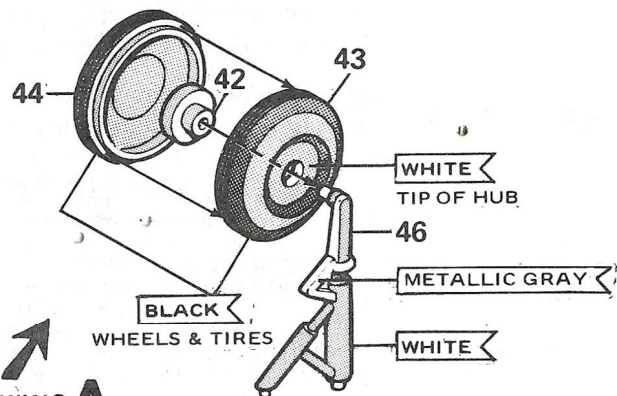
NOTE:
FOR A "GEAR DOWN" MODEL DO NOT CEMENT MAIN GEAR DOORS IN CLOSED POSITION.



5

MAJOR SUB ASSEMBLIES

- 42 MAIN GEAR WHEEL HUB (2 PARTS)
- 43 MAIN GEAR WHEEL—INSIDE HALF (2 PARTS)
- 44 MAIN GEAR WHEEL—OUTSIDE HALF (2 PARTS)
- 45 RIGHT MAIN GEAR STRUT
- 46 LEFT MAIN GEAR STRUT



DRAWING A

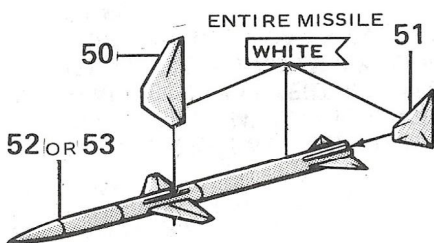
1. Place one (42) in each (43); carefully cement one (43) to each (44). DO NOT LET CEMENT TOUCH Parts (42) or WHEELS will not rotate.
2. Carefully cement a WHEEL ASSEMBLY to each MAIN GEAR STRUT Parts (45) and (46) by placing a small drop of cement on GEAR STRUT PINS and pressing one Part (42) onto each STRUT.

6

ARMAMENT SUB ASSEMBLIES

● ■ SPARROW MISSILES

- 50 MISSILE FINS—FORWARD (4 PARTS)
- 51 MISSILE FINS—REAR (4 PARTS)
- 52 RIGHT MISSILE BODY (2 PARTS)
- 53 LEFT MISSILE BODY (2 PARTS)

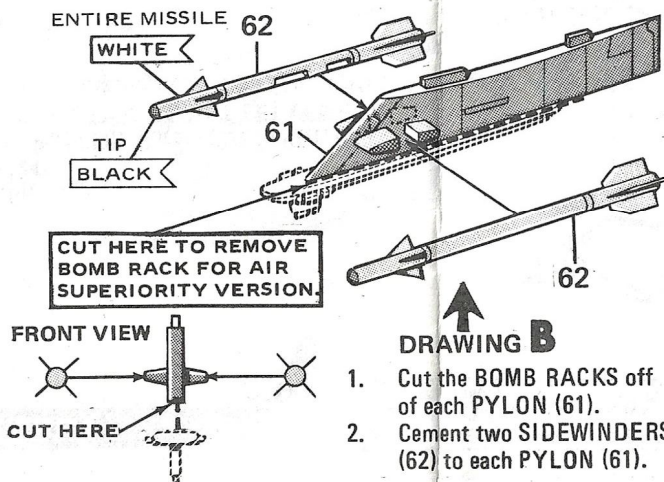


DRAWING A

1. Make four MISSILES by cementing one Part (50) and one Part (51) to each Part (52) and (53).

● AIR SUPERIORITY VERSION

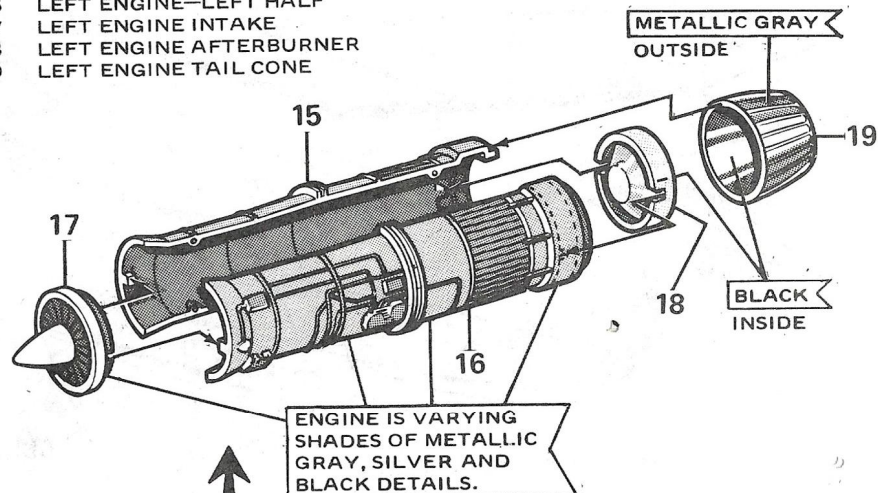
- 61 STORES PYLON/BOMB RACK (2 PARTS)
- 62 SIDEWINDER MISSILE (4 PARTS)



DRAWING B

1. Cut the BOMB RACKS off of each PYLON (61).
2. Cement two SIDEWINDERS (62) to each PYLON (61).

- 15 LEFT ENGINE—RIGHT HALF
- 16 LEFT ENGINE—LEFT HALF
- 17 LEFT ENGINE INTAKE
- 18 LEFT ENGINE AFTERBURNER
- 19 LEFT ENGINE TAIL CONE

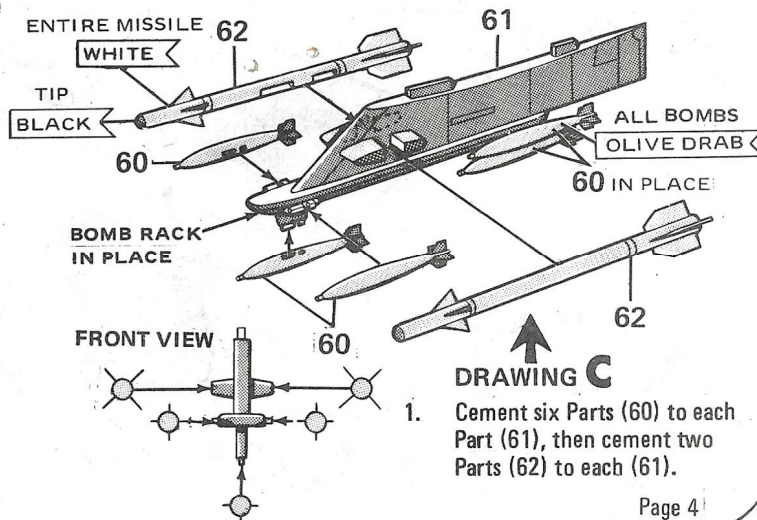


DRAWING B

1. Cement (16) to (15). Cement (18) to (15). Cement (17) to FRONT of ENGINE and (19) to REAR of ENGINE.

■ GROUND ATTACK VERSION

- 60 MARK 82 BOMB (12 PARTS)
- 61 STORES PYLON/BOMB RACK (2 PARTS)
- 62 SIDEWINDER MISSILE (4 PARTS)



DRAWING C

1. Cement six Parts (60) to each Part (61), then cement two Parts (62) to each (61).

7

FUSELAGE NOSE INSTALLATION

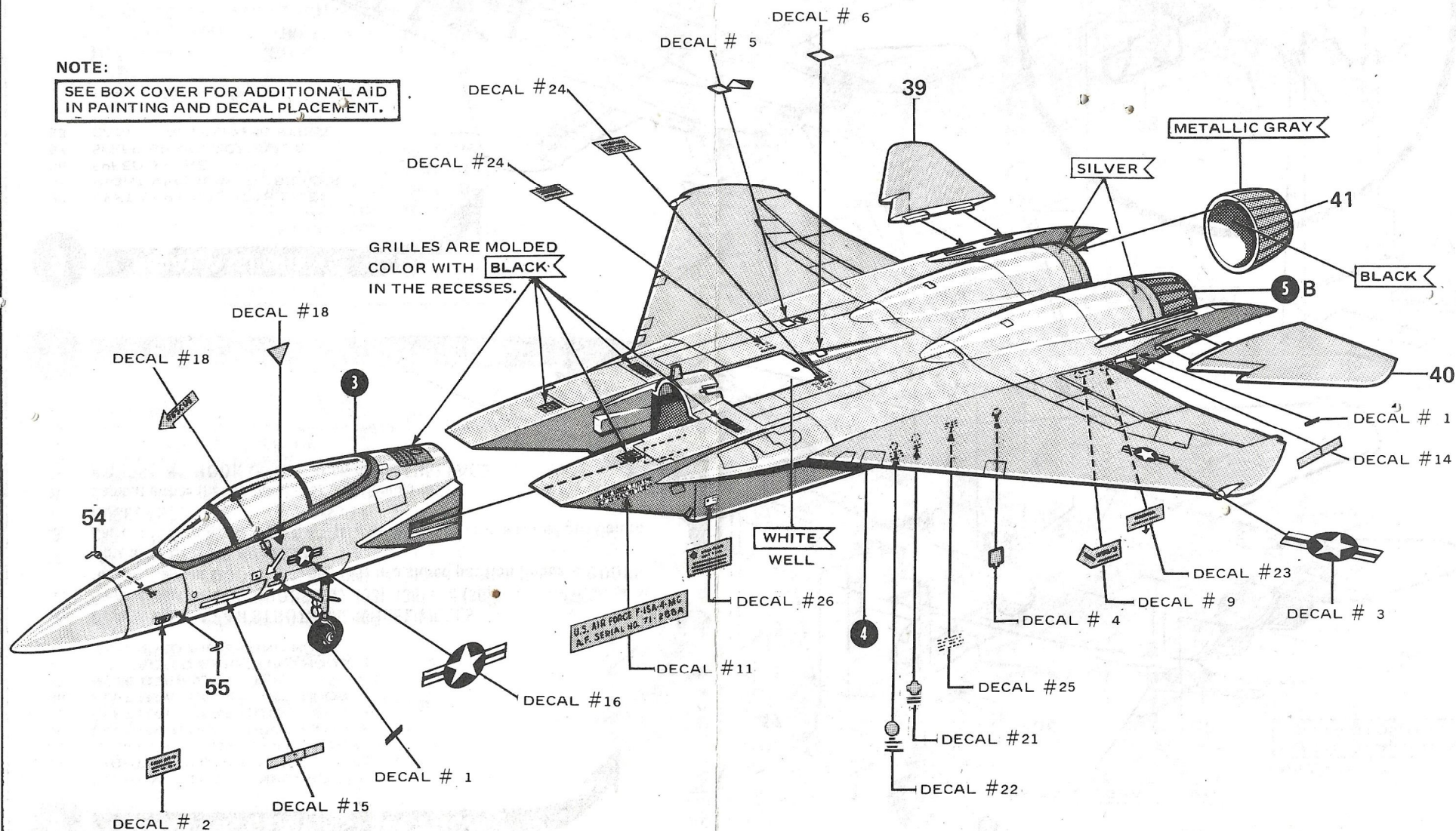
- 39 RIGHT HORIZONTAL STABILIZER
- 40 LEFT HORIZONTAL STABILIZER
- 41 RIGHT ENGINE TAIL CONE
- 54 RIGHT PITOT HEAD
- 55 LEFT PITOT HEAD

1. Cement (39) and (40) in place.
2. PLACE, DO NOT CEMENT, ENGINE ASSEMBLY 5 B in FUSELAGE. It may be removed to display detail.
3. Cement (41) to FUSELAGE.
4. Cement NOSE SECTION 3 to MAIN FUSELAGE SECTION 4.
5. Cement (54) and (55) to FUSELAGE NOSE SECTION.
6. Paint and apply DECALS as indicated.

NOTE:

SEE BOX COVER FOR ADDITIONAL AID
IN PAINTING AND DECAL PLACEMENT.

GRILLES ARE MOLDED
COLOR WITH **BLACK**
IN THE RECESSES.

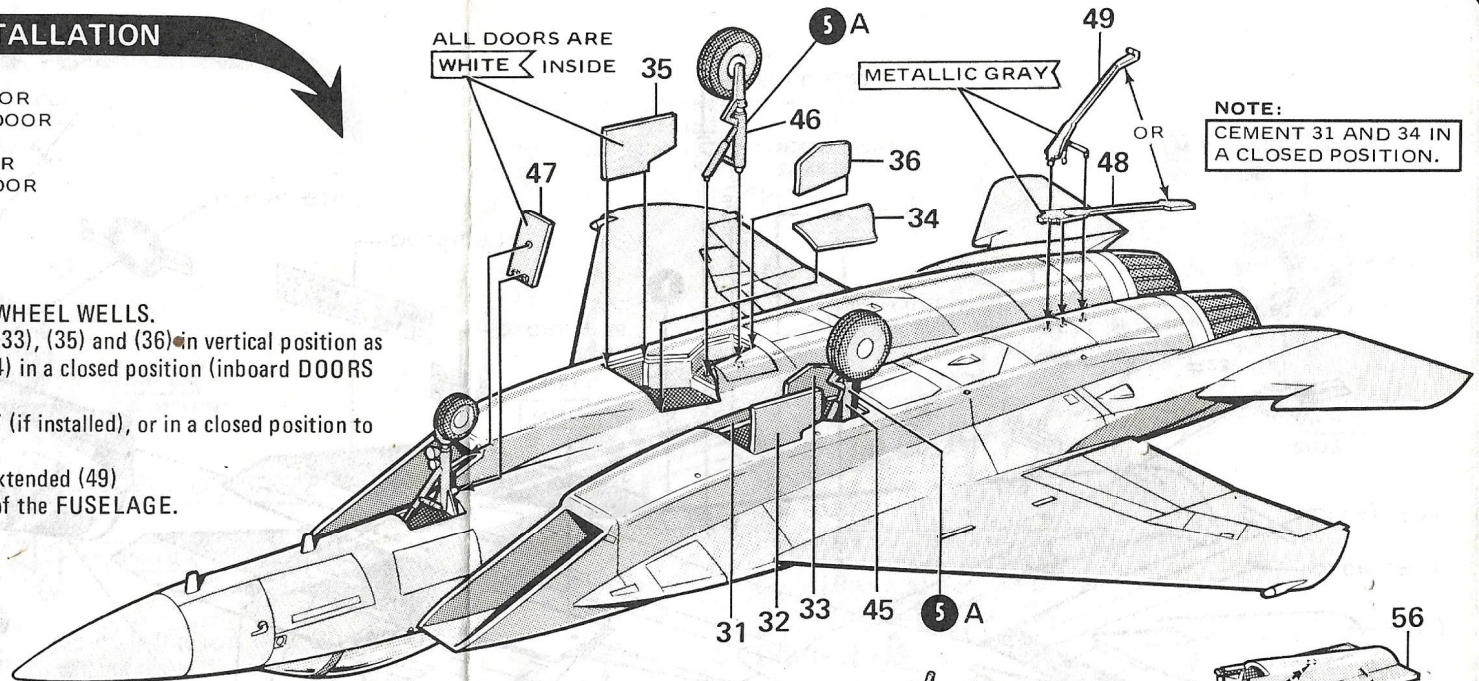


8

LANDING GEAR INSTALLATION

- 31 RIGHT MAIN GEAR INBOARD DOOR
- 32 RIGHT MAIN GEAR OUTBOARD DOOR
- 33 RIGHT MAIN GEAR STRUT DOOR
- 34 LEFT MAIN GEAR INBOARD DOOR
- 35 LEFT MAIN GEAR OUTBOARD DOOR
- 36 LEFT MAIN GEAR STRUT DOOR
- 47 NOSE GEAR STRUT DOOR
- 48 RETRACTED ARRESTING HOOK
- 49 EXTENDED ARRESTING HOOK

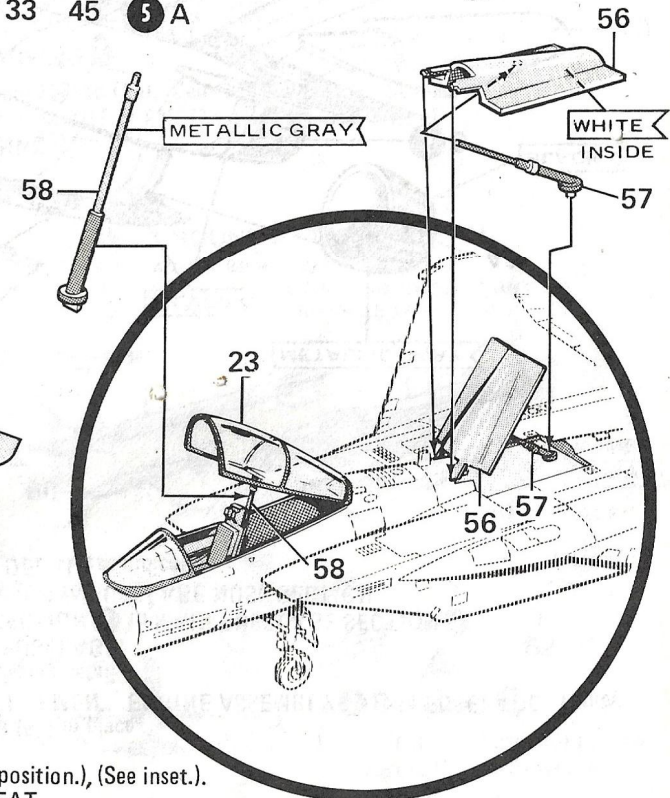
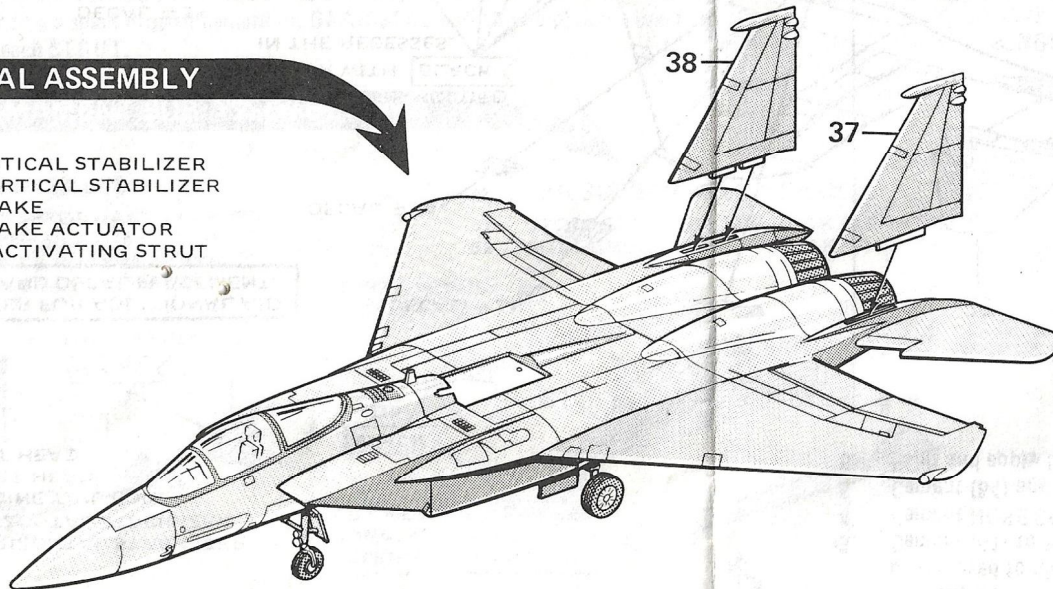
1. Cement MAIN GEAR STRUTS into WHEEL WELLS.
2. Cement MAIN GEAR DOORS (32), (33), (35) and (36) in vertical position as shown. Cement DOORS (31) and (34) in a closed position (inboard DOORS close after GEAR is extended).
3. Cement (47) to NOSE GEAR STRUT (if installed), or in a closed position to FUSELAGE.
4. Cement either the retracted (48) or extended (49) ARRESTING HOOK to the bottom of the FUSELAGE.



9

FINAL ASSEMBLY

- 37 LEFT VERTICAL STABILIZER
- 38 RIGHT VERTICAL STABILIZER
- 56 SPEED BRAKE
- 57 SPEED BRAKE ACTUATOR
- 58 CANOPY ACTIVATING STRUT



1. Cement Parts (37) and (38) to FUSELAGE.
2. Cement SPEED BRAKE (56) in either an open or closed position. (If open position use SUPPORT (57) to hold (56) in position.), (See inset.).
3. COCKPIT CANOPY may be held in an open position if you desire by placing SUPPORT ROD (58) in FLOOR behind SEAT with top end in locating hole of CANOPY SUBFRAME, (See inset.).

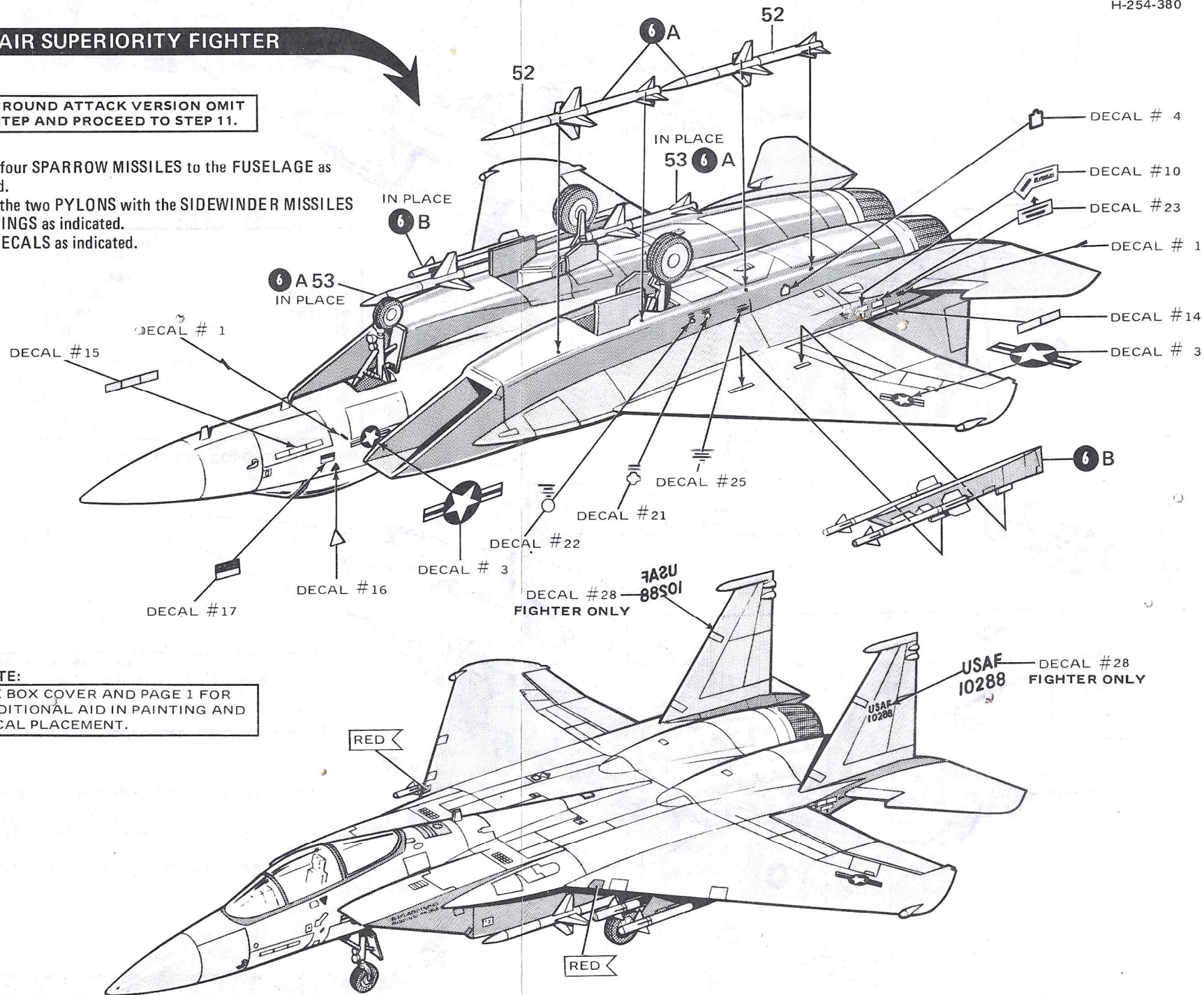
10

AIR SUPERIORITY FIGHTER

NOTE:

FOR GROUND ATTACK VERSION OMIT
THIS STEP AND PROCEED TO STEP 11.

1. Cement four SPARROW MISSILES to the FUSELAGE as indicated.
2. Cement the two PYLONS with the SIDEWINDER MISSILES to the WINGS as indicated.
3. Apply DECALS as indicated.



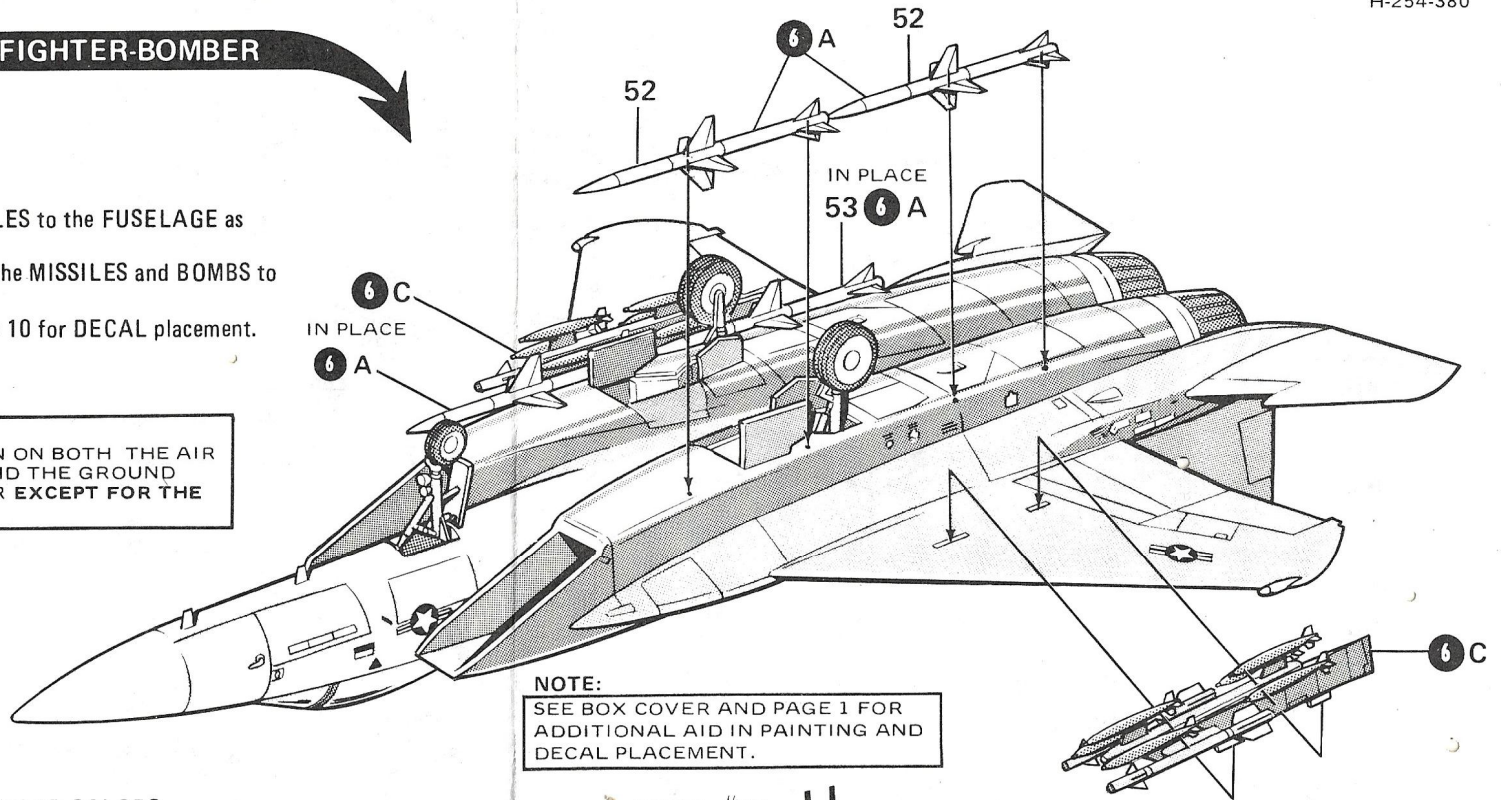
NOTE:

SEE BOX COVER AND PAGE 1 FOR
ADDITIONAL AID IN PAINTING AND
DECAL PLACEMENT.

11 GROUND ATTACK FIGHTER-BOMBER

1. Cement four SPARROW MISSILES to the FUSELAGE as indicated.
2. Cement the two PYLONS with the MISSILES and BOMBS to the WINGS as indicated.
3. See note below and refer to Step 10 for DECAL placement.

NOTE:
ALL DECALS ARE COMMON ON BOTH THE AIR SUPERIORITY FIGHTER AND THE GROUND ATTACK FIGHTER-BOMBER EXCEPT FOR THE VERTICAL STABILIZERS.



FEDERAL STANDARD COLORS

COLOR	FS
MOLDED COLOR — LIGHT BLUE	FS35526
CAMOUFLAGE — OFF WHITE	FS37778
LEADING AND TRAILING EDGES (CAMOUFLAGE) BLUE	
GENERAL { SILVER	FS17178
FLAT BLACK	FS37038
WHITE	FS17886
DARK GRAY	FS36118
RED	FS11105
OLIVE DRAB	FS34087

