



## HISTORY

More F-4 Phantom II's have been produced than any other modern warplane. Over 5,000 Phantoms have rolled out of the factory since the flight of the first prototype in 1958. The F-4 Phantom in its different variants has been in production over 20 years, a rather remarkable life span for a modern combat aircraft.

The one word which most readily describes the Phantom is adaptability. The F-4 has appeared in many guises, and seems to perform each function admirably. Our kit depicts the "Wild Weasel" version equipped with sophisticated radar equipment and electronic counter measures for evading and jamming enemy radar equipment. The Phantom has also served as a fighter-interceptor, photo-reconnaissance, bomber and attack plane.

The F-4 Phantom II is one of the very few modern aircraft which can truly be considered as a legend in its own time.

## SPECIFICATIONS

Power Plants	2 General Electric J79-GE-17 turbo-jets
Weight	29,000 lbs (empty) 59,000 lbs (max. loaded)
Span	38 ft 4 7/8 in
Length	62 ft 11 3/4 in
Height	16 ft 5 1/2 in
Max. Speed	1,584 mph @ 48,000 ft
Service Ceiling	70,000 ft
Combat Radius	900 miles

## 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.

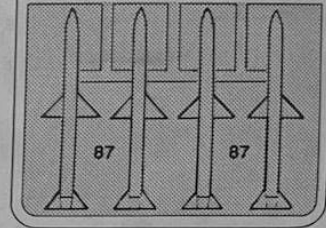
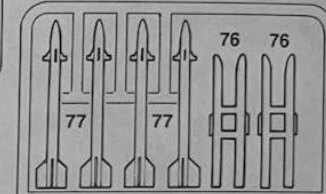
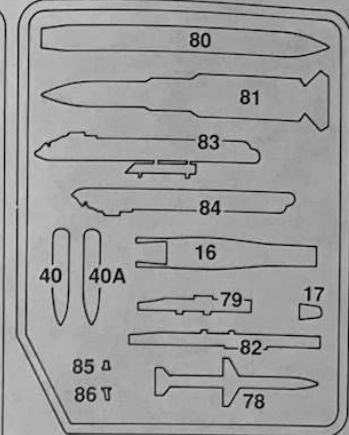
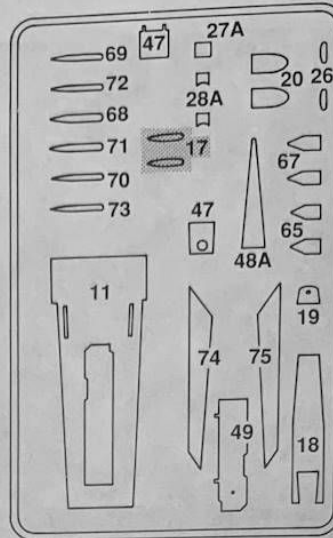
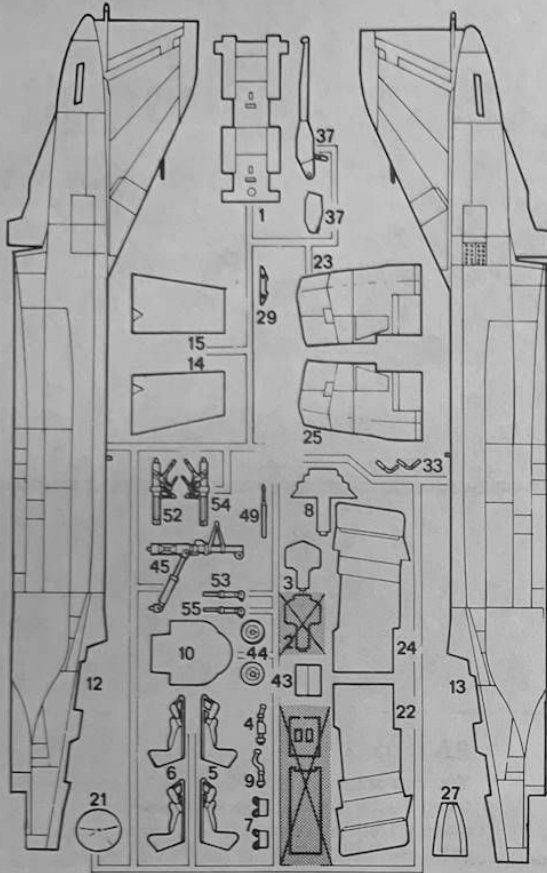
Most small parts are best painted while still attached to the parts tree. You can also detach them and hold with tweezers or "magic" tape while painting. Paint in one direction only. If your paint is the correct thickness brush strokes will disappear as the color dries. If the paint seems too thick, 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.

# C Parts

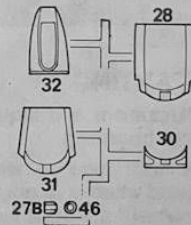
Use the drawings of the complete parts trees as a part locating reference while building the model.

## A Parts

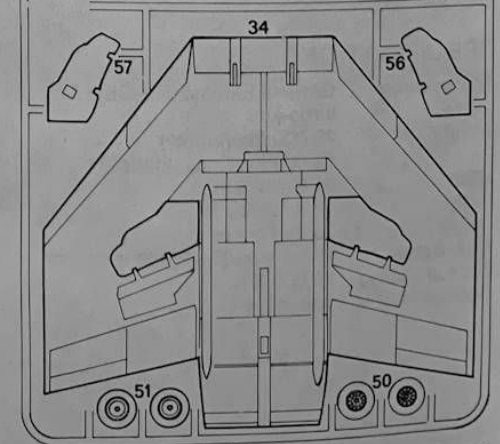
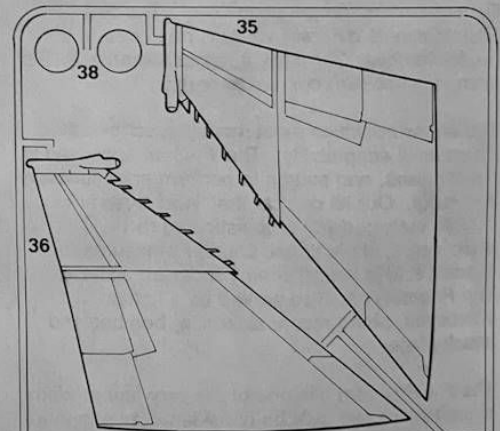


Note: Parts in shaded areas are not used in assembly of this kit.

## E Parts



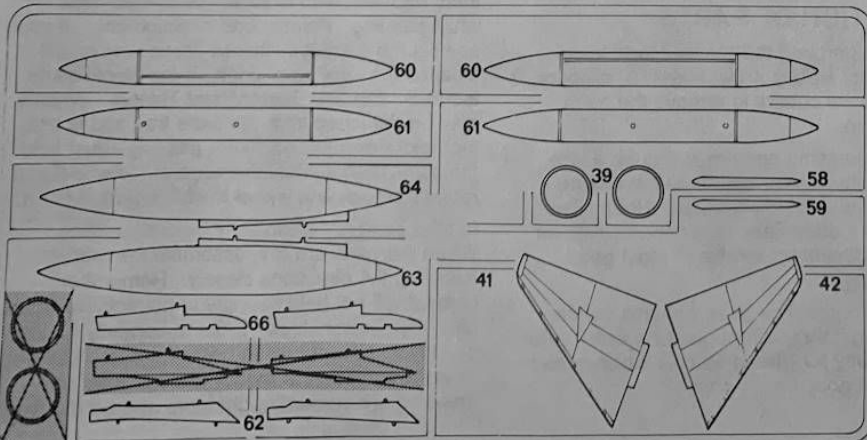
## B Parts



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**.

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

## D Parts



**No. 572**

Your F-4 kit may be built as an F-4F or an F-4G "Wild Weasel." Decide which version you prefer before proceeding (refer to the drawings on pages 9, 10 and 11).

## 1 CREW MODULE ASSEMBLY

### Preliminary Painting

**A1** sides and top of consoles only; **A3**, **A4**, **A8**, **A9**, **A10**:

"Light Gray" (mix 12 parts **No. 1733 Camouflage Gray** and 1 part **No. 1749 Flat Black**)

**A1** floor boards only:

"Dark Gray" (mix 3 parts **No. 1733 Camouflage Gray** and 1 part **No. 1749 Flat Black**)

**A4**, **A9** handgrips only; **A5**, **A6**, **A7**:  
**No. 1749 Flat Black**

**A7** pull rings only:

#1169 Flat Yellow with **No. 1749 Flat Black** stripes

**A5**, **A6** seat cushions only:

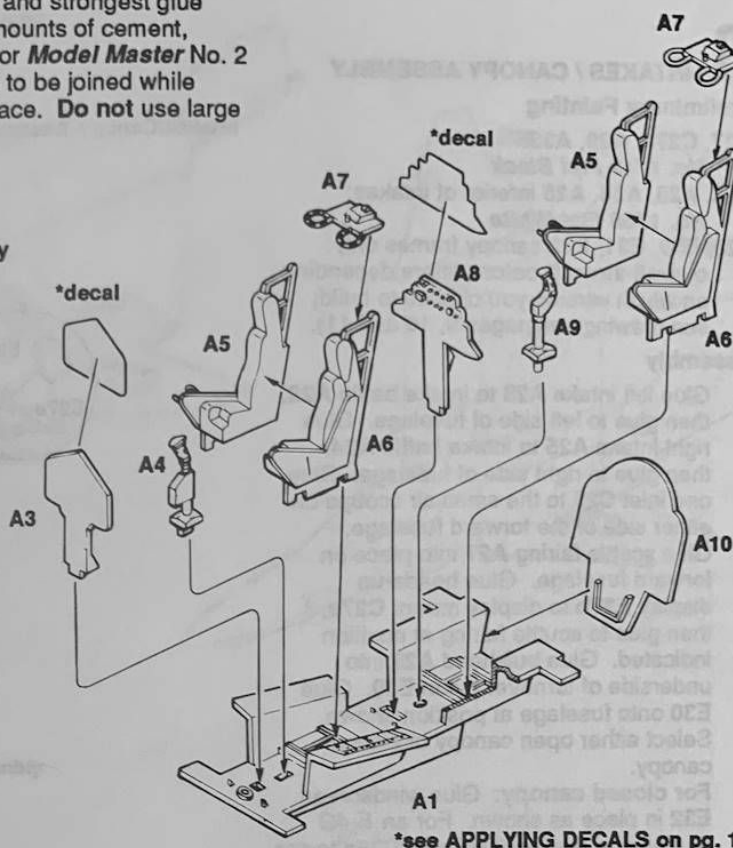
**No. 1710 Dark Green** with #1150 Red headrest cushions on Luftwaffe F-4F version only.

### Assembly

1. Apply **Instrument decals** to front and rear instrument panels **A3** and **A8**. **Note:** shape of decals match shape of parts. Glue pilot's instrument panel **A3** into forward notch in floor **A1**.
2. Glue seat halves **A5** to **A6**, make 2 seats. Glue one **A7** to top of each seat, and let dry. Glue pilot's control stick **A4** into slot in front cockpit, and rear control stick **A9** into hole in rear cockpit.
3. Glue one seat into front cockpit as shown. Glue instrument panel **A8** into slot behind pilot's seat. Glue other seat into place in rear cockpit. Glue bulk-head **A10** to rear of crew module.

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.

Crew Module Assembly



\*see APPLYING DECALS on pg. 11

## 2 FUSELAGE ASSEMBLY

### Preliminary Painting

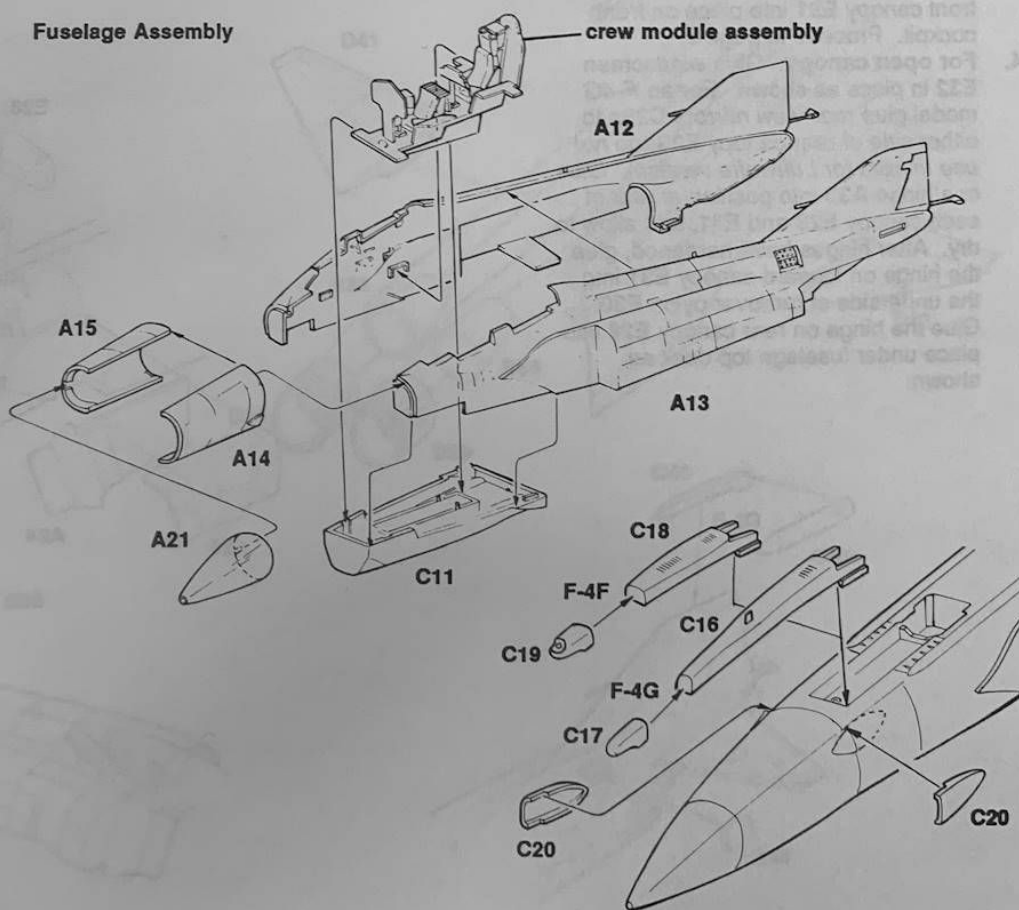
**A12**, **A13** inside walls of cockpit area:

"Light Gray" (mix 12 parts **No. 1733 Camouflage Gray** and 1 part **No. 1749 Flat Black**)

### Assembly

1. Glue **crew module assembly** to lower fuselage panel **C11** as shown. Glue this assembly to right fuselage half **A12**, then glue fuselage halves **A12** and **A13** together. Make sure that all parts line up properly before proceeding.
2. Glue forward fuselage halves **A14** and **A15** together, then glue to front of fuselage. Glue nose **A21** to forward fuselage. Glue one air scoop **C20** to each side of fuselage as shown.
3. Glue nose fairing and fairing cap to underside of nose as shown in drawings. The F-4G uses radar fairing **C16** and fairing cap **C17**. The F-4F uses Vulcan fairing **C18** and fairing cap **C19**.

Fuselage Assembly





### 3 INTAKES / CANOPY ASSEMBLY

#### Preliminary Painting

A27, C27a, A29, A33:

No. 1749 Flat Black

A22, A23, A24, A25 interior of intakes:

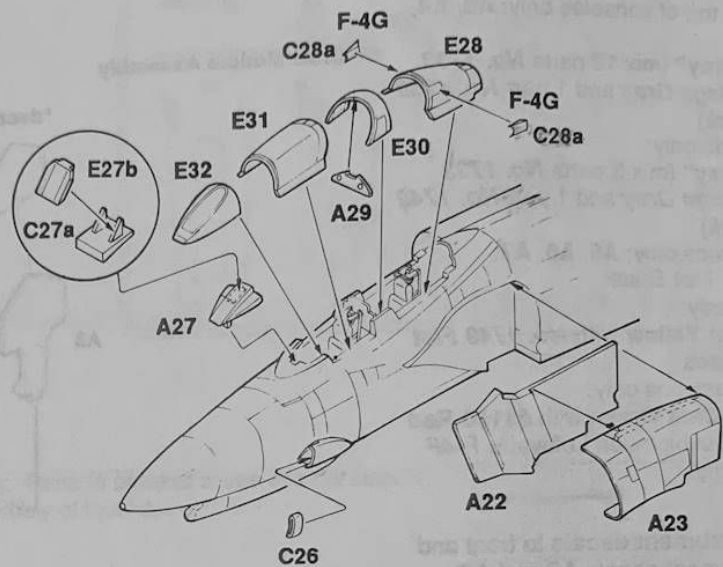
No. 1768 Flat White

E28, E30, E31, E32 canopy frames only:  
overall aircraft color (differs depending on which version you choose to build; see drawings on pages 9, 10 and 11).

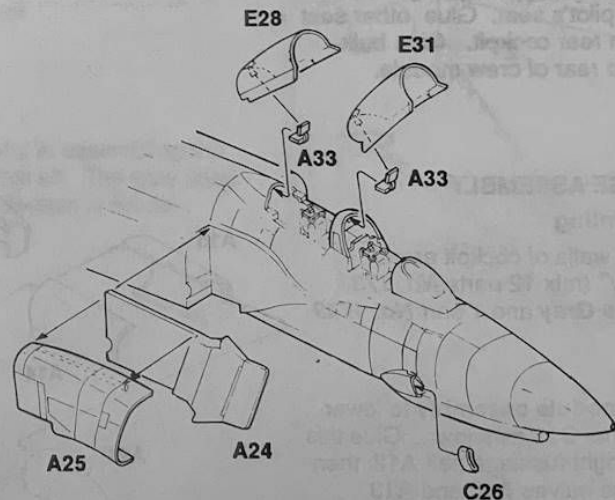
#### Assembly

1. Glue left intake **A23** to intake baffle **A22**, then glue to left side of fuselage. Glue right intake **A25** to intake baffle **A24**, then glue to right side of fuselage. Glue one inlet **C26** to the small air scoops on either side of the forward fuselage.
2. Glue scuttle fairing **A27** into place on forward fuselage. Glue heads-up display **E27b** to display mount **C27a**, then glue to scuttle fairing at position indicated. Glue bulkhead **A29** into underside of turnover pylon **E30**. Glue **E30** onto fuselage at position shown. Select either open canopy or closed canopy.
3. **For closed canopy:** Glue windscreen **E32** in place as shown. For an *F-4G* model glue rear-view mirrors **C28a** to either side of rear canopy **E28** (*do not use mirrors for Luftwaffe version*). Glue rear canopy **E28** onto rear cockpit, and front canopy **E31** into place on front cockpit. Proceed to page 5.
4. **For open canopy:** Glue windscreen **E32** in place as shown. For an *F-4G* model glue rear-view mirrors **C28a** to either side of rear canopy **E28** (*do not use mirrors for Luftwaffe version*). Glue one hinge **A33** into position at rear of each canopy **E28** and **E31**, and allow to dry. After hinges have hardened, glue the hinge on forward canopy **E31** into the underside of turnover pylon **E30**. Glue the hinge on rear canopy **E28** into place under fuselage top deck as shown.

#### Intakes/Canopy Assembly



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



# 4 FUSELAGE / WINGS ASSEMBLY

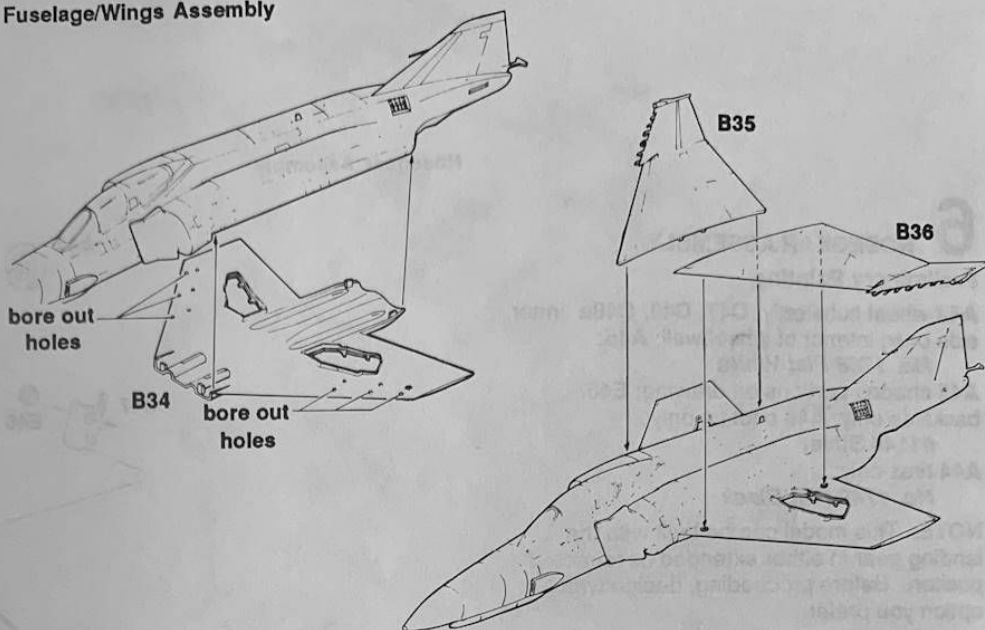
## Preliminary Painting

B34, B35, B36 interior of wheel wells:  
No. 1768 Flat White

## Assembly

- Using your Testor Hobby Knife, open up the six holes at the leading edge of each lower wing B34. Glue lower wing B34 to underside of fuselage. Glue right and left upper wings B35 and B36 onto lower wing.

Fuselage/Wings Assembly



# 5 FUSELAGE FINAL ASSEMBLY

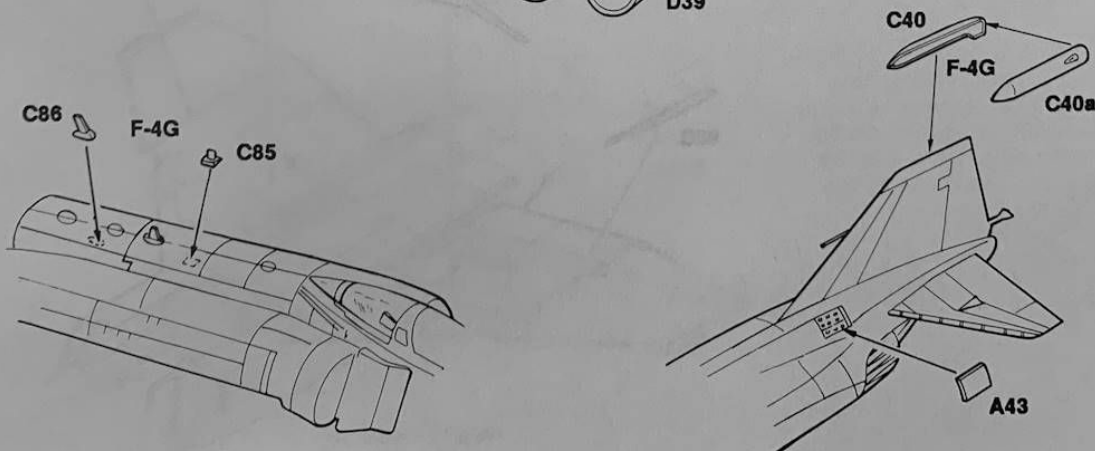
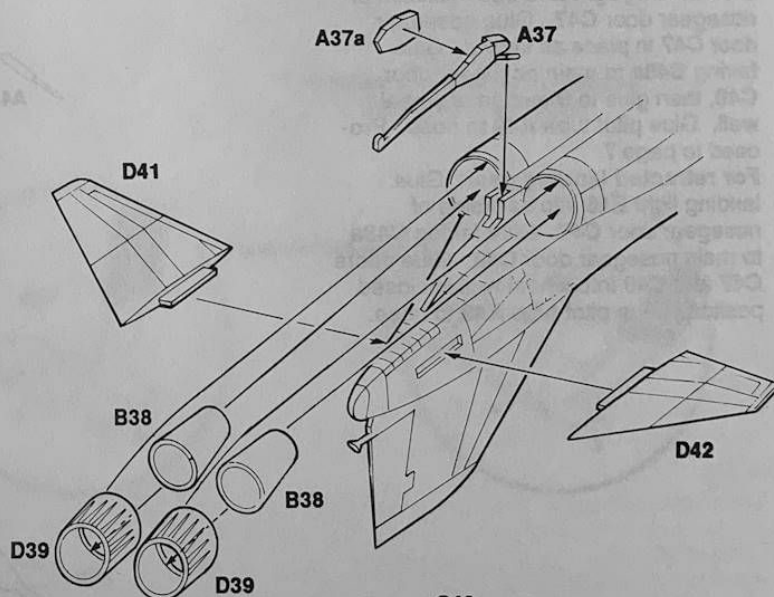
## Preliminary Painting

B38:  
No. 1749 Flat Black  
B38 turbine detail only; A37, A37a, D39:  
No. 1780 Steel

## Assembly

- Glue A37a to arrestor hook A37, then glue arrestor hook to underside of fuselage. Glue turbine housing B38 into rear of fuselage, then glue tail cones D39 in place as shown.
- Glue right and left stabilators D41 and D42 to right and left side of fuselage as shown. Glue panel A43 to rectangular depression on left rear fuselage.
- For F-4G only:** Glue radome fairing halves C40 and C40a to tail fin and each other as shown. Glue antennae C85 and C86 to upper left side of fuselage at position shown.

Fuselage Final Assembly



### 3 INTAKE / CANOPY ASSEMBLY

Preliminary Painting

A47, C45, A46, A48, A49

No. 1768 Flat White

A48, A49, A47, A46, A45, A44

No. 1749 Flat Black

A45, A44, A43, A42, A41, A40, A39, A38, A37, A36, A35, A34, A33, A32, A31, A30, A29, A28, A27, A26, A25, A24, A23, A22, A21, A20, A19, A18, A17, A16, A15, A14, A13, A12, A11, A10, A9, A8, A7, A6, A5, A4, A3, A2, A1

Preliminary Painting

**A44** wheel hubs only; **C47**, **C49**, **C48a** inner side only; interior of wheel well; **A45**:

**No. 1768 Flat White**

**A45** shaded portions on drawing; **E46** backside only; **A49** pitot tip only:

**#1146 Silver**

**A44** tires only:

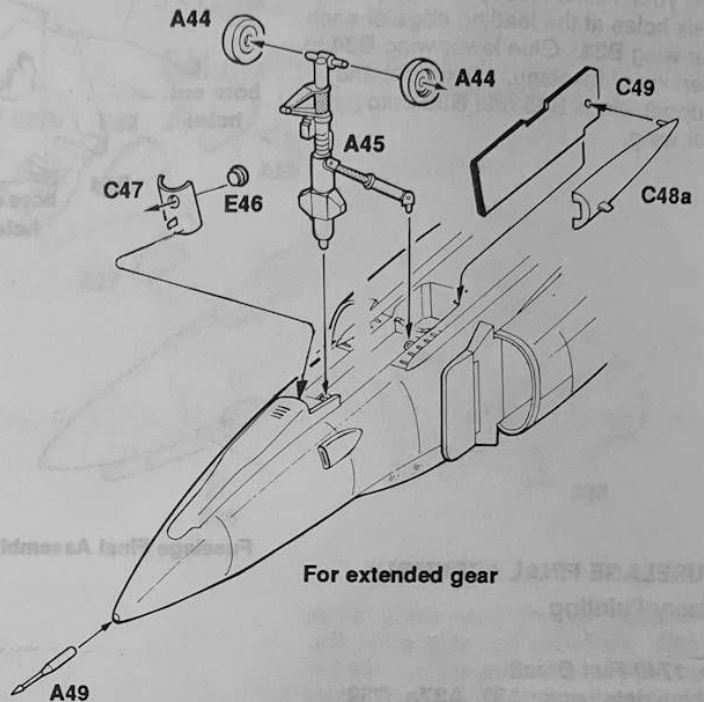
**No. 1749 Flat Black**

**NOTE:** This model can be built with the landing gear in either extended or retracted position. Before proceeding, decide which option you prefer.

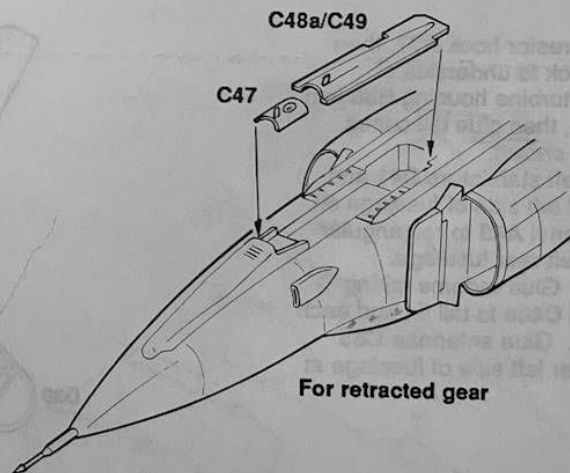
#### Assembly

1. **For extended landing gear:** glue one nose wheel **A44** to each axle on nosegear strut **A45**. Glue **A45** into front wheel well.
2. Glue landing light **E46** into backside of nosegear door **C47**. Glue nosegear door **C47** in place as shown. Glue fairing **C48a** to main nosegear door **C49**, then glue to the edge of wheel well. Glue pitot tube **A49** to nose. Proceed to page 7.
3. **For retracted landing gear:** Glue landing light **E46** into backside of nosegear door **C47**. Glue fairing **C48a** to main nosegear door **C49**. Glue doors **C47** and **C49** into wheel well in closed position. Glue pitot tube **A49** to nose.

### Nosegear Assembly



For extended gear



For retracted gear

# 7 MAINGEAR ASSEMBLY

## Preliminary Painting

**B50, B51** wheel hubs only; **B56, B57** inner side only; **A52, A53, A54, A55**:

*No. 1768 Flat White*

**A52, A53, A54, A55** shaded portions on drawing:

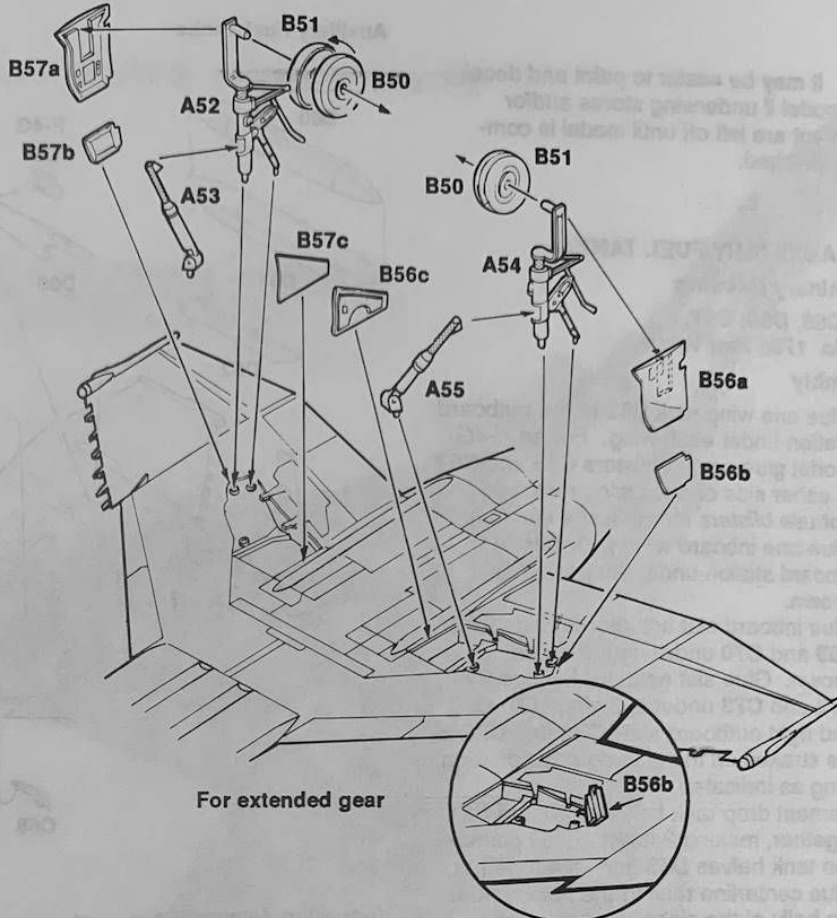
*#1146 Silver*

**B50, B51** tires only:

*No. 1749 Flat Black*

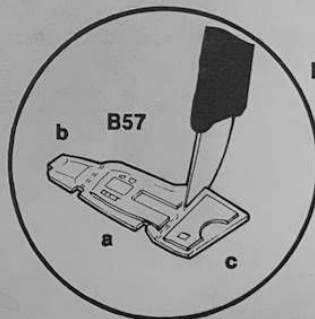
## Assembly

1. **For extended landing gear:** Glue wheel halves **A50** and **A51** together, making 2 wheels. Glue one wheel to each maingear strut **A52** and **A54**. Glue strut **A52** into left wheel well and right strut **A54** into right wheel well.
2. Glue left actuator **A53** into hole in left wheel well and notch on landing gear strut. Glue right actuator **A55** to right wheel well and strut. Cut maingear doors **B56** and **B57** into 3 pieces as shown in drawing.
3. Glue door **B56a** to right landing gear strut. Glue door **B57a** to left strut. Glue door **B56b** onto underside of wing at an angle so that it is parallel with the outer edge of the wheel well (see inset). Repeat procedure with door **B57b**.
4. Glue door **B56c** to edge of right wheel well. Glue door **B57c** to edge of left wheel well. Glue wing hinge fairing **D58** to underside of left wing, and hinge fairing **D59** under right wing. Proceed to page 8.
5. **For retracted landing gear:** Glue right maingear door **B56** into right wheel well. Glue door **B57** into left wheel well. Cement wing hinge fairings **D58** under left wing, and **D59** under right wing.

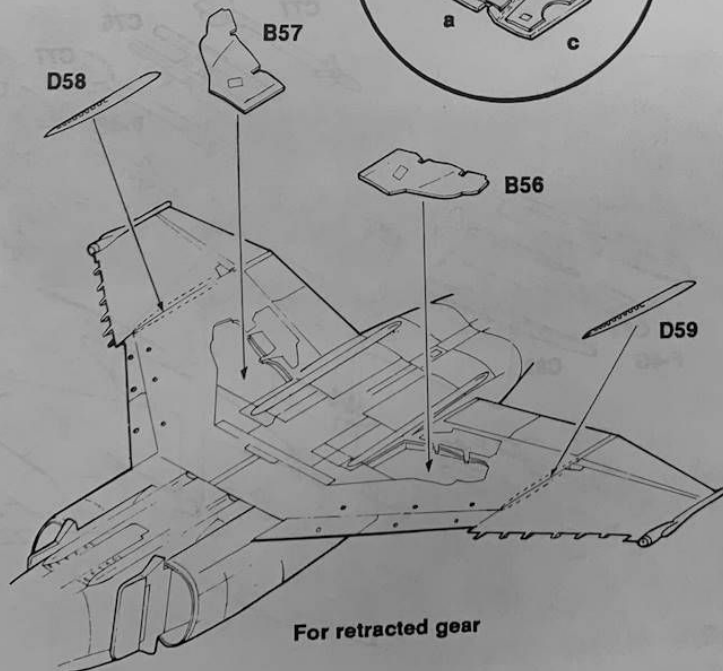
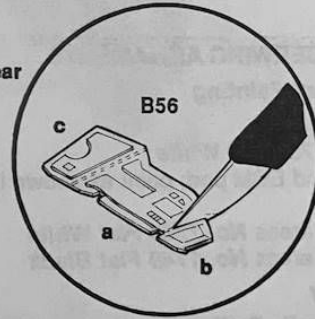


For extended gear

Position of upper undercarriage door, similar for B57b



For extended gear



For retracted gear



**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.

## 8 AUXILIARY FUEL TANKS

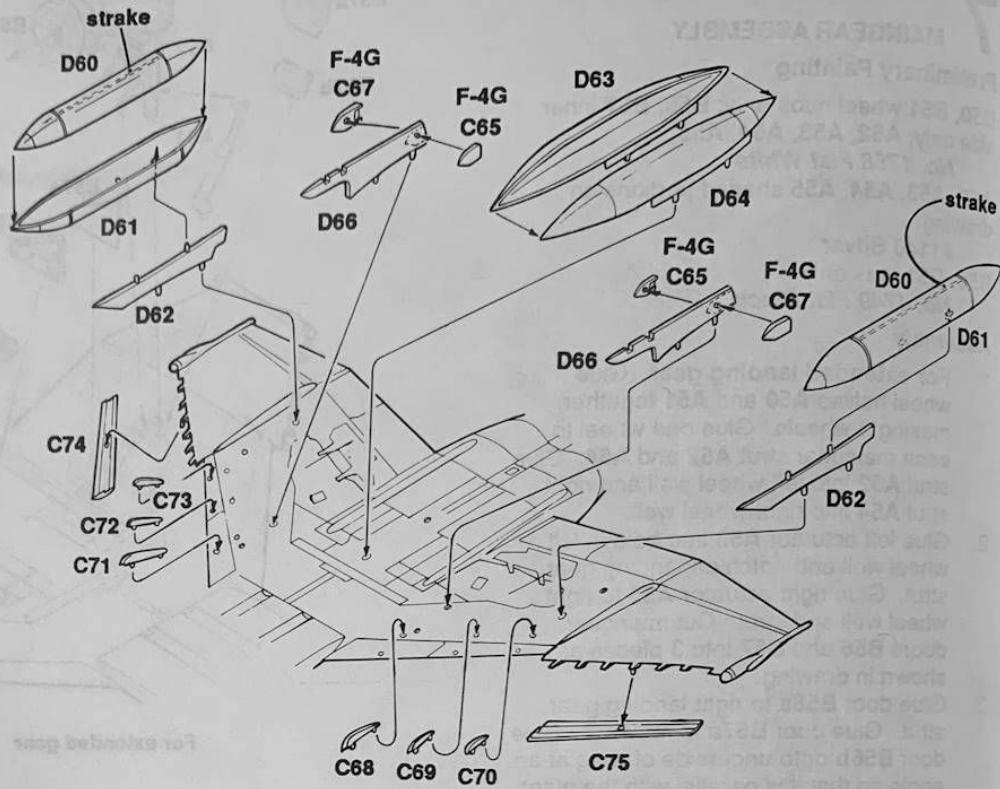
### Preliminary Painting

D62, C65, D66, C67:  
No. 1768 Flat White

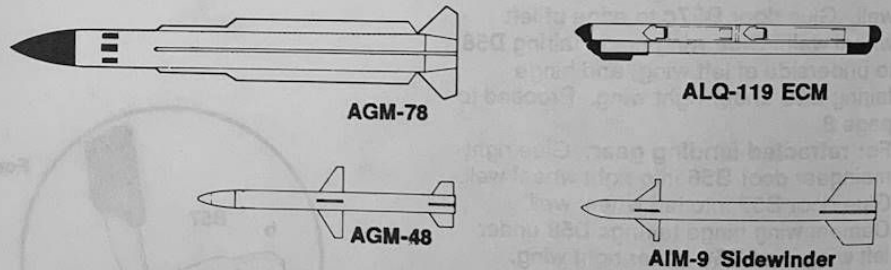
### Assembly

1. Glue one wing rack D62 to the outboard station under each wing. For an F-4G model glue sensor blisters C65 and C67 to either side of each wing rack D66 (do not use blisters for Luftwaffe version). Glue one inboard wing rack D66 to inboard station under each wing as shown.
2. Glue inboard slat actuator fairings C68, C69 and C70 under right wing as shown. Glue slat actuator fairings C71, C72 and C73 under left wing. Glue left and right outboard slats C74 and C75 to the strakes on the leading edge of each wing as indicated.
3. Cement drop tank halves D60 and D61 together, making 2 tanks. Glue centerline tank halves D63 and D64 together. Glue centerline tank to the holes under the belly of the plane, then glue one drop tank to each outboard wing rack.

### Auxiliary Fuel Tanks



### Underwing Armaments



## 9 UNDERWING ARMAMENTS

### Preliminary Painting

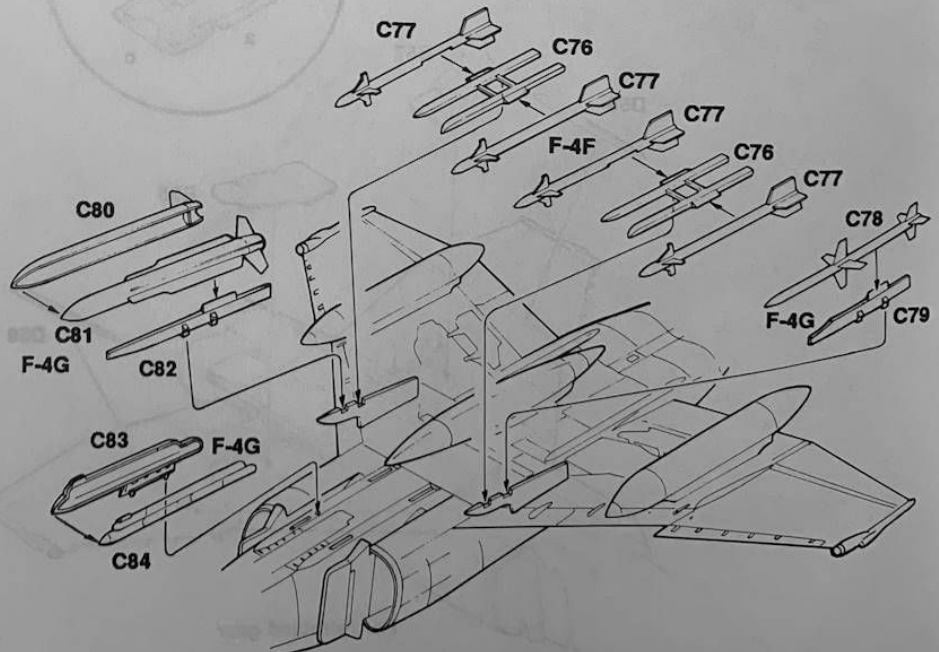
C76, C79, C82:  
No. 1768 Flat White

missiles and ECM pod; paint as shown in drawings:

white areas No. 1768 Flat White  
black areas No. 1749 Flat Black

### Assembly

1. **Luftwaffe F-4F only:** Glue one Sidewinder rack C76 to the inboard rack under each wing. Glue two Sidewinder missiles C77 to each missile rack as shown (also see drawing on page 12).
2. **U.S. F-4G only:** Glue missile pylon C79 to inboard rack under right wing, and missile pylon C82 to inboard rack under left wing. Glue AGM-48 missile C78 to pylon under right wing. Glue AGM-78 missile halves C80 and C81 together, then glue missile to pylon under left wing. Cement ECM pod halves C83 and C84 together, then glue ECM pod into left forward Sparrow well as shown (also see drawing on page 12).



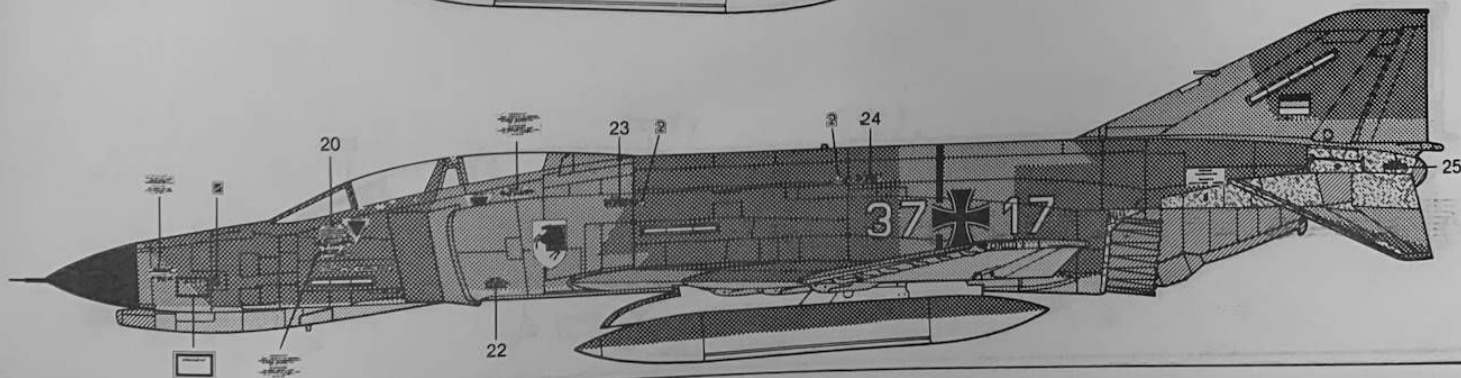
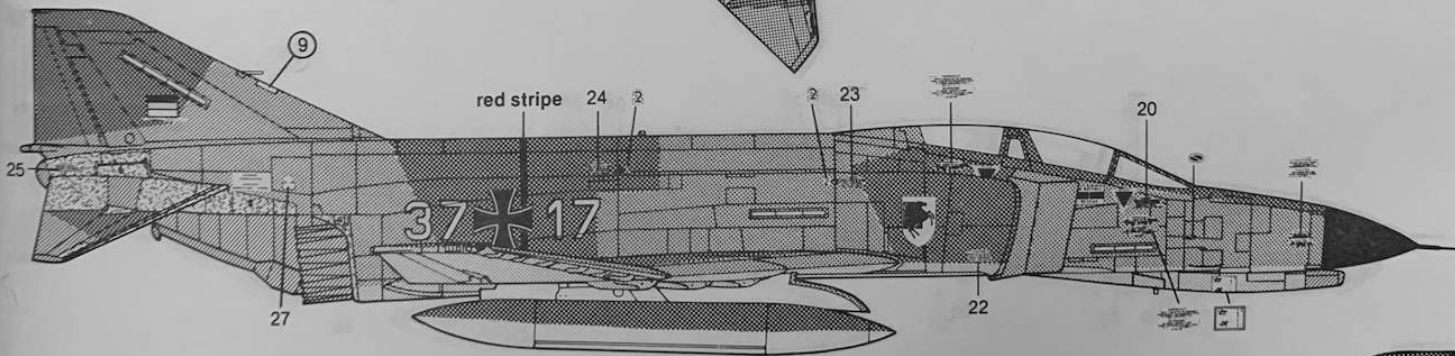
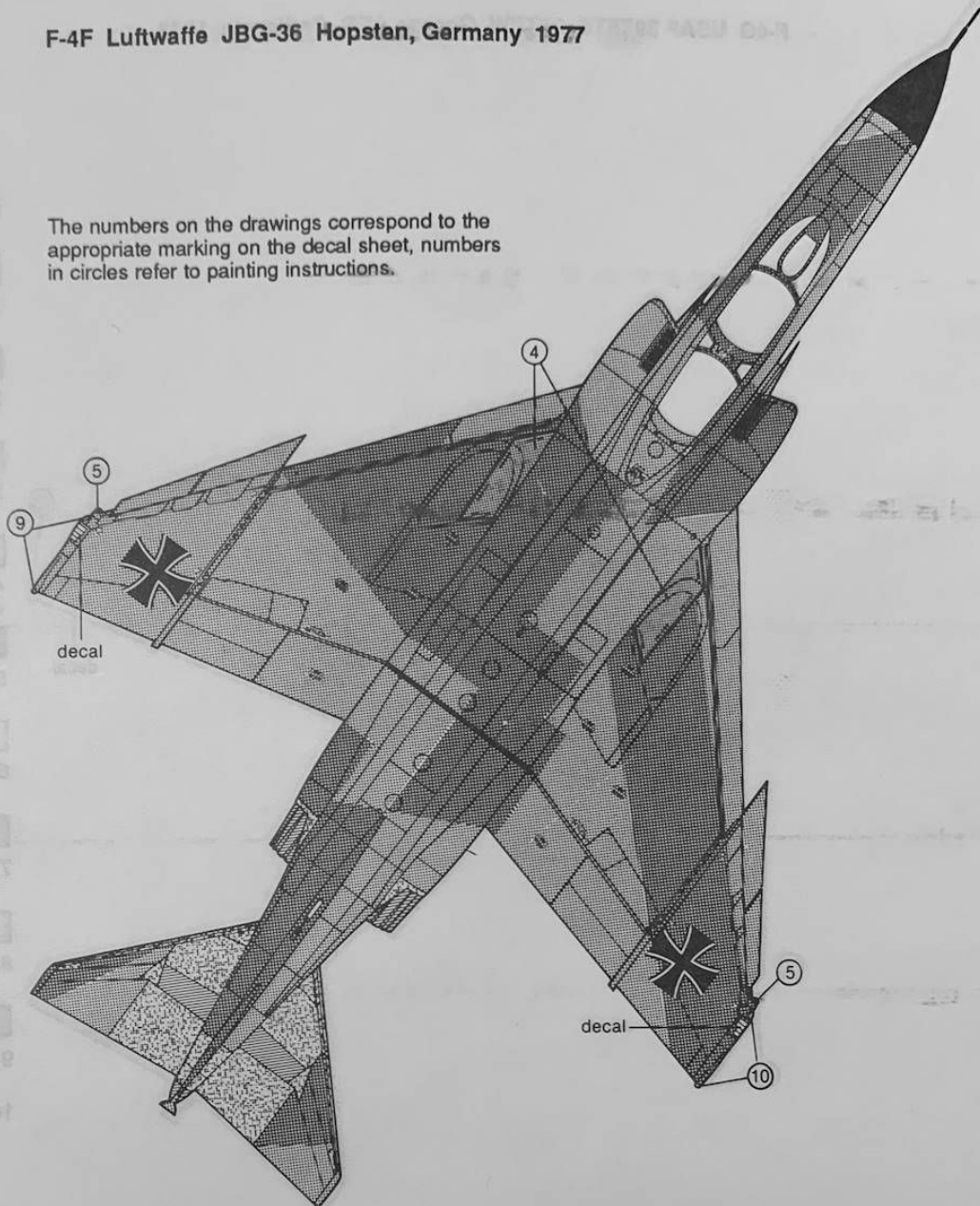


COLOR KEY

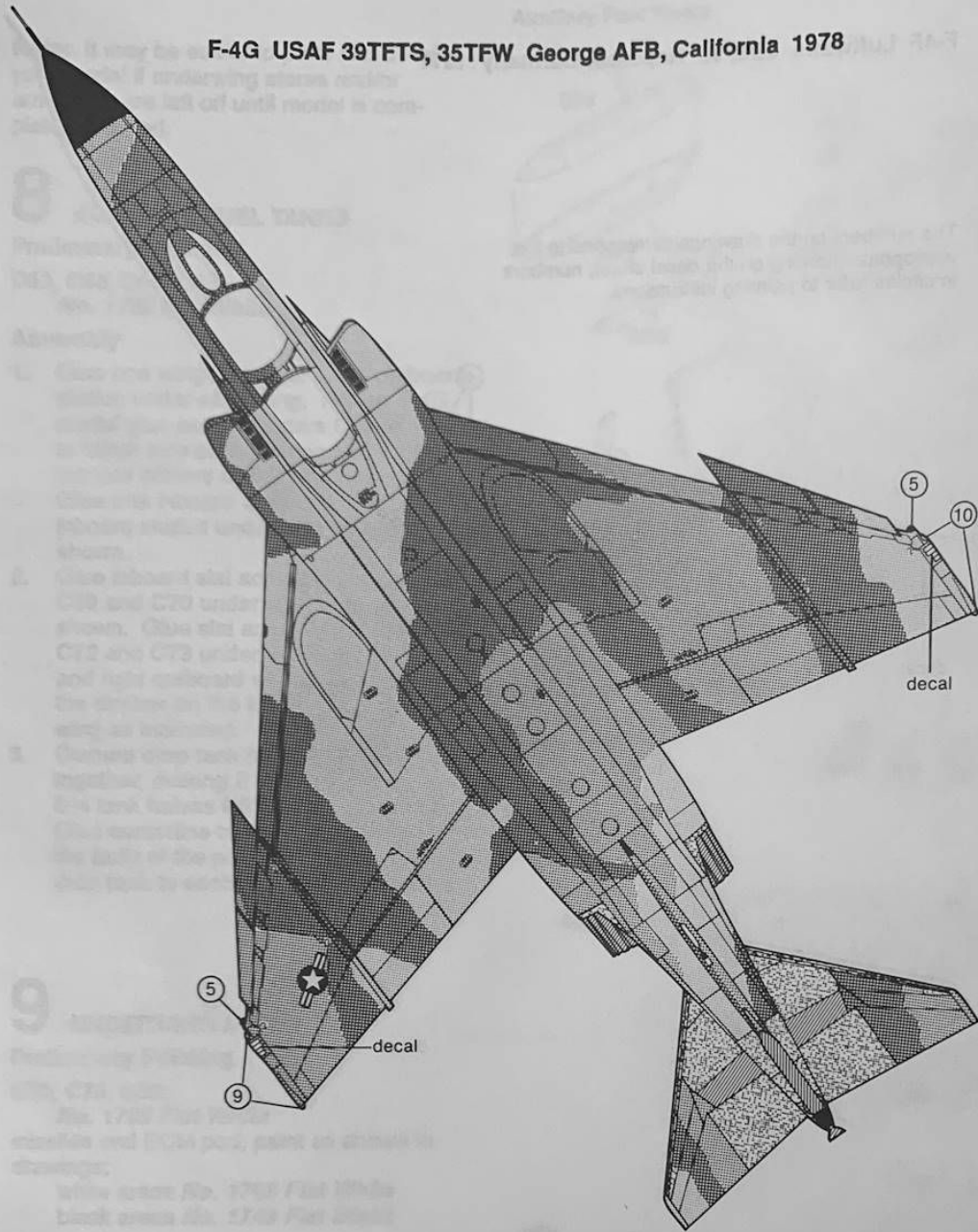
- 1. "Dark Green" FS 24064 (mix 6 parts #1165 Flat Army Olive, 1 part #1164 Flat O.D. Green and 1 part No. 1749 Flat Black)
- 2. "Gray" FS 26132 (mix 8 parts #1163 Flat Battle Gray and 1 part No. 1749 Flat Black)
- 3. "Silver Gray" FS 17178 (No. 1790 Chrome Silver)
- 4. "Dark Gray" (mix 4 parts #1163 Flat Battle Gray and 1 part No. 1749 Flat Black)
- 5. No. 1749 Flat Black
- 6. No. 1768 Flat White
- 7. No. 1780 Steel
- 8. No. 1781 Aluminum
- 9. #1150 Red
- 10. #1124 Green

F-4F Luftwaffe JBG-36 Hopsten, Germany 1977











The numbers on the drawings correspond to the appropriate marking on the decal sheet, numbers in circles refer to painting instructions.

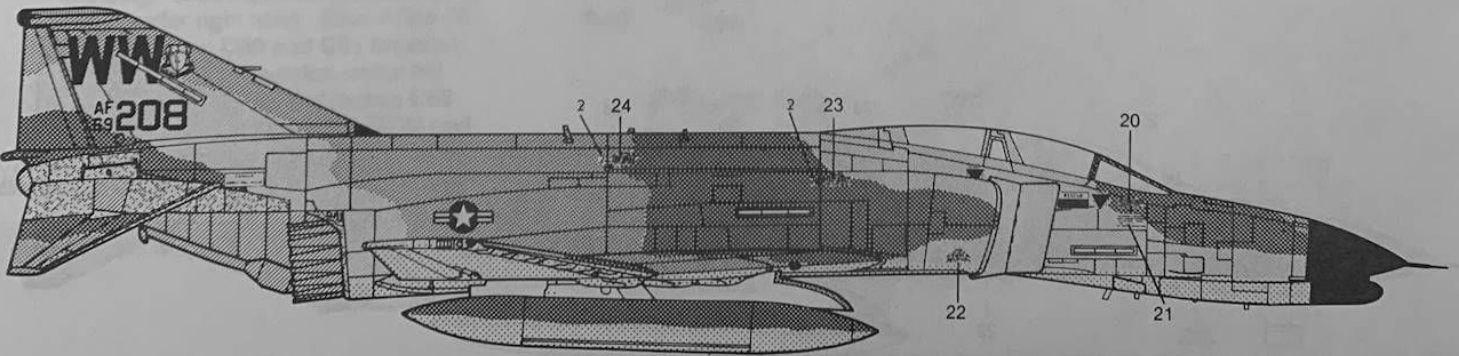
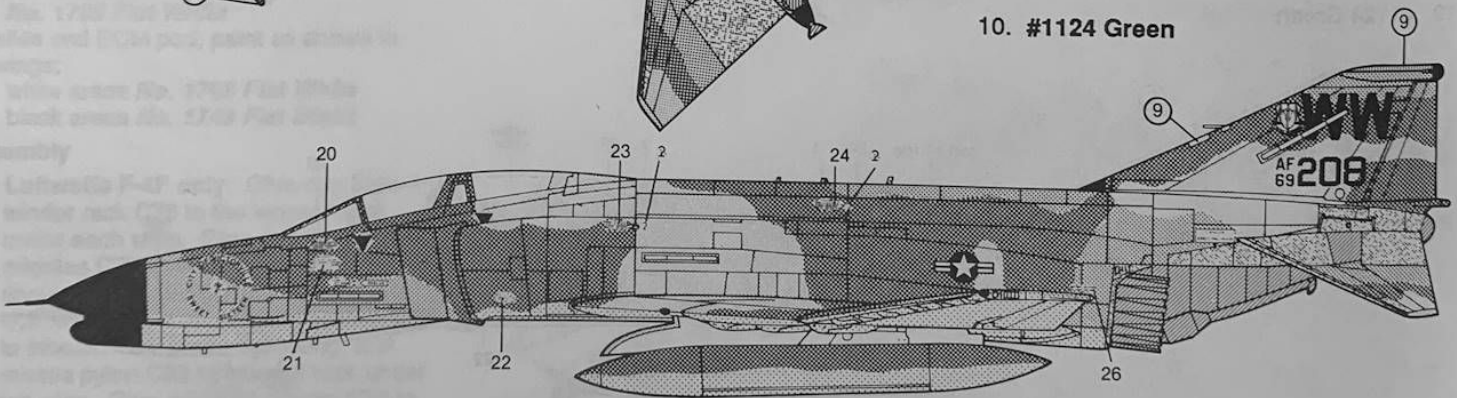


# F-4G USAF 39TFTS, 35TFW George AFB, California 1978



## COLOR KEY

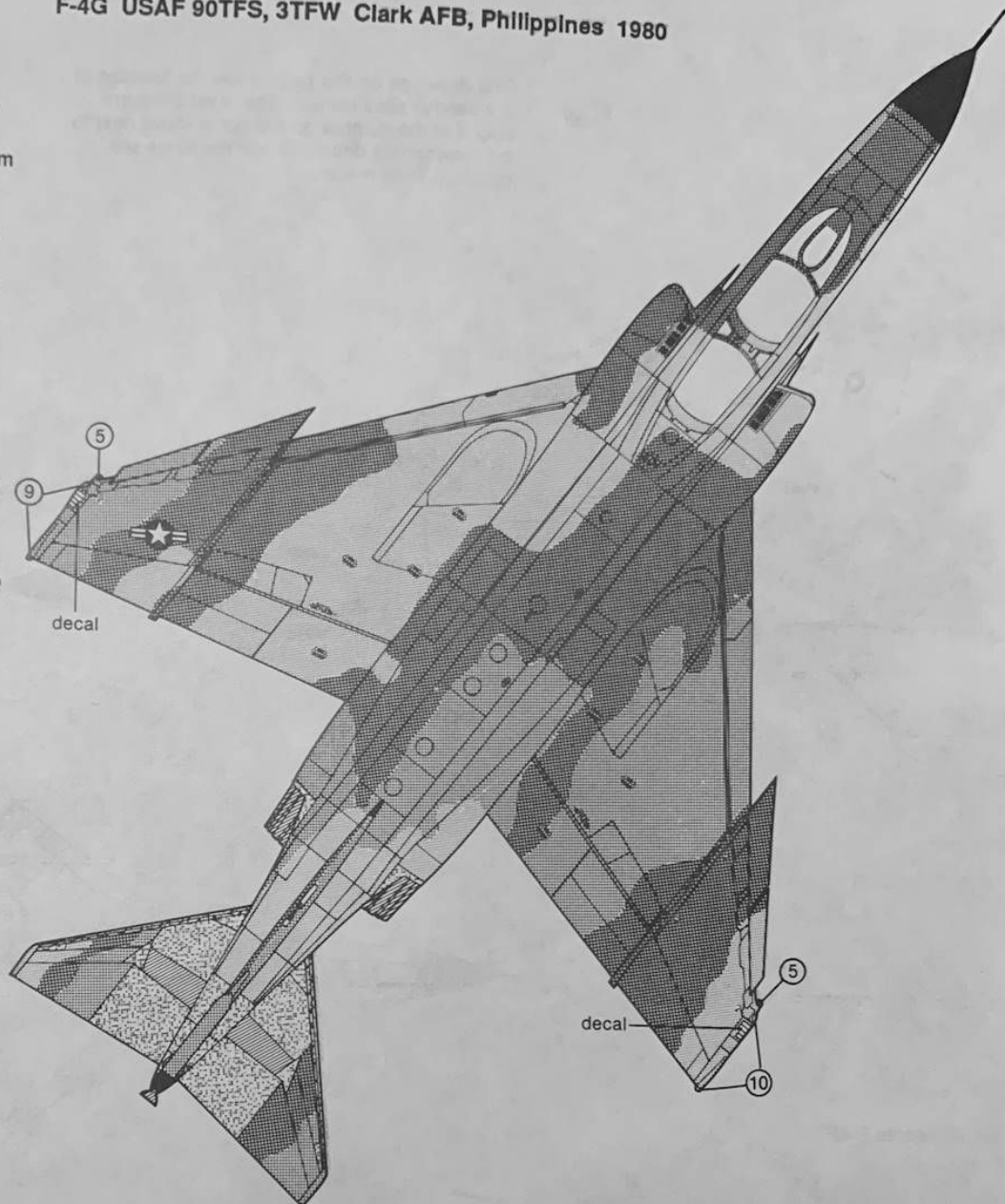
-  1. No. 1710 Dark Green FS 34079
-  2. No. 1713 Medium Green FS 34102
-  3. No. 1742 Dark Tan FS 30219
-  4. No. 1733 Camouflage Gray FS 36622
-  5. No. 1749 Flat Black
-  6. No. 1768 Flat White
-  7. No. 1780 Steel
-  8. No. 1781 Aluminum
-  9. #1150 Red
-  10. #1124 Green



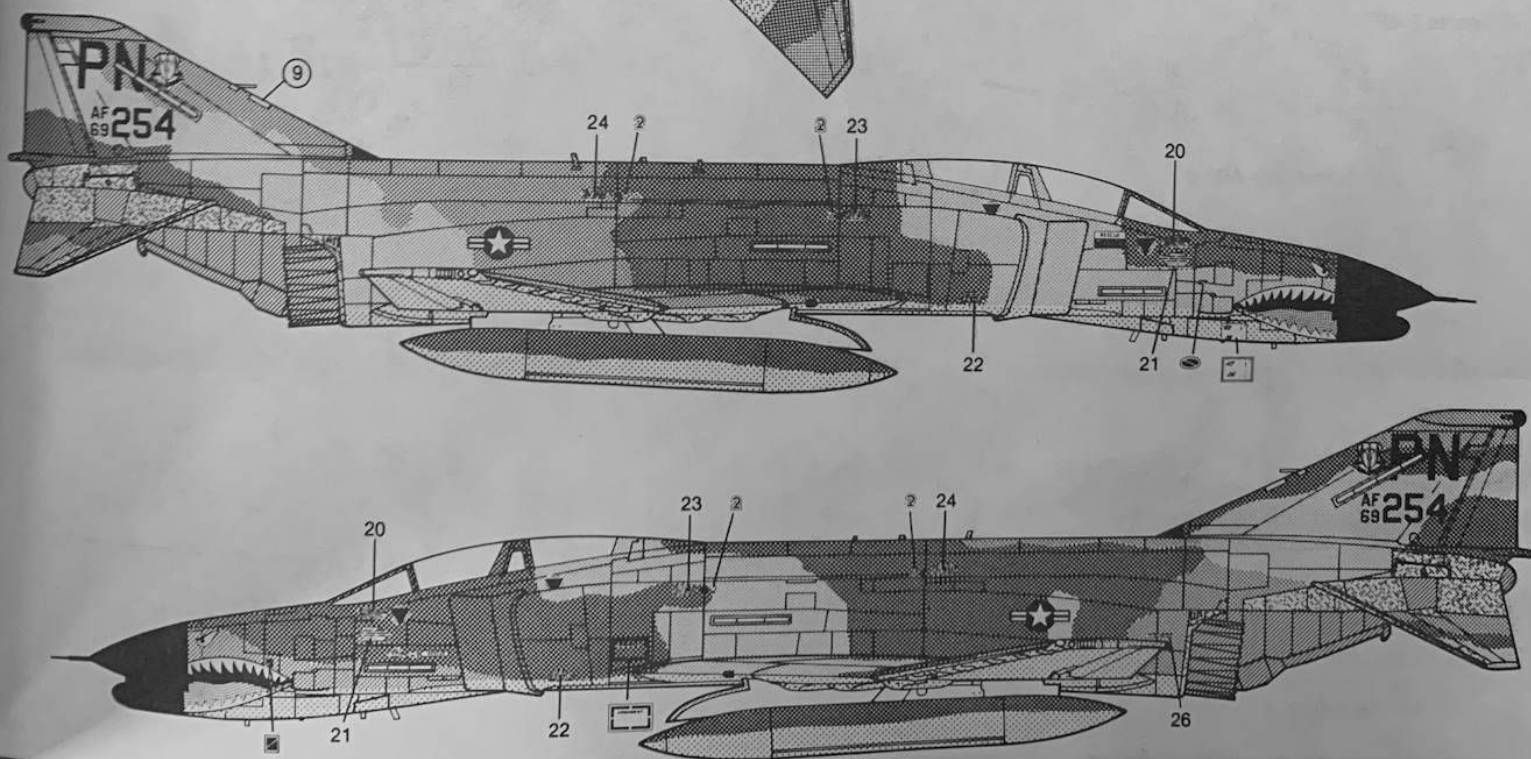
## APPLYING DECALS

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 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. 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. 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 to 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-4G USAF 90TFS, 3TFW Clark AFB, Philippines 1980

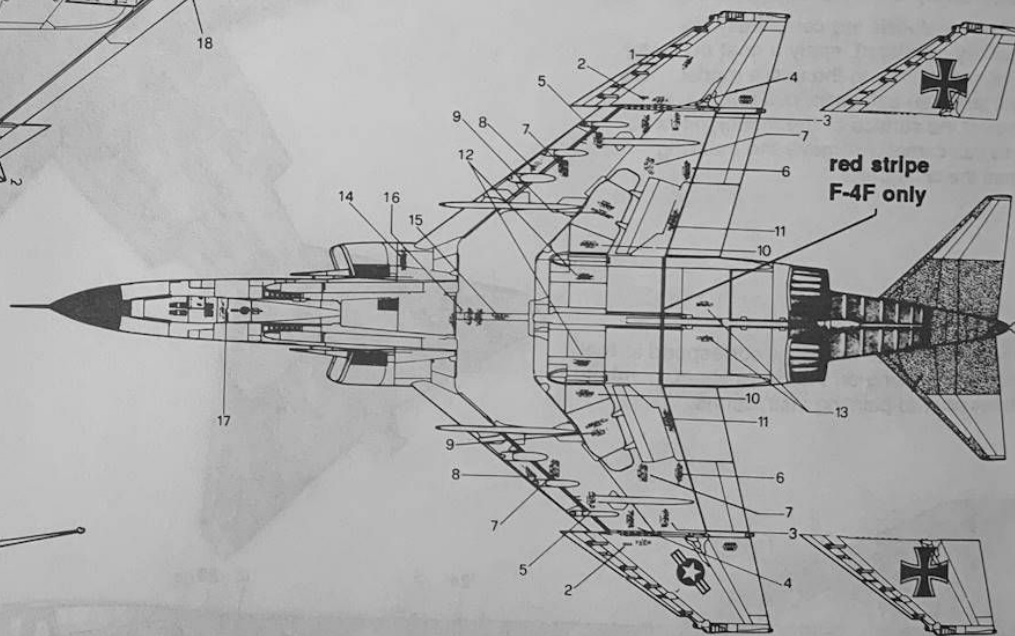
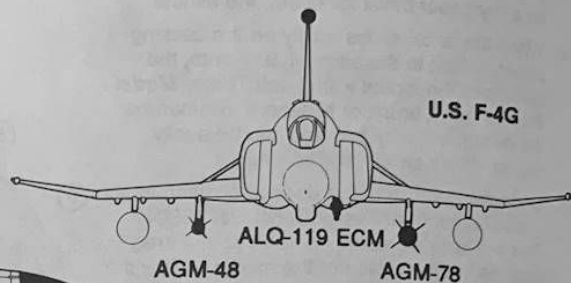
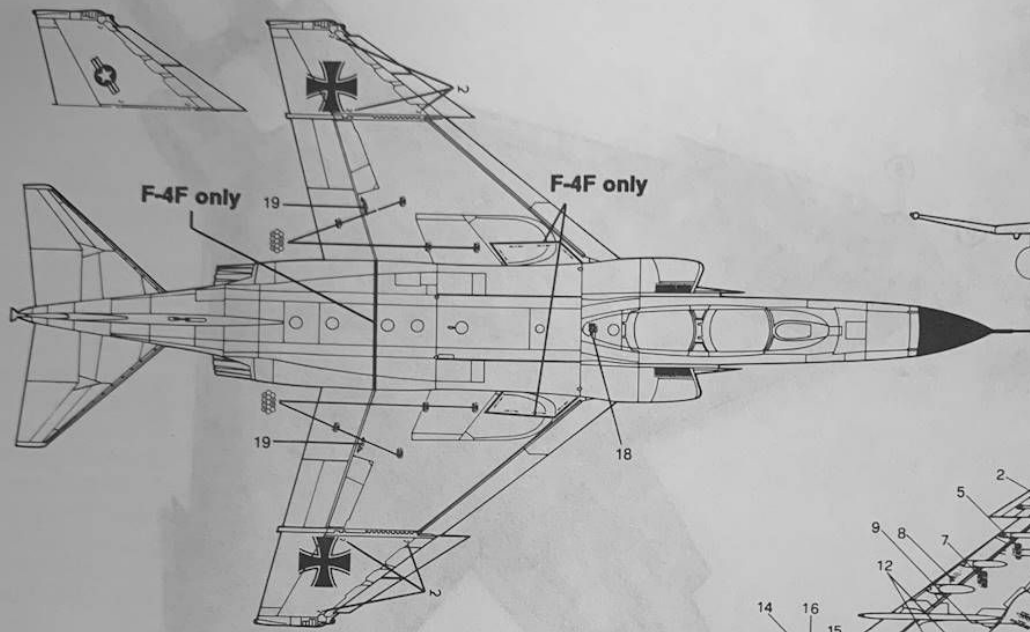


The numbers on the drawings correspond to the appropriate marking on the decal sheet, numbers in circles refer to painting instructions.





The drawings on this page show the location of the various data decals. The numbers correspond to the number on the decal sheet next to the appropriate decal. These markings are common to all models.



Luftwaffe F-4F



Sidewinder AIM-9