

# Wild Weasel

## F-4G PHANTOM II

McDonnell/Douglas



STOCK NO. 8913



**F**or American fighter/bombers to successfully complete the mission of destroying targets in North Viet Nam, it was necessary to do something about the Soviet built surface-to-air missile (SAM) sites which were taking an unacceptable toll of U.S. aircraft. Originally the Republic F-105 Thunderchiefs were adapted for the SAM suppression role, and referred to as "Wild Weasel" aircraft. The F-105 did a superb job, but, as it was an aircraft no longer in production, a successor had to be found. The McDonnell/Douglas F-4 Phantom was selected to do the job.

Phantom F-4Cs were used initially, but eventually a group of F-4Es were sent to Hill AFB, Utah and modified with Wild Weasel equipment and the latest in avionics. These aircraft were redesignated F-4Gs.

Primary to the Wild Weasel role was the addition of the APR-38 Radar Homing and Warning (RHAW) system. RHAW antenna were located under the nose in place of the 20mm Gatling cannon and in a pod on top of the fin.

SAM blasting weapons were the AGM-45 Shrike Anti-

Radiation Missile (ARM), the AGM-78 Standard ARM missile, and the new AGM-88 High-speed Anti-Radiation Missile (HARM). Other standard F-4 armament, AIM-7 Sparrows and the AIM-9 Sidewinders, were also carried for air-to-air action with N.V.A.F. Migs.

### SPECIFICATIONS

Engines (2).....	General Electric J-79-GE-17
Thrust.....	17,900 lbs
Length.....	63'
Height.....	16' 6"
Wingspan.....	38' 5"
Combat weight.....	42,000 lbs
Max Takeoff weight.....	58,000 lbs
Max Rate of Climb.....	41,300 fpm
Combat ceiling.....	57,200 ft
Maximum speed.....	Mach 2.2
Number built.....	116

## IMPORTANT

Before you begin to assemble your model kit, study the instructions carefully. This will help you to familiarize yourself with the part locations as you proceed. Prior to cementing parts together, be sure to "TEST FIT" them in order to assure proper alignment and also to check for excess "FLASH" that may occur along parting lines. Use a sharp hobby knife or file to remove flash if necessary.

If you wish to paint your model, various sub-assemblies and components should be painted before any parts are attached. During assembly, you may note that the recommended color is stated after the part name.

This model kit is molded from the finest high-impact styrene plastic. Use only paints and cements which are specifically formulated for styrene. Read all labels and warnings carefully.

Because the cement will only adhere to bare plastic, it is necessary to remove any paint or "plating" from the area to which the cement is to be applied.

### BUILDING TIPS FOR THE ADVANCED MODELER

For the best possible finish, your kit should be painted, even if molded in color. Paint should be applied evenly, in several thin coats rather than one heavy coat. The first coat should not completely cover the surface. Each layer should be allowed to thoroughly dry before the next is applied.

It is important to keep your hands clean when working with your model and wash parts thoroughly before painting to remove any mold release agent that may have been used during manufacture, body oil from your hands, sanding residue, and dust, which is naturally attracted to plastic by static electricity. Use a mild solution of dishwashing detergent and water. A tack rag should be used to dry the parts, DO NOT use paper towels or tissues, since they will leave lint on the part.

Parting lines and glue joints should be sanded or filed prior to painting. Because paint has a tendency to draw away from sharp edges, they should be lightly filed. Use filler putty designed for plastic to fill small gaps that may occur between parts and to blend contours. This should be done only after the first, or "primer," coat of paint is applied. When painting a multi color scheme, the lightest color should be painted first. Use frosted, or "magic," tape to mask off the area you do not want painted. After the second color is dry to the touch, the tape can be removed. Use a very fine brush to touch up edges if necessary. If decals are to be added, do so before adding any gloss coat. A gloss coat will help even out the edges between the two colors as well as set the decals.

**NOTE:** Federal standard colors. The military services use standardized colors, each receiving a specific five digit identification number. Grays, for instance, are all 6000, and gloss paints begin with a 1, semi-gloss 2, flats 3. Thus a gray color can be gloss ( 16251 ), semi-gloss ( 26251 ) or flat ( 36251 )

### RECOMMENDED TOOLS

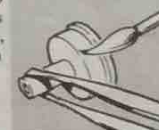
#### HOBBY KNIFE

Use a sharp hobby knife to remove parts from the trees. The knife may also be used to remove parting lines and flash.



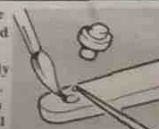
#### TWEEZERS

Use tweezers to hold small parts during assembly, painting and when applying cement.



#### BRUSH

We recommend the use of liquid polystyrene cement. Apply with a fine brush. Use sparingly or a sloppy job will result.



### READ ALL LABELS AND WARNINGS CAREFULLY

We take great pride in providing the finest model kits available, giving strong attention to detail and craftsmanship. Should you have any difficulty with assembly or missing parts, please call the appropriate number listed below between the hours of 8:00 am to 4:30 pm central time, Monday through Friday.

In the U.S.A. call toll free

800 - 553 - 4886

Outside of the United States call

1 - 319 - 875 - 2000

When in the Midwest, please visit the ERTL Company for a tour of the AMT production facilities, 10am & 1pm weekdays. Reservations suggested.

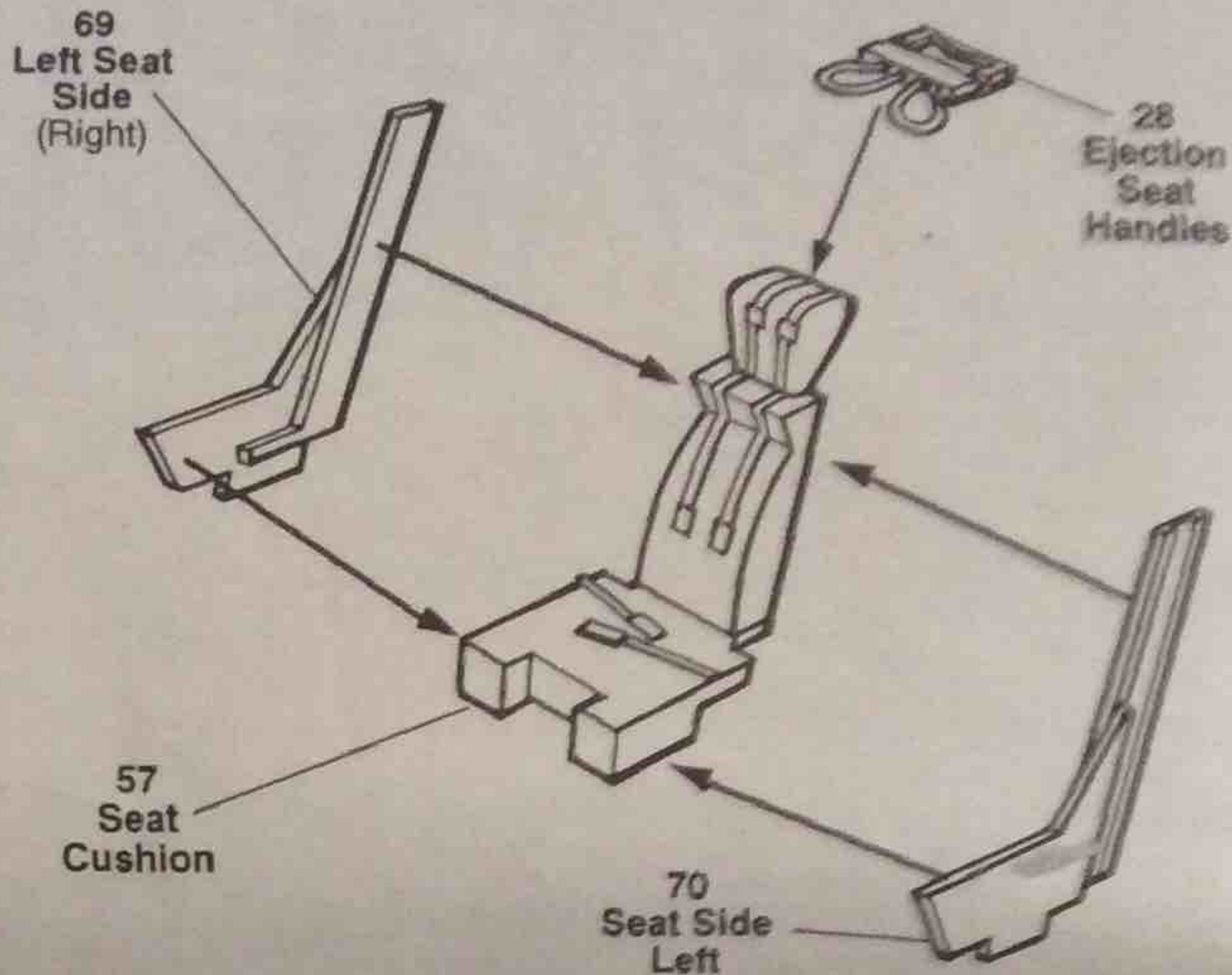
# 1 Seat Assembly

## Construction Note:

- 1...Make 2 seat assemblies.
- 2...Cement Seat Sides to Seat Bases.
- 3...Cement Ejection Seat Handles to the tops of the Seat Bases.

## Paint Notes:

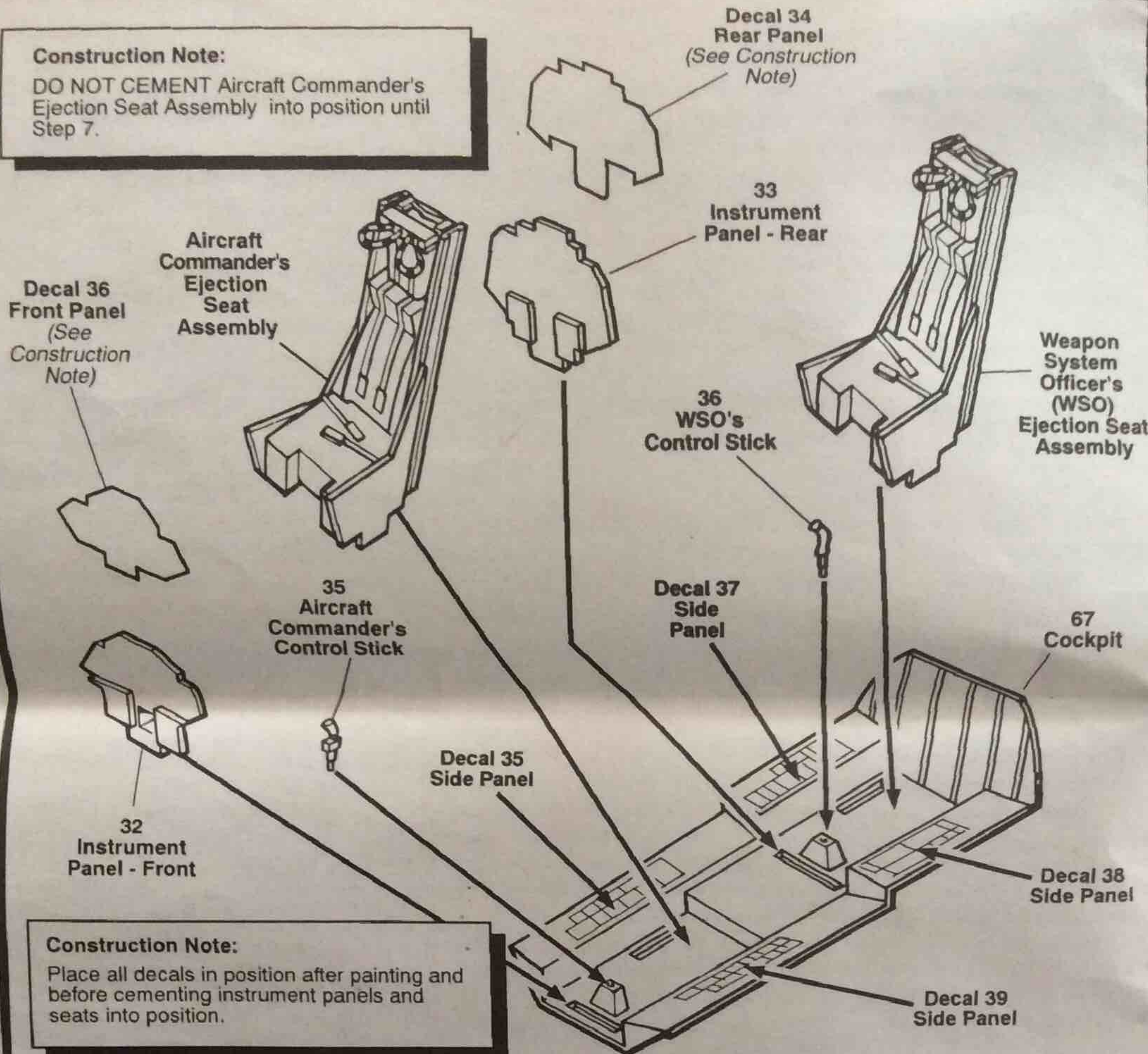
- 1...Paint seat cushions olive green. Paint seat belts and shoulder straps red.
- 2...Paint seat sides olive green.
- 3...Paint ejection seat handles alternating black and yellow bands. Paint body of handles olive green.



## 2 Cockpit Assembly

### Construction Note:

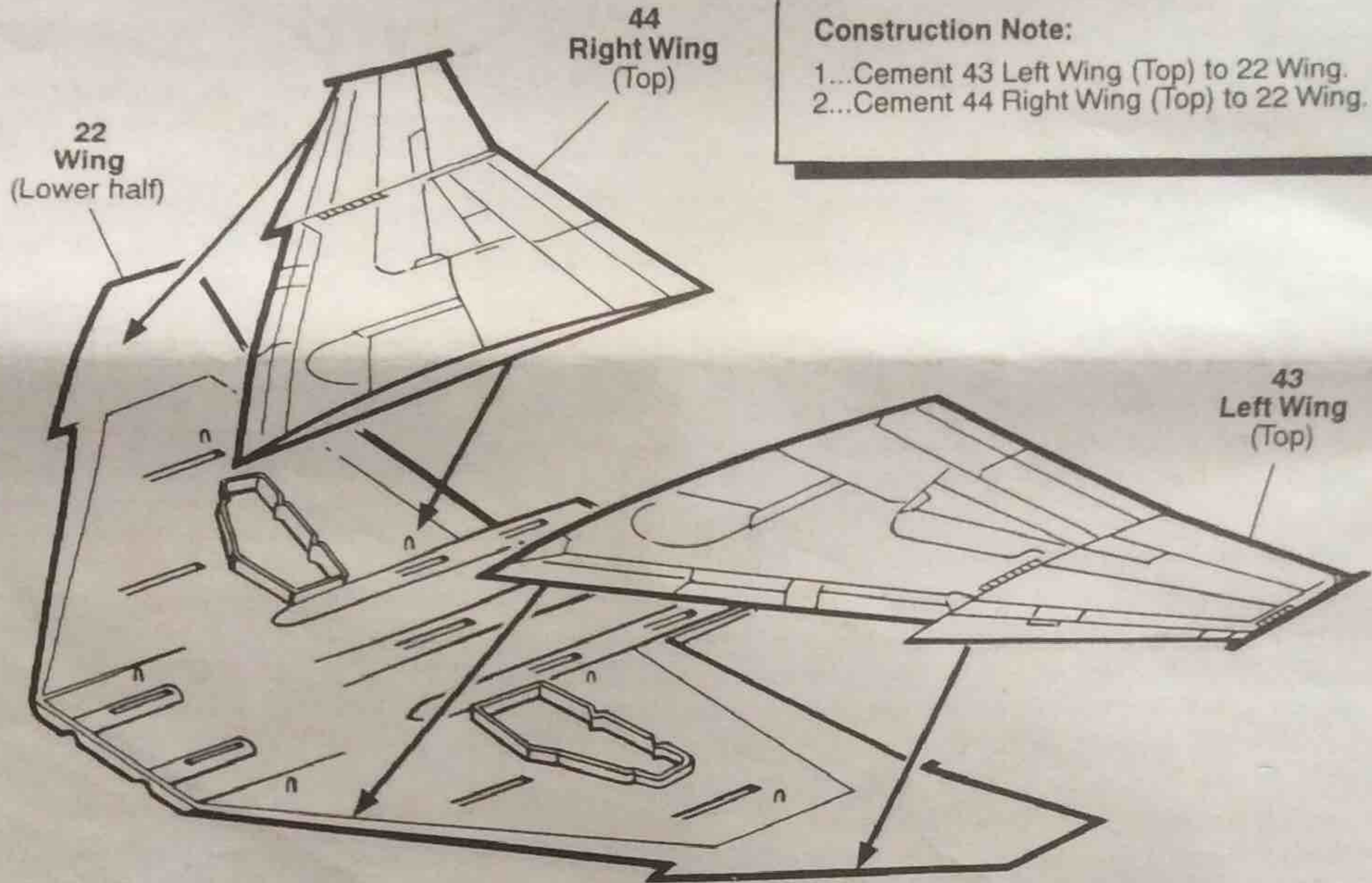
DO NOT CEMENT Aircraft Commander's Ejection Seat Assembly into position until Step 7.



### Construction Note:

Place all decals in position after painting and before cementing instrument panels and seats into position.

# 3 Wing Assembly

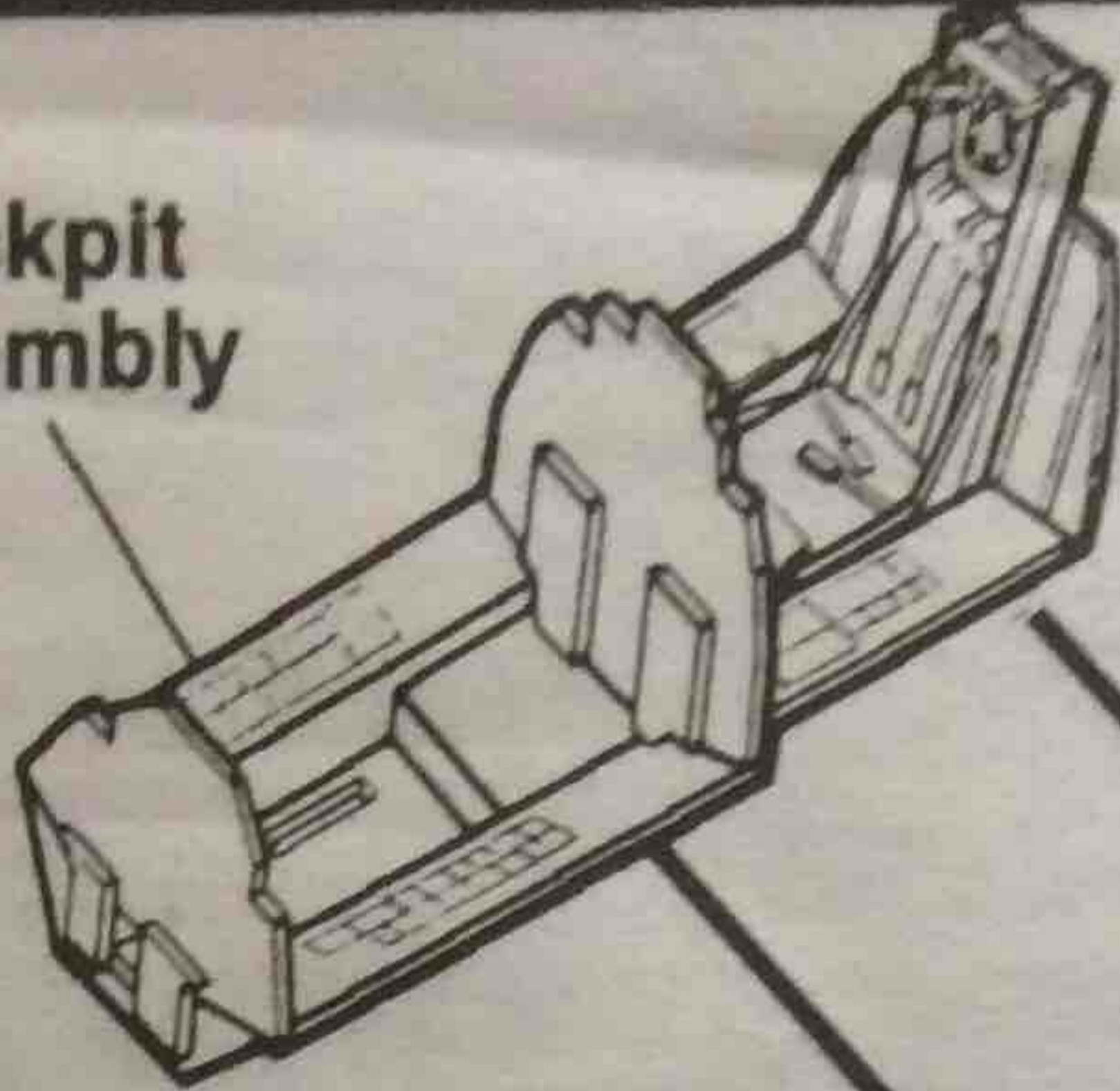


## Construction Note:

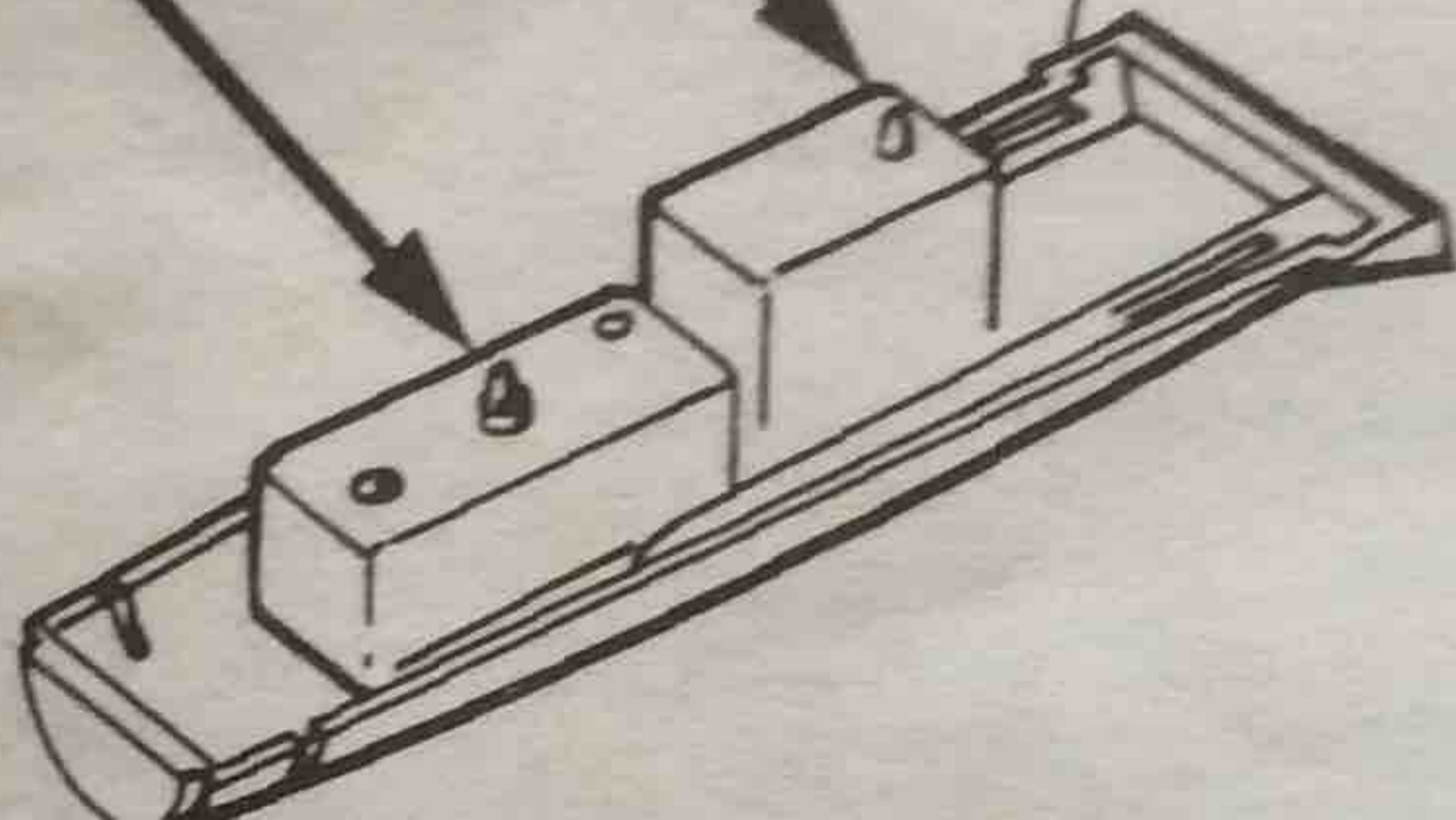
- 1...Cement 43 Left Wing (Top) to 22 Wing.
- 2...Cement 44 Right Wing (Top) to 22 Wing.

# 4 Cockpit / Belly Pan

Cockpit  
Assembly



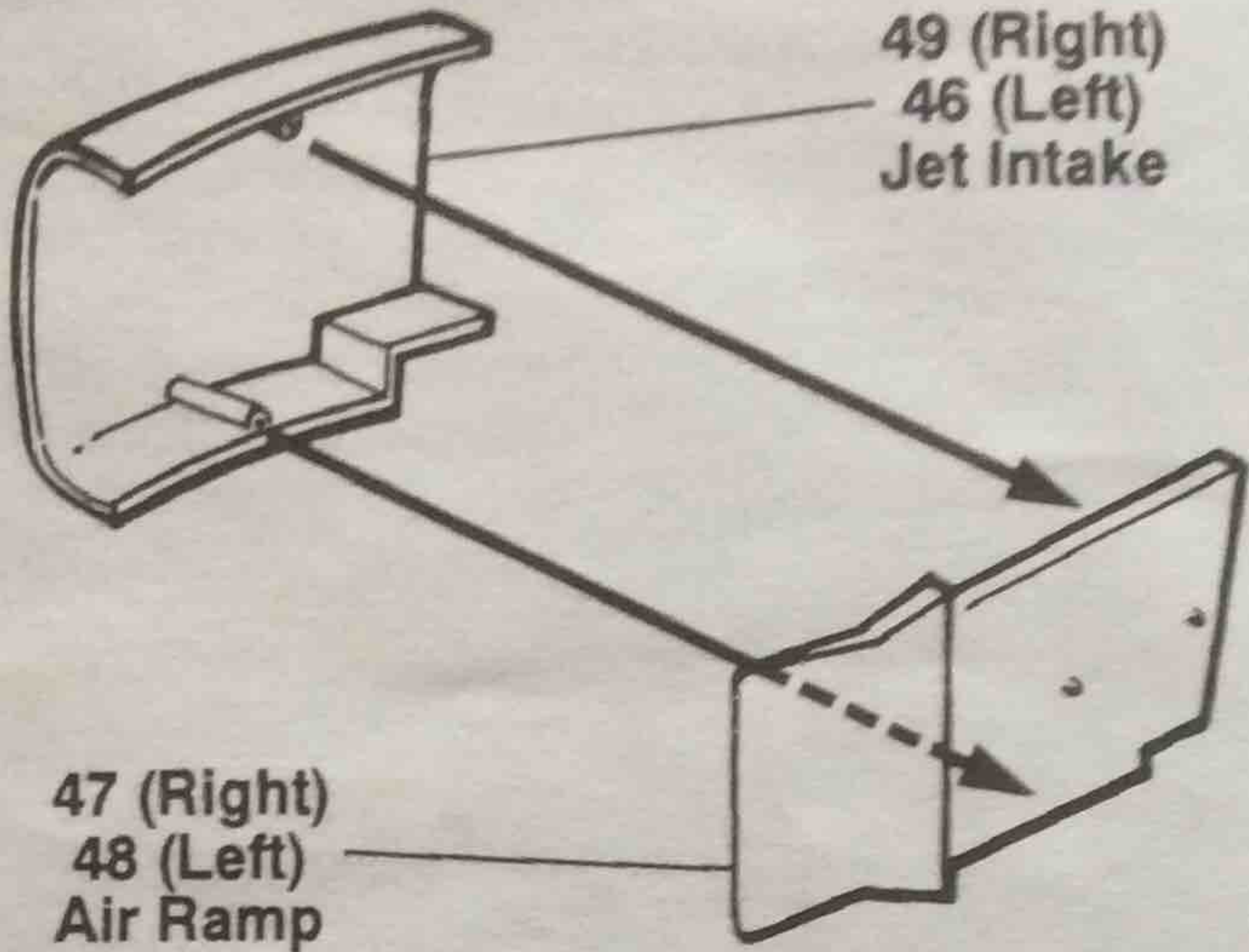
58  
Forward  
Belly Pan



# 5 Intake / Air Ramp

**Note:**

Make two assemblies. Make a right side intake/ramp assembly and make a left side intake/ramp assembly.



# 6 Fuselage Assembly

Air Ramp  
& Intake  
Assembly

2  
Fuselage  
(Right side)

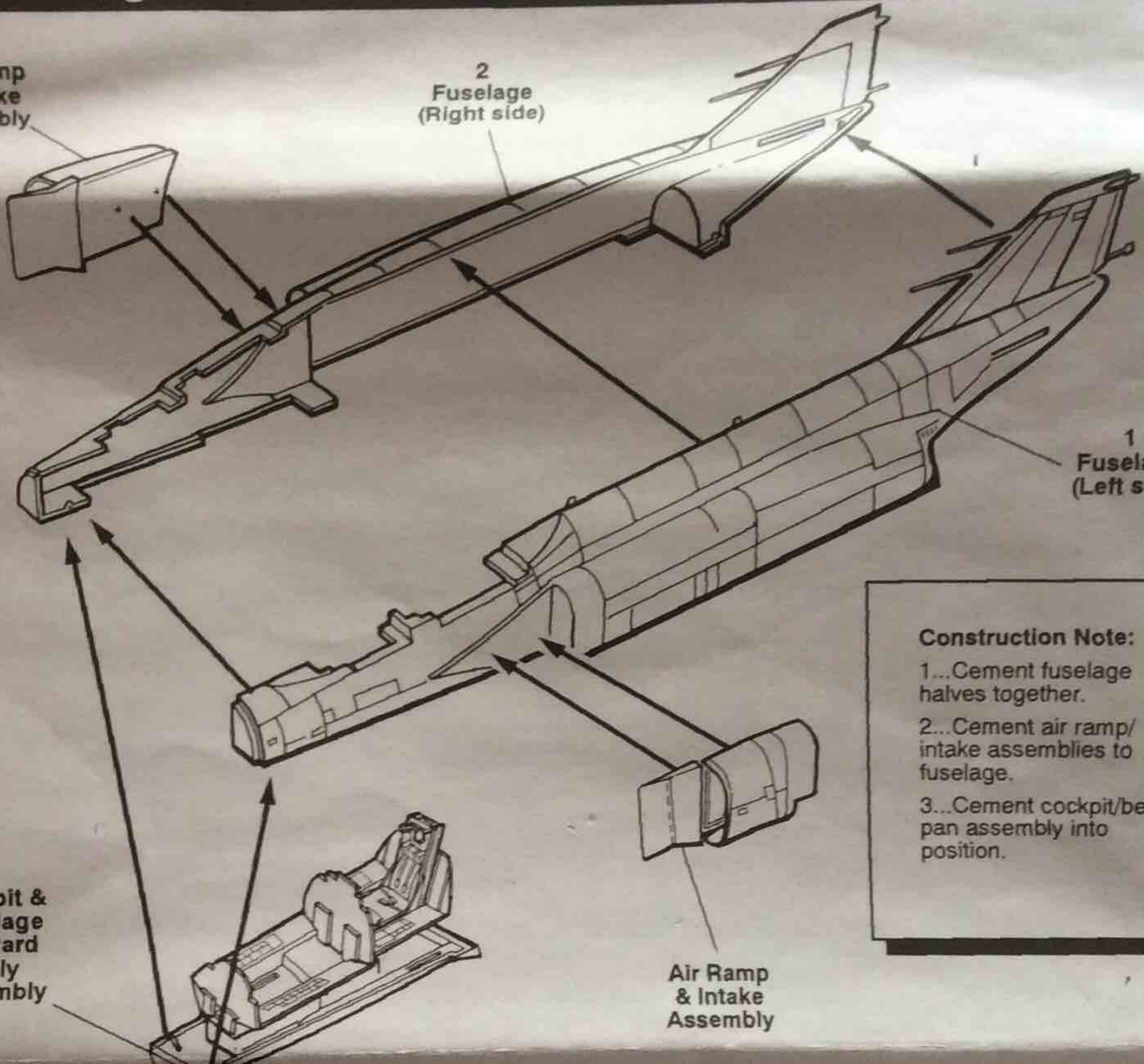
1  
Fuselage  
(Left side)

Cockpit &  
Fuselage  
Forward  
Belly  
Assembly

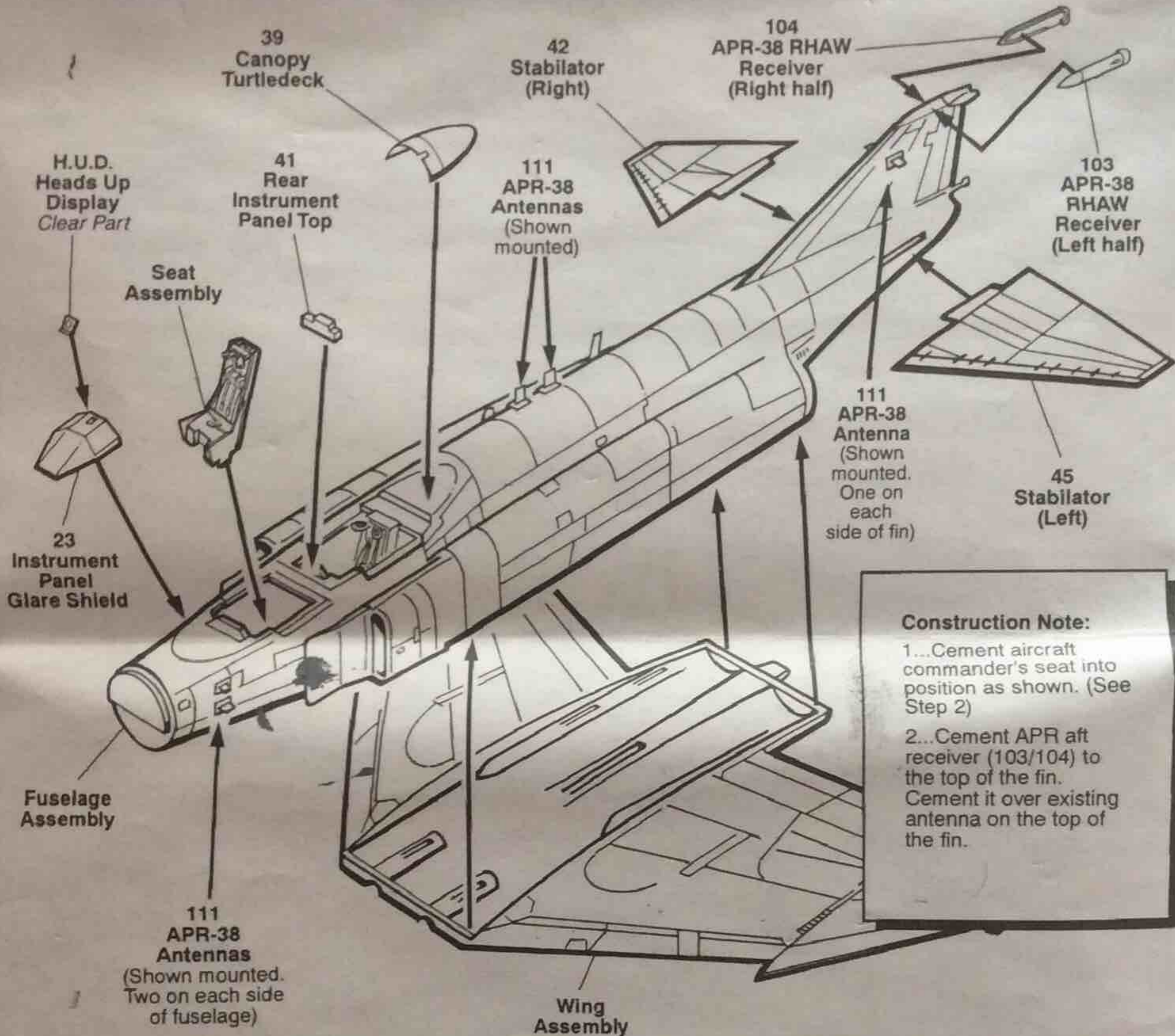
Air Ramp  
& Intake  
Assembly

### Construction Note:

- 1...Cement fuselage halves together.
- 2...Cement air ramp/intake assemblies to fuselage.
- 3...Cement cockpit/belly pan assembly into position.

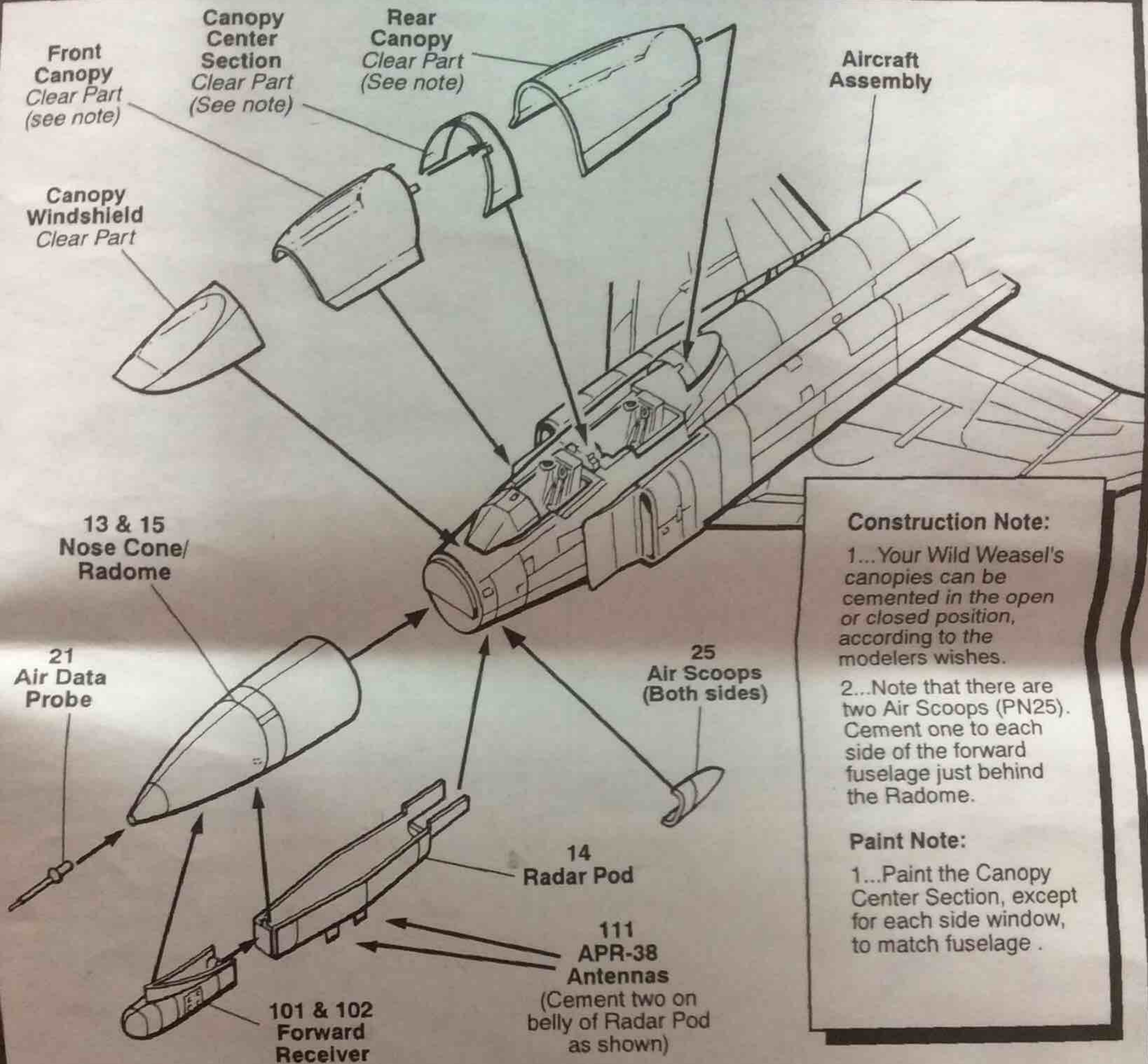


# 7 Wing & Stabilator Installation





# 8 Canopy & Radome Installation

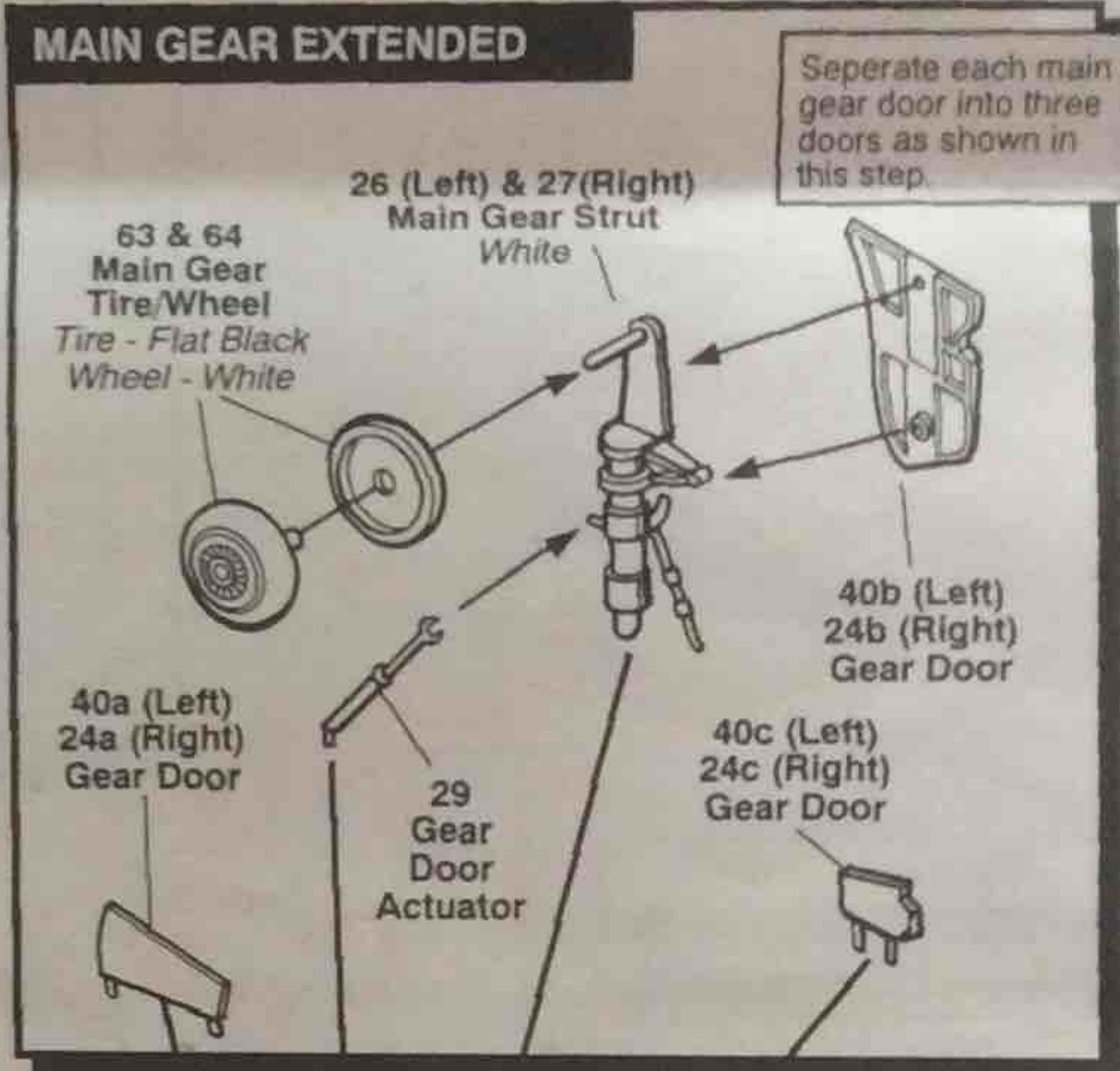
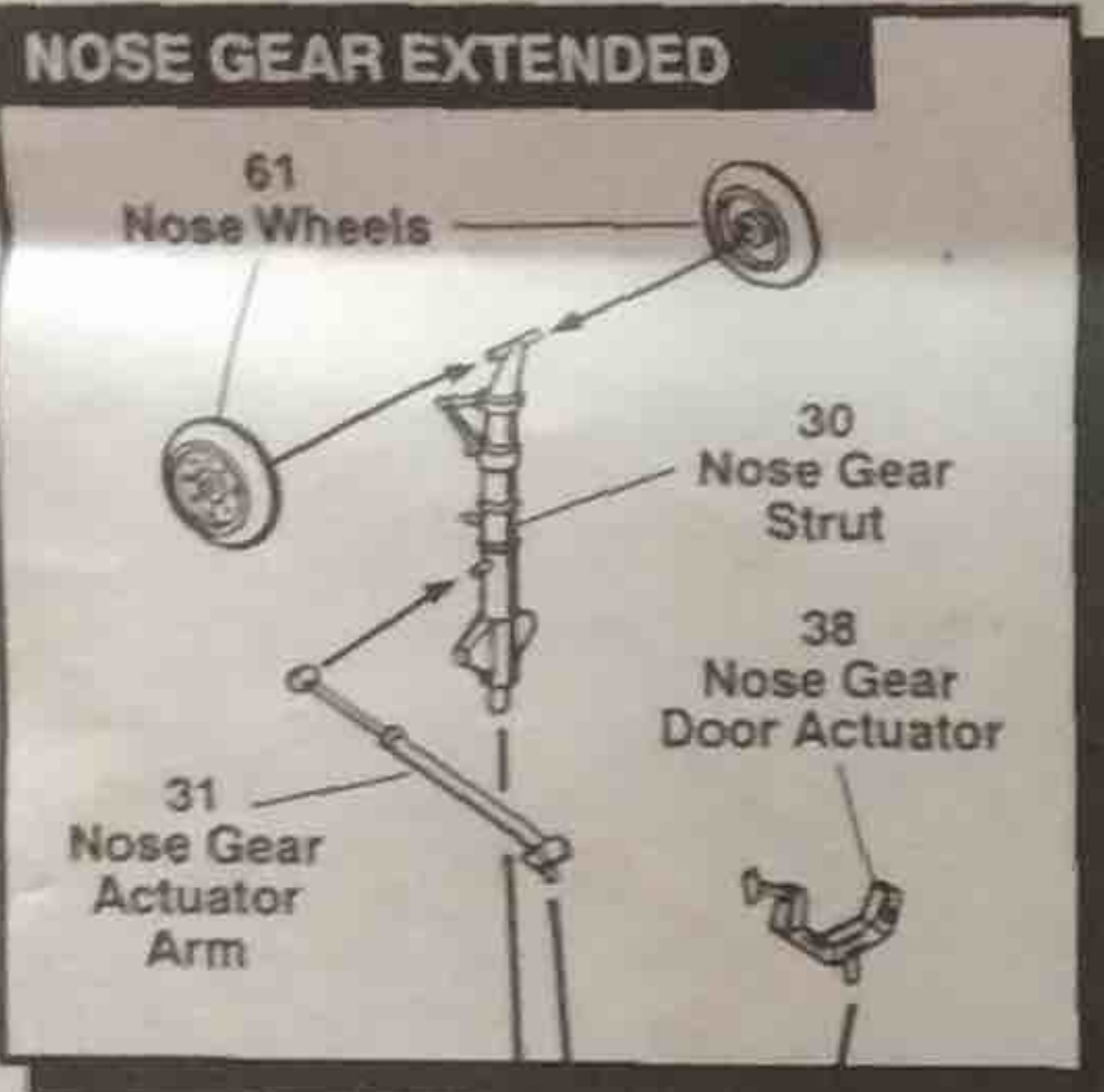


# 9 Landing Gear Assembly & Installation

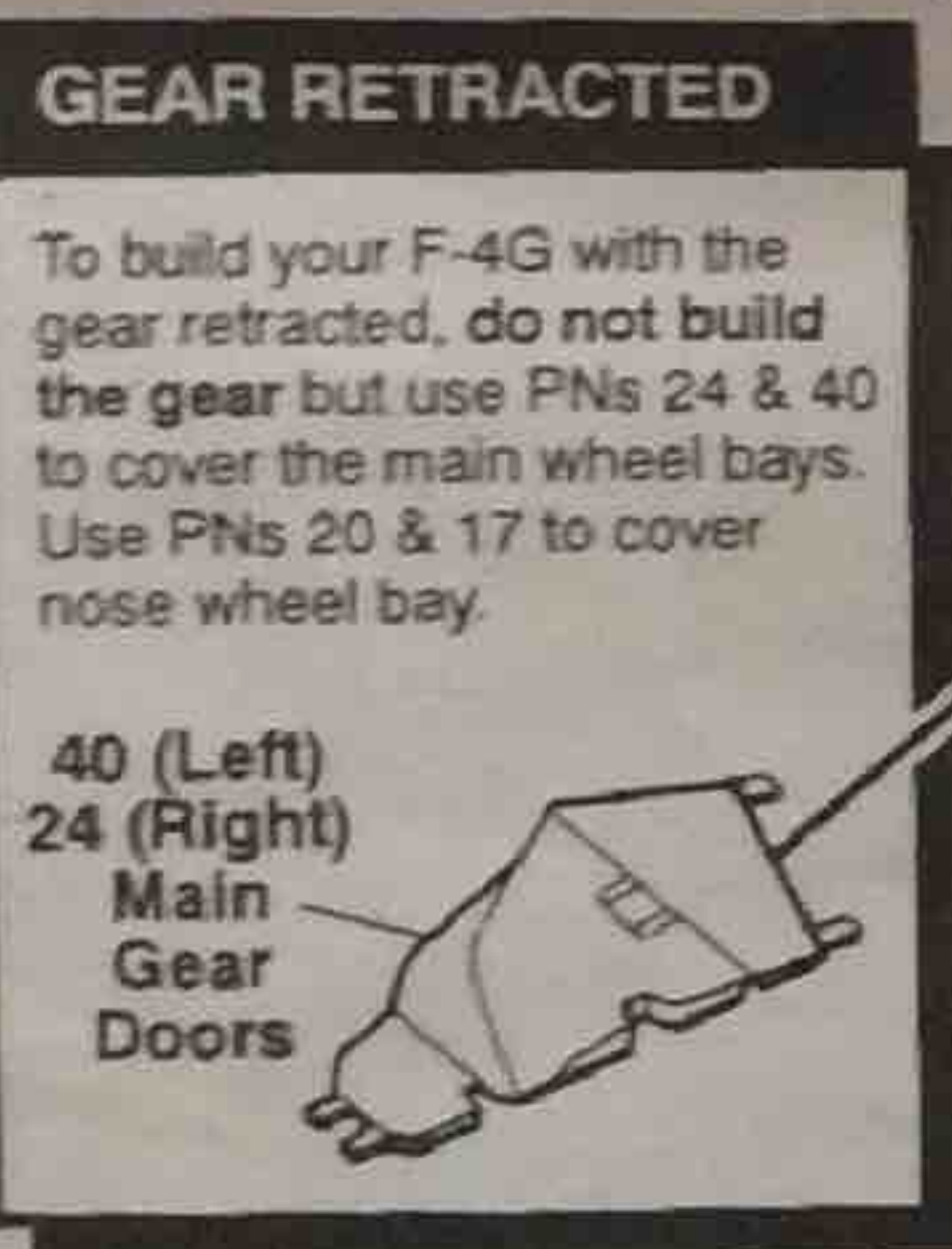
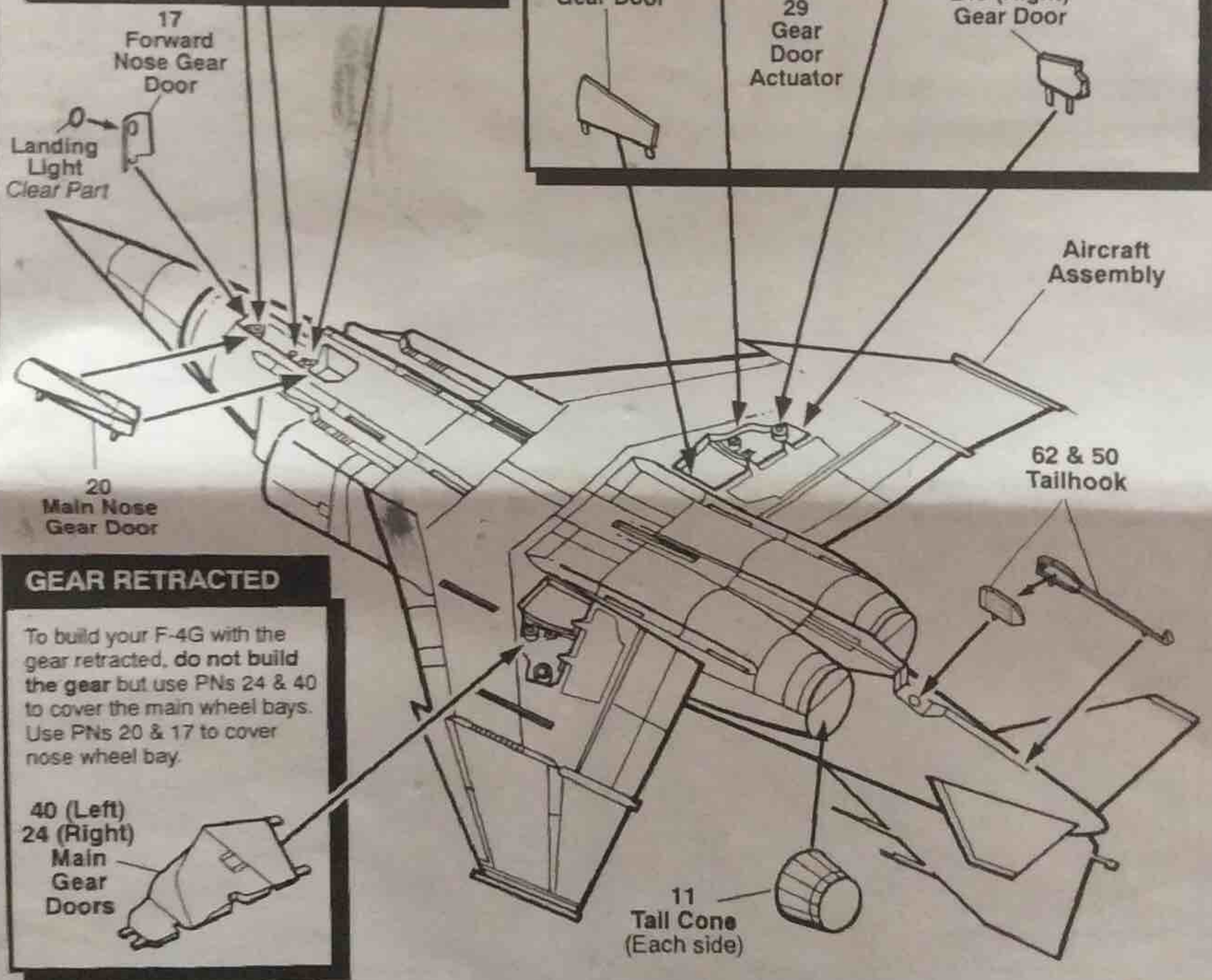
**Construction Note:** You can build your F-4G with the landing gear extended or with the landing gear retracted. See below.

**Extended Gear:** Your Wild Weasel's landing gear can be built in the extended position by following the appropriate drawings below.

**Retracted Gear:** Do not build the actual landing gear but cover the main and nose gear bays with the appropriate gear doors. See drawing at lower left.



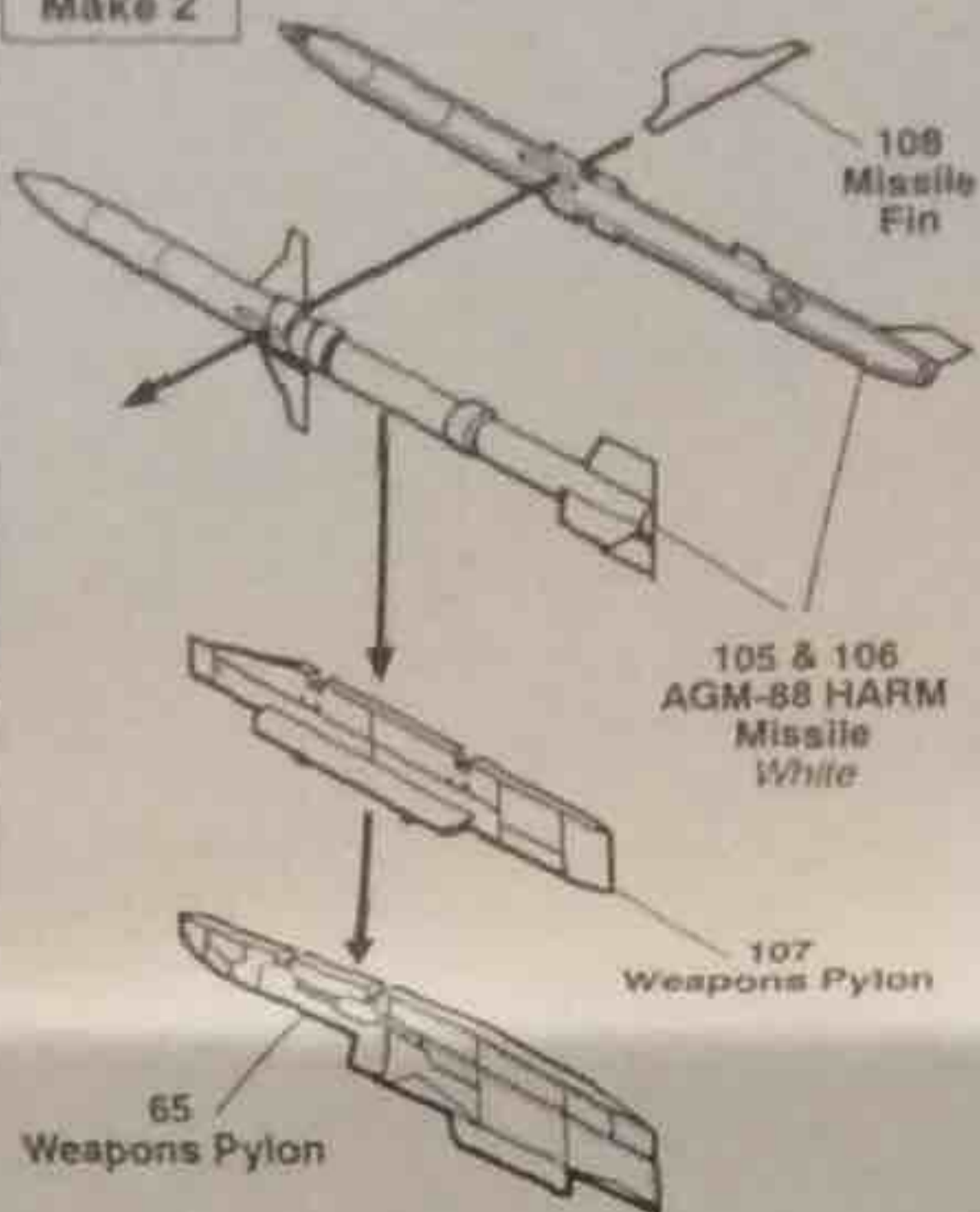
Separate each main gear door into three doors as shown in this step.



# 10 ARMAMENT ASSEMBLY/INSTALLATION

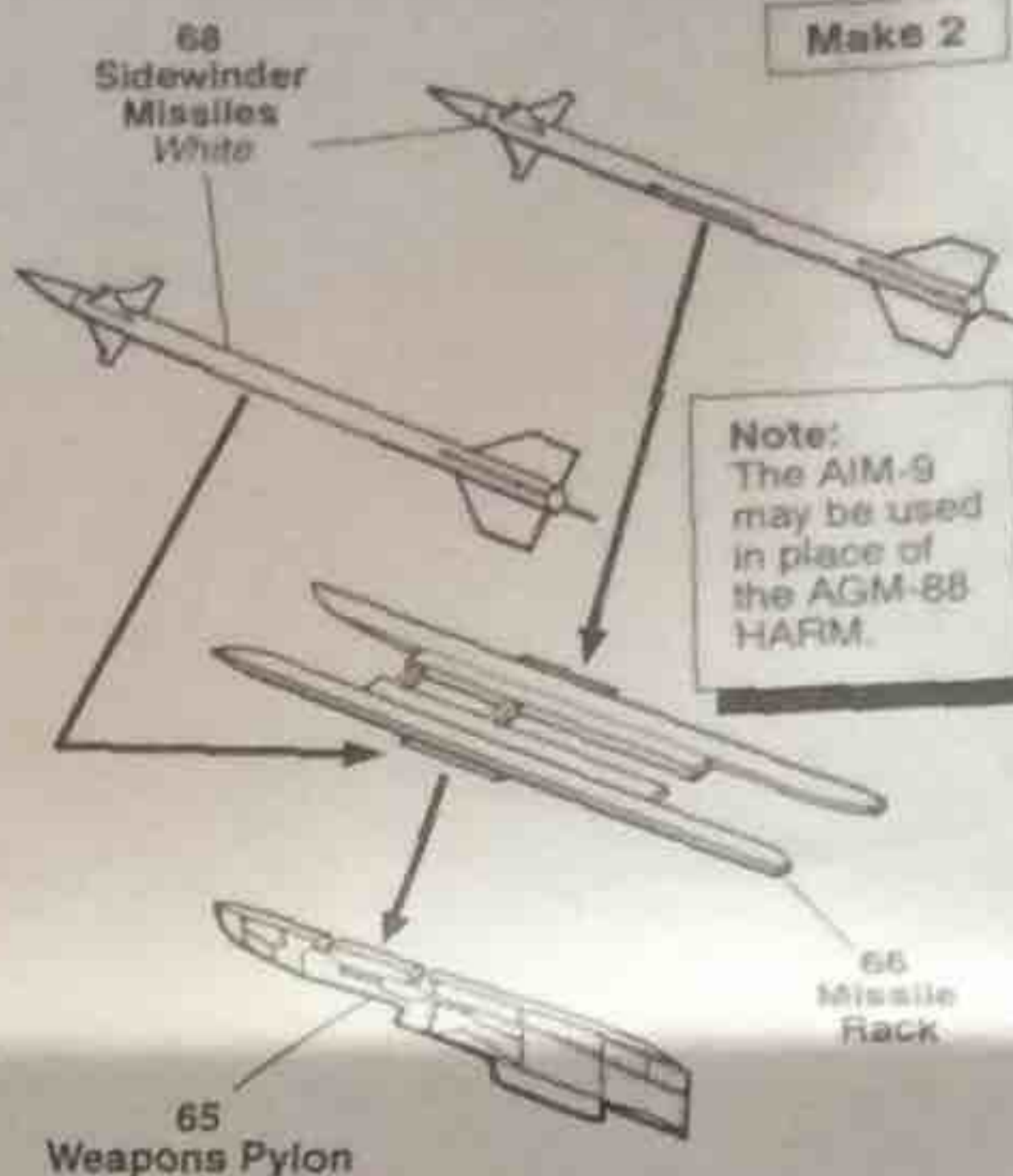
## AGM-88 HARM Missile Assembly

Make 2



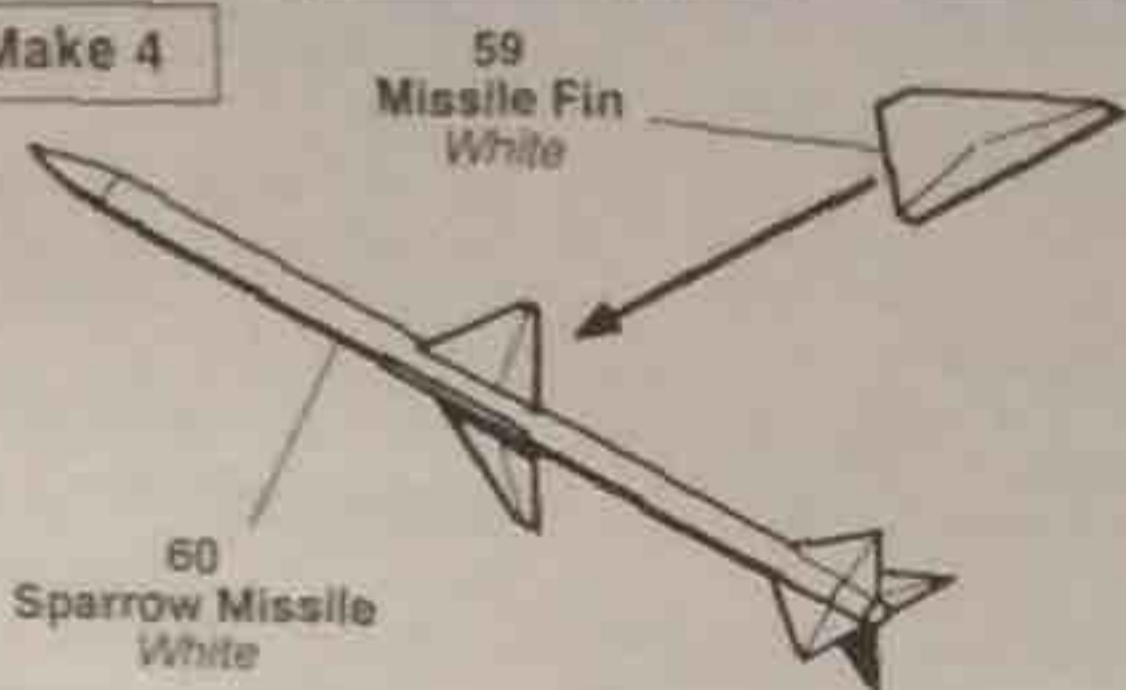
## AIM-9 Sidewinder Missile Assembly

Make 2

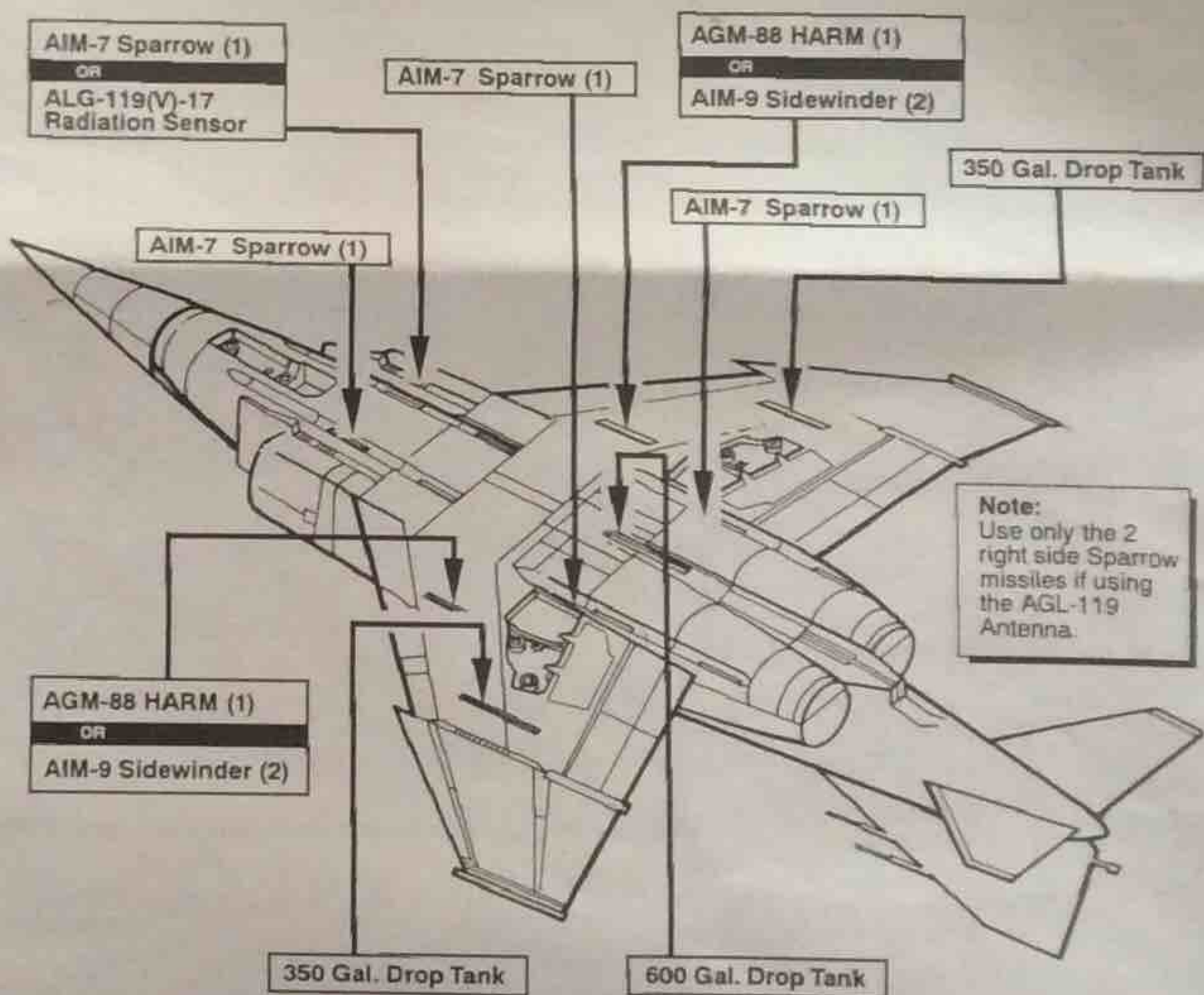
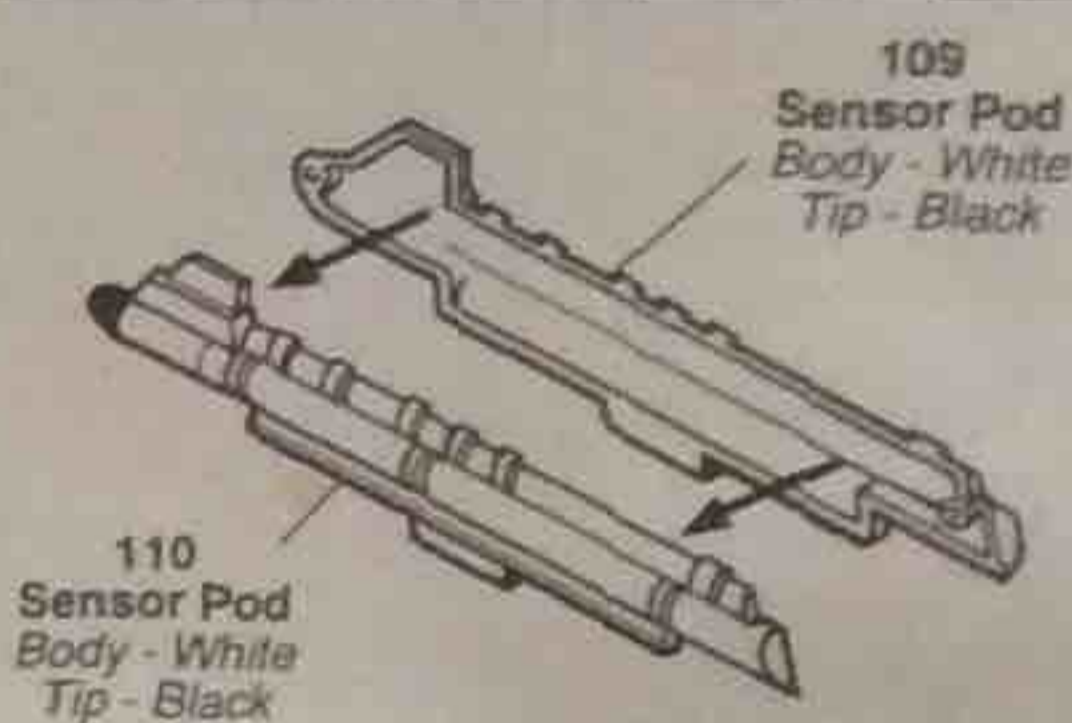


## AIM-7 Sparrow Missile Assembly

Make 4



## ALQ-119(V)-17 Radiation Sensor



## 350 Gal. Drop Tank Assembly

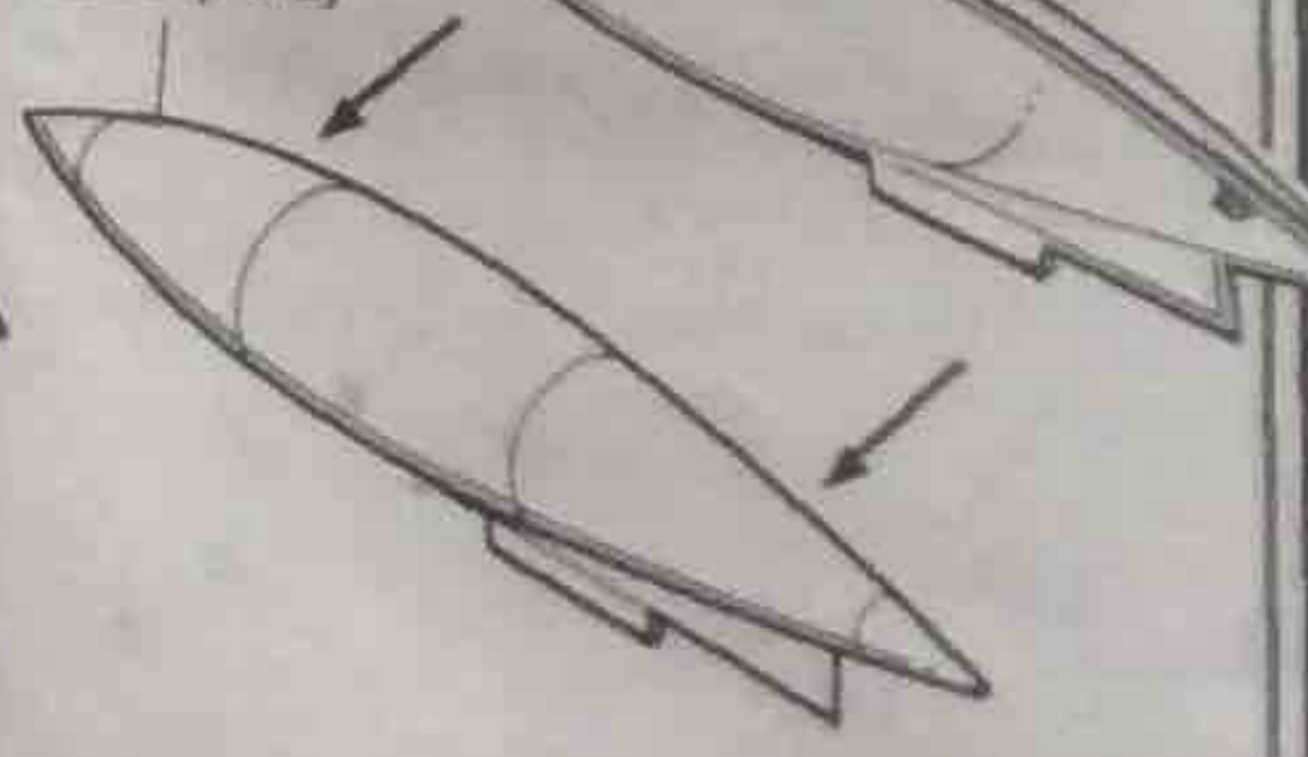
52 & 54 Drop Tank FS36118 Gunship Gray



Make 2 assemblies:

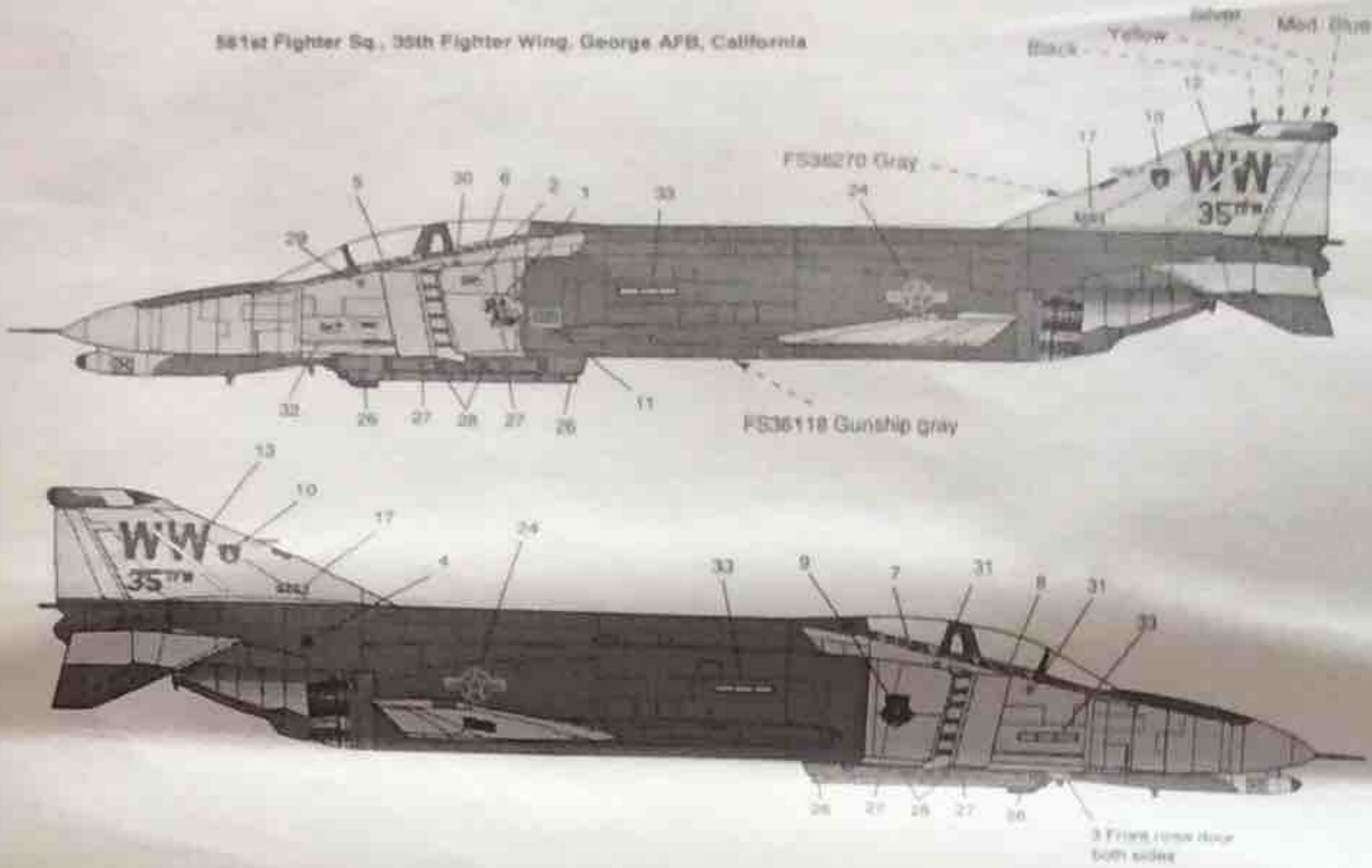
## 600 Gal. Centerline Tank Assembly

55 & 56 Centerline Tank FS36118 Gunship Gray

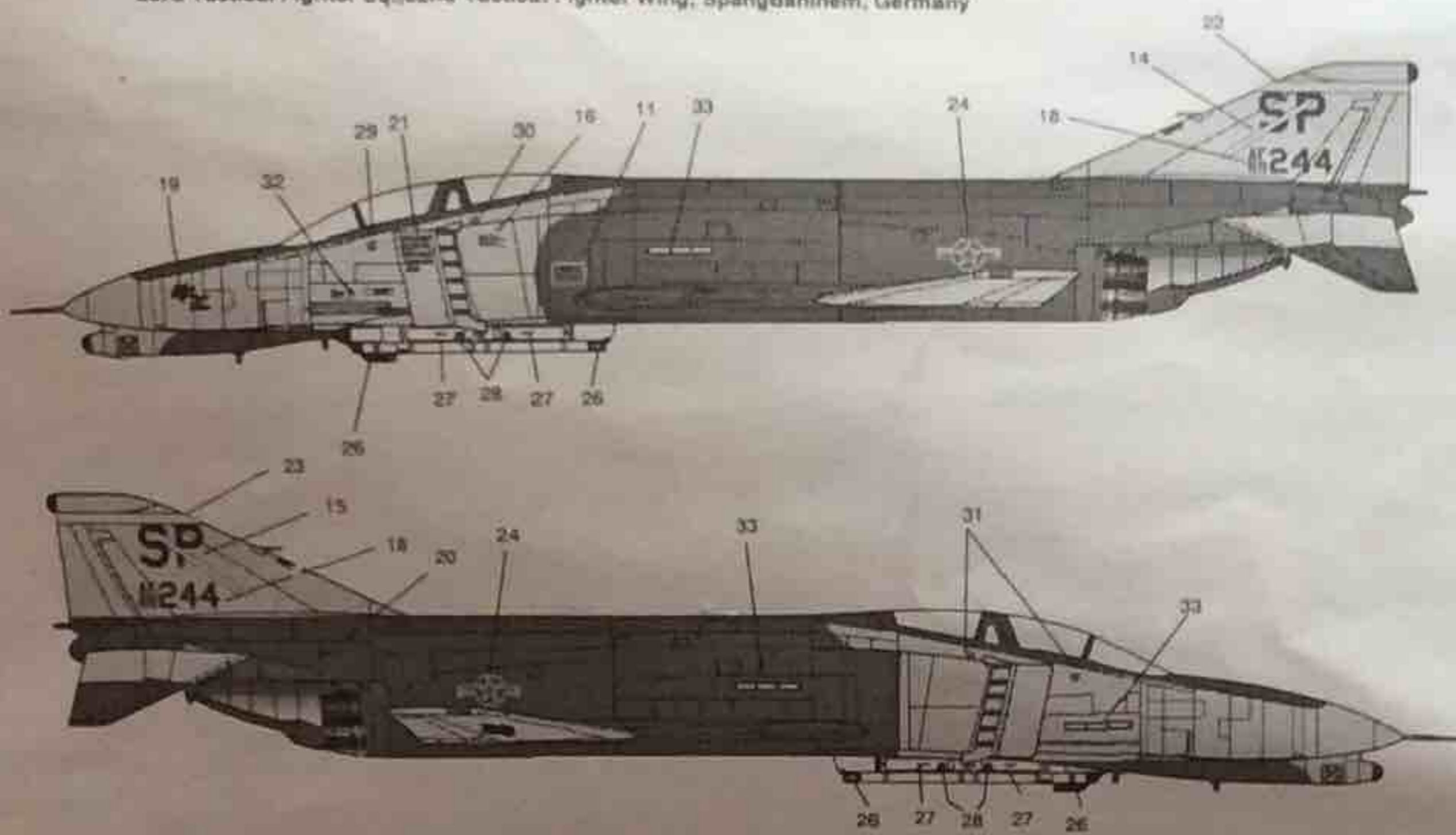


# 11 Paint and Decal Instructions

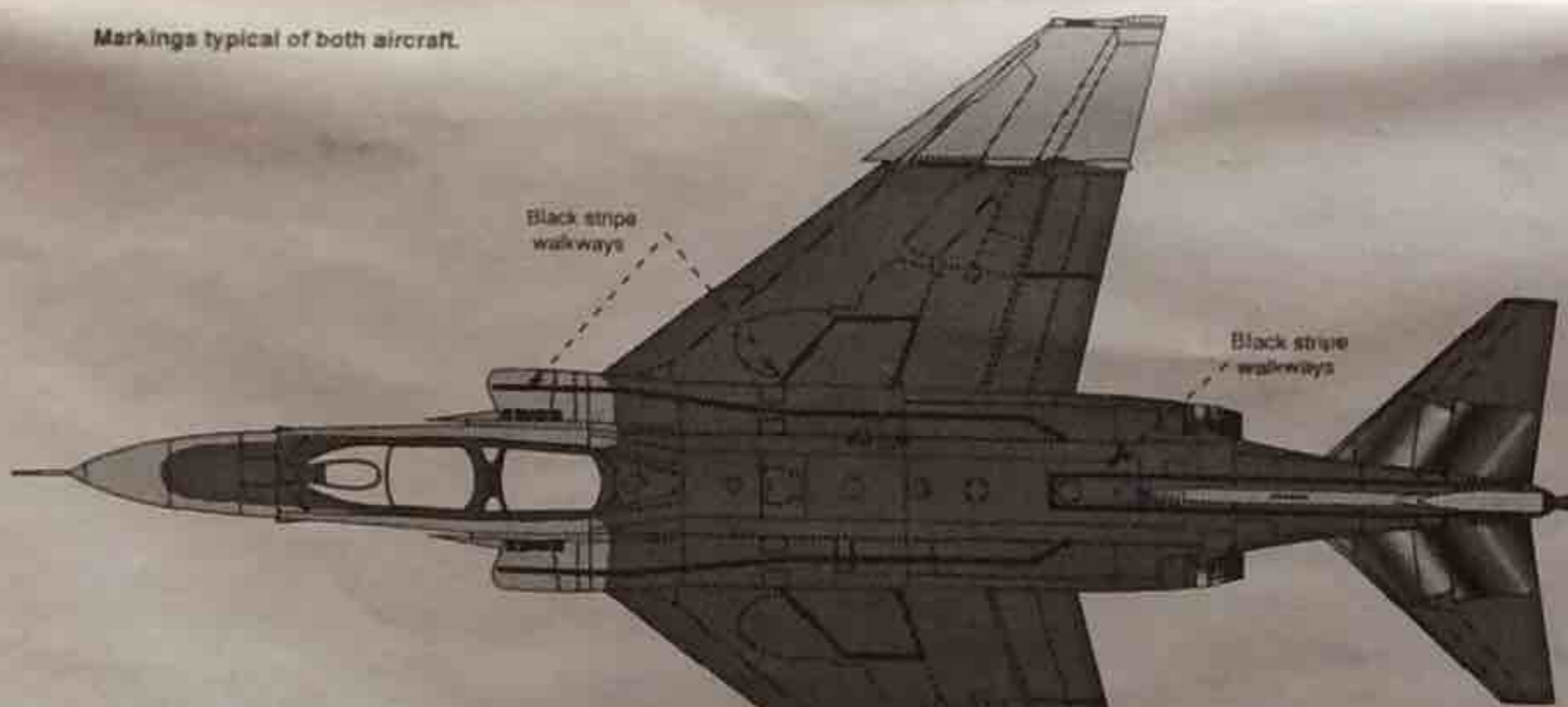
551st Fighter Sq., 35th Fighter Wing, George AFB, California



23rd Tactical Fighter Sq., 52nd Tactical Fighter Wing, Spangdahlem, Germany



Markings typical of both aircraft.



Hill II Camouflage Scheme

