F-18 HORNET
No. 581

HISTORY

The *F-18 Hornet* originated in the late 1960's as a private venture to replace the successful F5 series. It was called the Northrop Cobra D530. It evolved into the F17 which lost out in 1974 to the General Dynamics F16 in a hard fought Air Force competition for a lightweight fighter. McDonnell-Douglas then took over a major portion of the program and sold the concept to the U.S. Navy as an attack fighter. Many modifications were incorporated for shipboard use as well as for the attack role.

The first development aircraft flew in 1978; all eleven development aircraft have since been delivered. Production models are now coming off the line, with orders to date totalling more than 900. Projections for Navy requirements are about 1800 units. The aircraft will have three configurations: the *FA18* attack plane, the *F18* fighter, and the *TF18* trainer-attack plane. Training units are being formed late in 1980, with first squadrons planning to be in service by 1982.

SPECIFICATIONS

Power	Two GE F404 turbofans
Weight	Empty: 21,500 lbs Max. takeoff: 45,300 lbs
Span	With tip missiles: 40′5″ Wings folded: 25′
Length	56′
Height	15′4″
Crew	One
Max. speed	Mach 1.8+
Combat ceiling	49,000′
Combat radius	580 nautical miles
Armament	One M61 multi-barrel 20mm cannon on fuselage and nine mount stations: one centerline—bombs or tank; two fuselage sides—Sparrow or special pods; four wing pylons—bombs, tanks, or missiles; two wingtip Sidewinders.
Max. external load	19,000 lbs

Reference Sources

Air International, Dec. 1978, Vol 15 #6 (Finescroll)

Aviation Week & Space Technology (McGraw-Hill)

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 runners (sprue) until you need them. This helps avoid confusion and lost parts.
4. When cementing the parts together, check the way in which one part fits together with another. This ensures a neat job.
5. Always remember, when working with plastic model cement and paint, make sure your work is well-ventilated. The fumes from plastic modeling products can be harmful if inhaled.

PREPARATION OF PARTS

1. Never tear parts off the runners (sprue). Use a Testor Hobby Knife, nail clippers, or small wire cutters.
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 enamels. Parts of the model are painted individually, and then the entire model is oversprayed when you have finished construction.

First of all, be sure your brushes are soft, clean and flexible. (Keep them that way by cleaning them thoroughly with Testor Paint thinner.) Never use inexpensive brushes! A selection of Testor Shed-Proof Brushes will serve you well.

Wash plastic parts before detaching them from the sprue. Warm water and liquid detergent 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 automotive centers) to remove dust and lint.

Most parts are best painted while still attached to the sprue or they may be detached and held with tweezers or "magic" type transparent tape. Paint in one direction only. If your paint is the correct consistency, brush strokes will disappear as the color dries. If the paint seems too thick, thin it with Testor Paint Thinner. Wheels may be detached from the sprue and fit onto toothpicks or matchsticks for painting. Then just hold the paintbrush against the edge of the wheel and rotate the wheel to obtain a neat clean finish.

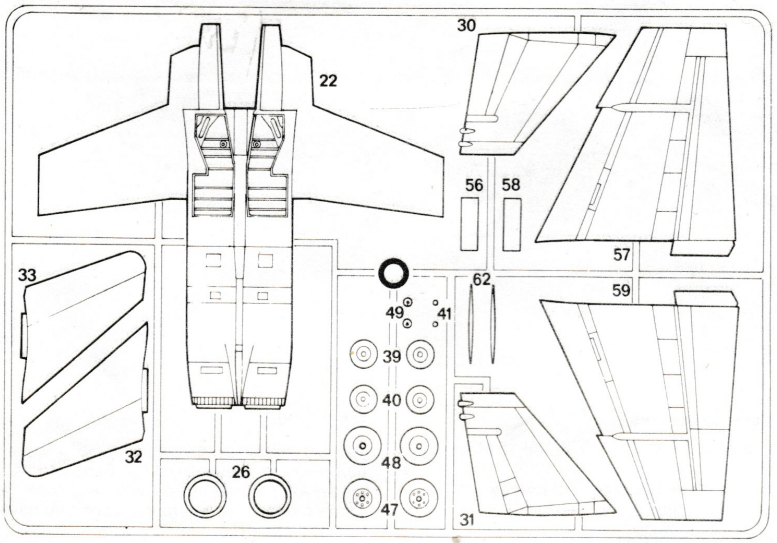
Let the paint dry completely before handling. When the parts are dry, assemble the model, following the directions closely. Remember cement will not stick to painted surfaces. Using your Testor Hobby Knife, carefully remove paint from all surfaces to be cemented. After you have asembled your model you may touch up areas where cement has marred the finish.

When your model is completed, apply a coat of Testor Glosscote #1261 to the entire model. This will give it an authentic, gloss finish and protect the surface of the model.

Remove this page from the instruction sheet by cutting along indicated line. Use the drawings of the complete sprue as a part-locating reference when 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 00 brush, to the surfaces to be joined while holding the parts in place. Do **not** use large amounts of cement.



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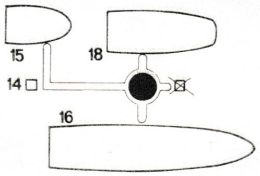

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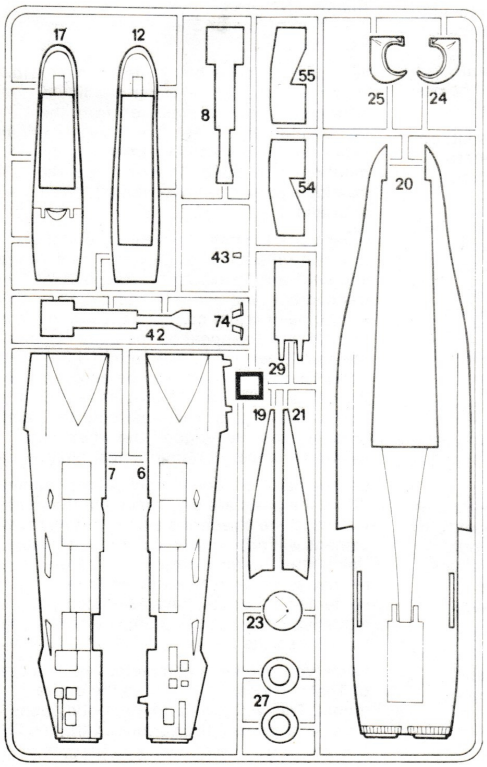

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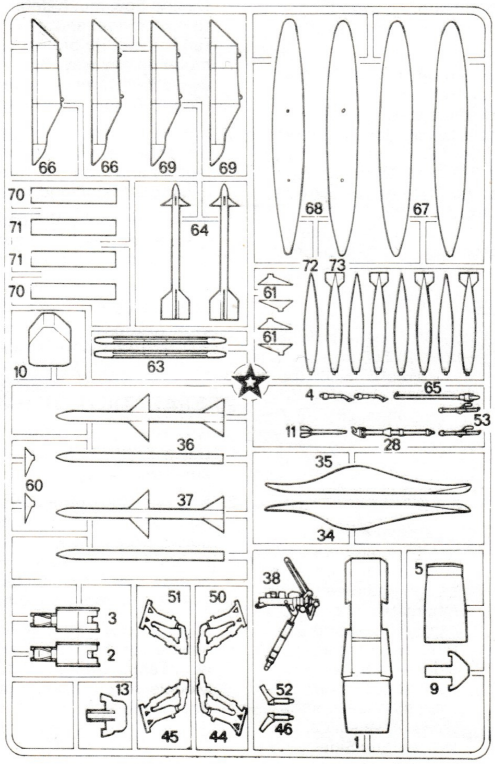

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Cut and remove this sheet.

The *F-18 Hornet* is a complex model, although not difficult to build if the options are studied thoroughly and the parts which will not be used are removed from the sprue before starting. The major option is making a single seat *F-18A* or a two seat *TF-18A*. There is also a choice between two sets of tail cones, one for open take-off position and one for closed cruise positions. Optional are the hang-on armaments, bomber missiles, and the tanks. The air brake between the fins can be placed in open or closed position, and the model may be built with the landing gear retracted. Another option is to place the cockpit canopy in the open position, although this is recommended only for experienced modelers.

All parts not singled out in **Preliminary Painting** should be painted #1145 **Gloss White**, the primary body color before removing them from the parts tree.

1 PARTS 1-10, 13

Preliminary Painting

☆**2**, ☆**3** sides and back only; ☆**1** top rear deck portion only; ☆**4**, ☆**5**, ☆**10**: #1149 **Flat Black**

☆**1** sides and top of side panels only; ☆**9**: **"Light Gray"** (Mix 1 part #1163 **Flat Battle Gray** and 3 parts #1145 **White**)

☆**1** floor portion only: #1163 **Flat Battle Gray**

☐**8** inside of wheel well (underside) only: #1145 **White**

☆**2**, ☆**3** seat and headrest cushions: **"Dark Green"** (Mix 1 part #1124 **Green** and 1 part #1149 **Flat Black**)

Assembly

☐1. Select either the two-seater cockpit **(A)** or the one-seater **(B)**.

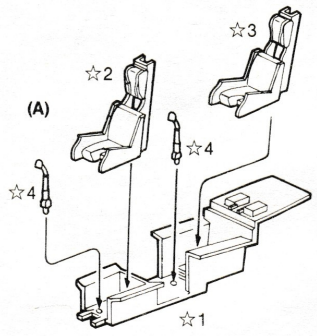
☐2. If selecting **A**, cement seats ☆**2** and ☆**3** into cockpit shell ☆**1**, as shown.

☐3. If selecting **B**, cement seat ☆**2** to forward part of cockpit shell ☆**1**. Glue extra deck panel ☆**5** between front seat and notch in deck panel part of shell ☆**1**.

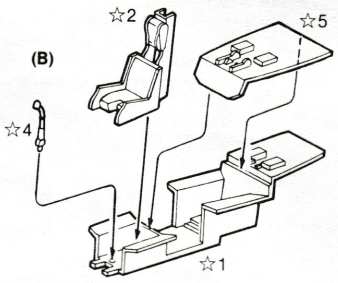
☐4. If selecting **A**, cement two control columns ☆**4** into holes in ☆**1** as shown. If selecting **B**, cement one ☆**4** into forward hole.

☐5. Apply side console decals to ☆**1** and rear panel decals to ☆**9**. At this time, apply instrument panel decals to ☆**13**, noting the front panel decal for ☆**13** is in three pieces, and set aside. If following **A**, cement rear panel ☆**9** into hood ☆**10**.

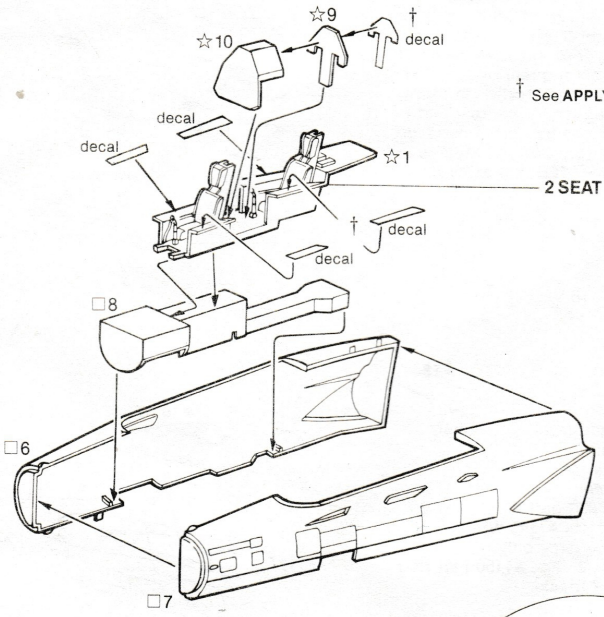
☐6. Fit nose wheel box ☐**8** to right nose piece ☐**6**, and check fit of left nose piece ☐**7** to ☐**6**. When fit is correct, cement box ☐**8** to nose piece ☐**6**, and nose piece ☐**7** to ☐**6**. Then glue cockpit shell ☆**1** to top of nose wheel box ☐**8**.



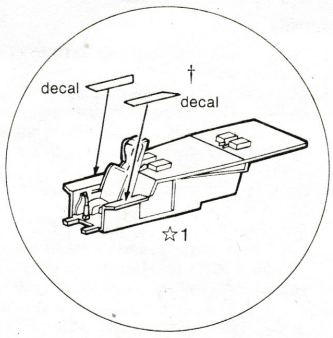
2 SEAT TF-18A



SINGLE SEAT F-18A



† See **APPLYING DECALS** on page 10



SINGLE SEAT F-18A

2 PARTS 11-16 TWO-SEATER ONLY

Preliminary Painting

NOTE: Take care not to scratch or get paint on clear areas. Check box photos for correct areas to paint around windows.

☆**11**, □**12** inner forward portion of cockpit frame only; ☆**13** outside and back of instrument panel and hood only:
#1145 **White**

□**12** cockpit frame, ●**15** rear edge, ●**16** front edge, ●**16B** rear portion only, ●**16A**:
#1149 **Flat Black**

●**16B** frame of canopy, ●**15** rear frame of windshield:
"Dark Red" (Mix 2 parts #1150 **Flat Red** and 1 part #1147 **Black**)

☆**13** inside of panel:
"Light Gray" (Mix 1 part #1163 **Flat Battle Gray** and 3 parts #1145 **White**)

Assembly

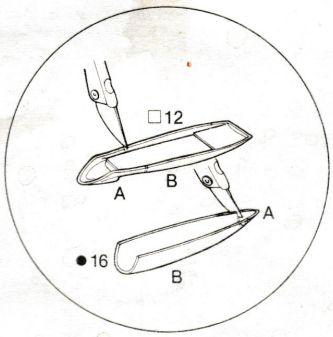
□1. Cement instrument panel ☆**13** to cockpit floor as shown.

□2. After checking fit, glue cockpit cover frame □**12** over cockpit opening.

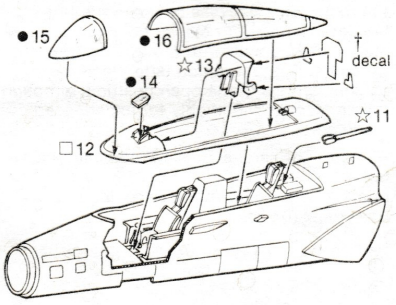
□3. Carefully cement in clear heads up display ●**14**. Glue in actuator piston ☆**11**.

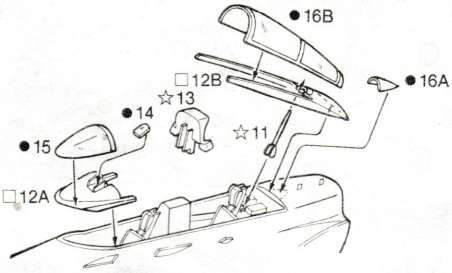
□4. Fit windshield ●**15** and canopy ●**16** to □**12**; then set aside for later installation.

□5. To fix canopy in open position (not recommended for beginners), cut off rear part of canopy cover ●**16**, as shown in circled diagram. Then cut front part of canopy frame from the rear of □**12**. Fit and glue only the front portion in place. After careful fitting, glue the rear part of the canopy ●**16A** to the top of fuselage, as shown. Glue front part of ●**16B** to the rear of the frame □**12B**. Set aside clear parts until later.



For open cockpit only





For open cockpit only

† See **APPLYING DECALS** on page 10

3 PARTS 13-15, 17, 18 ONE-SEATER ONLY

Preliminary Painting

●**15** rear edge, □**17A**, □**17B**, □**17C**; ●**18** front edge:
#1145 **White**

☆**11**; ☆**13** outside and front; □**17** inner forward portion:
#1149 **Flat Black**

☆**13** inside panel area:
"Light Gray" (Mix 1 part #1163 **Flat Battle Gray** and 3 parts #1145 **White**)

●**15** frame only, ●**18** frame only:
"Dark Red" (Mix 2 parts #1150 **Flat Red** and 1 part #1147 **Black**)

Assembly

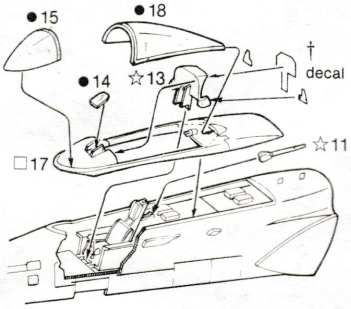
□1. Cement instrument panel ☆**13** to cockpit floor as shown.

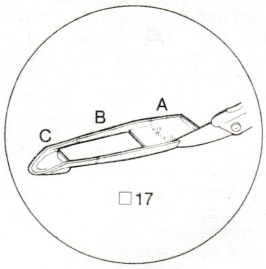
□2. After checking fit, glue cockpit cover frame □**17** over cockpit opening.

□3. Carefully cement in clear heads up display ●**14**. Glue in actuator piston ☆**11**.

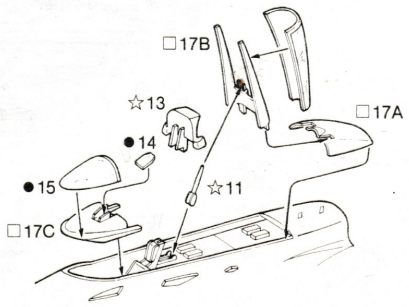
□4. Fit ●**15** and ●**18** to □**17**; then set aside for later installation.

□5. For open canopy, cut canopy frame □**17** into three parts, as indicated in circled diagram. After careful fitting, glue □**17C** and □**17A** in place. Glue canopy ●**18** to frame □**17B**; then set aside ●**15** and ●**18**-□**17B** for later installation.





For open cockpit only



For open cockpit only

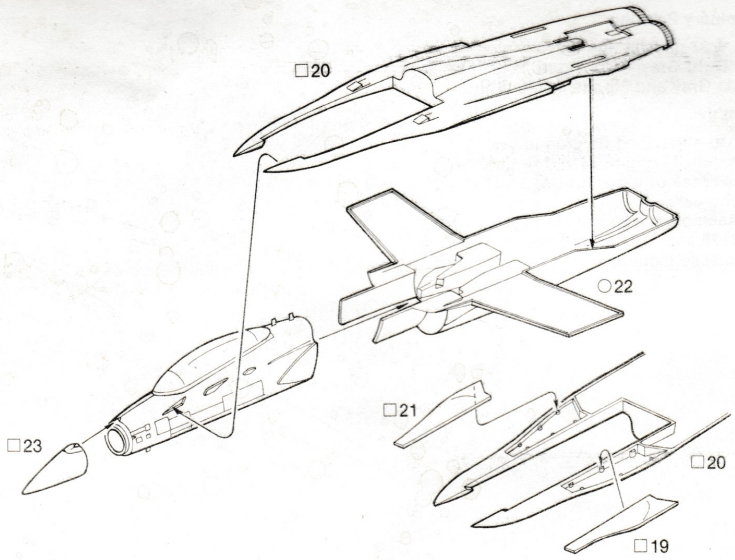
4 PARTS 19-23

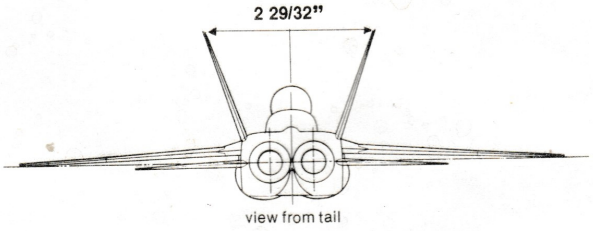
Preliminary Painting

☐**20**, ○**22** rear parts only:
#1146 **Silver**
☐**23** nose cone for single seat version only:
"Light Gray" (Mix 1 part #1163 **Flat Battle Gray** and 3 parts #1145 **White**)
☐**23** nose cone tip section (see painting diagram on page 10) both versions:
"Buff" (Mix 1 part #1165 **Flat Army Olive** and 10 parts #1145 **White**)

Assembly

☐1. Cement nose cone ☐**23** to forward fuselage assembly.
☐2. Glue underside covers ☐**19** and ☐**21** to holes in ☐**20**.
☐3. Fit rear top shell ☐**20** and lower rear section ○**22** to each other and to forward fuselage assembly. Note fit of forward tips of ☐**20** into forward fuselage. When fit is correct, cement ☐**20** to ○**22** and glue to forward fuselage assembly.





view from tail

5 PARTS 24-27, 30-33

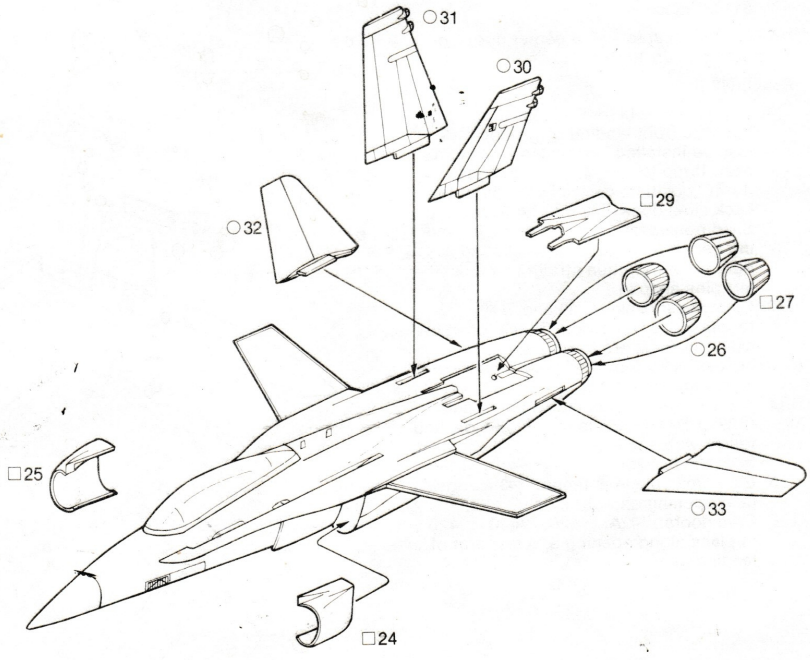
Preliminary Painting

○**26** or ☐**27**:
#1180 **Steel**
☆**28**, ☐**29** insides only: ☐**20** fuselage top opening for ☐**29**:
"Dark Red" (Mix 2 parts #1150 **Flat Red** and 1 part #1147 **Black**)
○**30**, ○**31**; ○**32**, ○**33** undersides and tips of topsides (see painting diagrams on page 10 for color line):
"Dark Blue" (Mix 2 parts #1111 **Blue** and 1 part #1147 **Black**)
○**30**, ○**31** lights on tips of fins:
#1145 **White**

NOTE: Add plane number and bar light decals to other sides of each fin at this time. Add fine line blue decal stripe in 2 pieces breaking where line changes direction. Stripes are on both sides of each fin and on top of horizontal elevators.

Assembly

☐1. Glue in place right horizontal stabilizer ○**32** and left stabilizer ○**33**.
☐2. Cement in air brake ☐**29** if it is to be in closed position, and discard actuator ☆**28**. If air brake is to be open, save parts ☐**29** and ☆**28** for installation after Step 11.
☐3. Glue left vertical fin ○**30** and right vertical fin ○**31** into holes provided in top of fuselage.
☐4. Select open tail cone ○**26** or closed tail cone ☐**27** and cement in place.
☐5. Check fit of left intake duct ☐**24** and right intake duct ☐**25**, and cement in place.



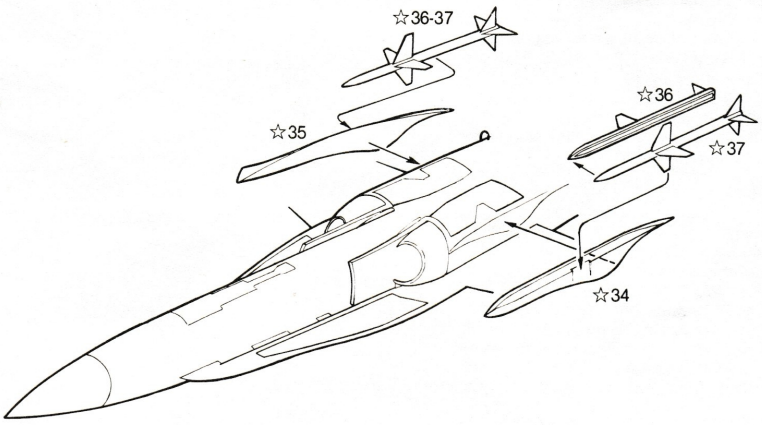
6 PARTS 34-37

Preliminary Painting

☆**36**, ☆**37** missile tips only:
"Light Gray" (Mix 1 part #1163 **Flat Battle Gray** and 3 parts #1145 **White**)

Assembly

☐1. After checking fit, glue left missile mount fairing ☆**34** and right fairing ☆**35** to sides of lower fuselage edges, as shown.
☐2. Asemble the two missiles from parts ☆**36** and ☆**37** and cement in place on missile mounts.



7 PARTS 38-43

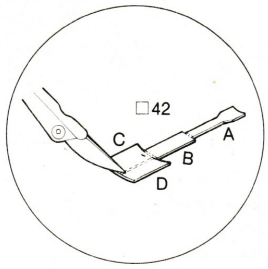
Preliminary Painting

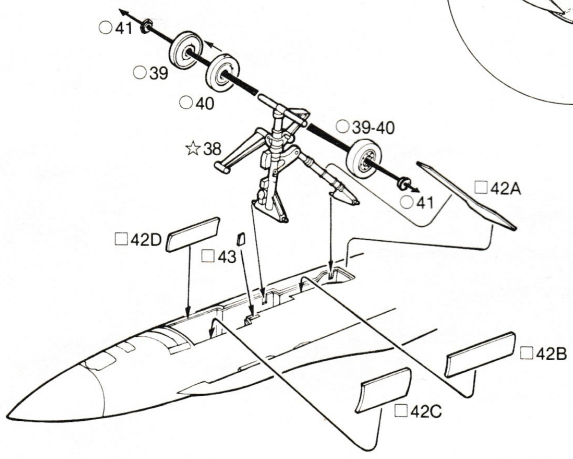
☆**38** nose gear strut light on tip:
#1146 **Silver**
○**39**, ○**40** tires only:
#1183 **Rubber**

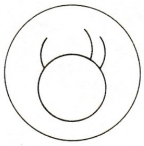
NOTE: Add decal to ☐**42B** center door (see diagram on page 10)

Assembly

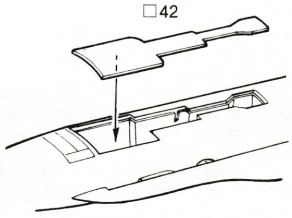
☐1. If model is to be built in "gear up" position, the front landing gear door ☐**42** may be installed in opening for landing gear. If model is to be built in "gear down" position, carefully cut (from the back side) door ☐**42** into its four pieces.
☐2. Snap nose gear ☆**38** into holes in landing gear box. Note piece is slipped in right side first, then straightened until left pins snap in.
☐3. Glue wheel halves ○**39** and ○**40** together. Do this twice. Check for fit on axle. If wheels are to roll, it may be necessary to trim the inside of the holes with a sharp knife.
☐4. Slip wheels on axle, making sure part ○**39** of the wheels is to the outside, and follow with small hex nuts ○**41**. Cement from the outside.
☐5. Glue small blade antenna ☐**43** alongside gear opening on right side.
☐6. Glue doors ☐**42A**, ☐**42B**, ☐**42C**, ☐**42D** in place along opening and rear arm of landing gear.







door position from nose



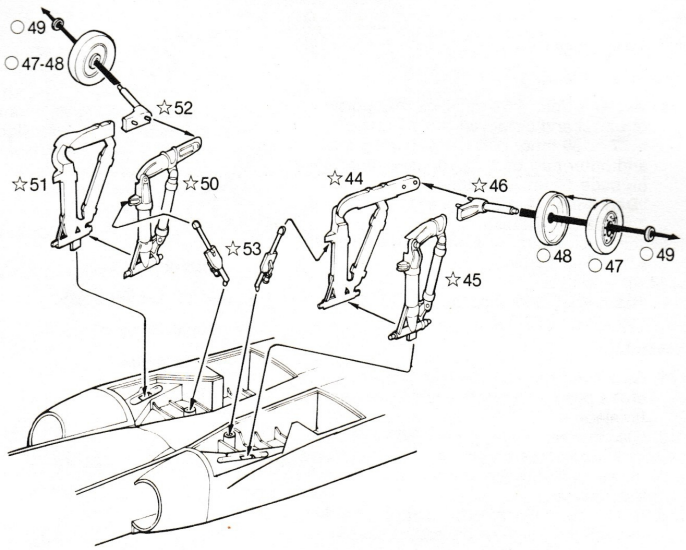
8 PARTS 44-53
GEAR DOWN MODEL ONLY

Preliminary Painting

○**47**, ○**48** tires only:
#1183 **Rubber**

Assembly

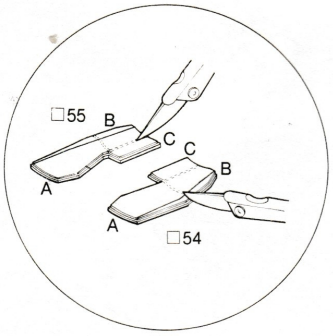
☐1. Assemble wheel ○**47** and ○**48** two times.
☐2. Glue together main gear struts ☆**44** and ☆**45** and ☆**50** and ☆**51**.
☐3. Cement main axles ☆**46** and ☆**52** to their respective main struts, as shown.
☐4. Cement main struts into holes in wheel wells.
☐5. Check fit of wheels on axles (noting proper side out); then glue on retainers ○**49** from outside.
☐6. Cement in two support struts ☆**53** as shown.

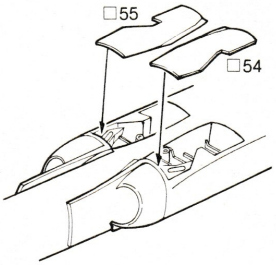


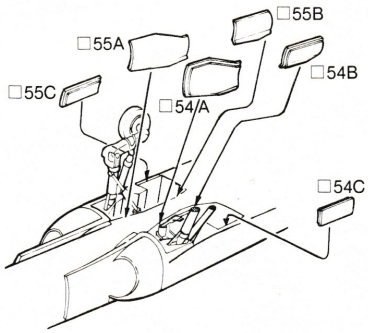
9 PARTS 54-55

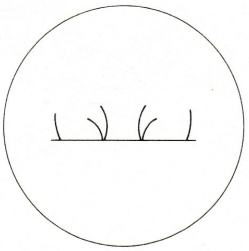
Assembly

☐1. For "gear up" model, glue wheel well covers ☐**54** and ☐**55** in place.
☐2. For "gear down" model, cut doors ☐**54** and ☐**55** into three parts each (from the inside), and glue in place as shown.









door position from tail

10 PARTS 56-64

Preliminary Painting

☆**61** excepts tips; ☆**64** missiles rear portion of barrel and outer rear tipsof fins only; ○**57**, ○**59** inner part of wing underside and outer part of wing top (see diagram on page 10 for color line):
"Dark Blue" (Mix 2 parts #1111 **Blue** and 1 part #1147 **Black**)

☆**64** missile forward area and forward vanes:
#1149 **Flat Black**

☆**64** missile nose:
"Dark Red" (Mix 2 parts #1150 **Flat Red** and 1 part #1147 **Black**)

Assembly

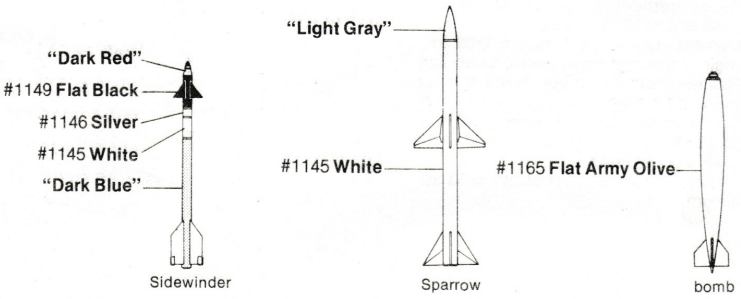
☐1. Glue wing halves ○**57** and ○**59** to wing stubs protruding from each side of fuselage.

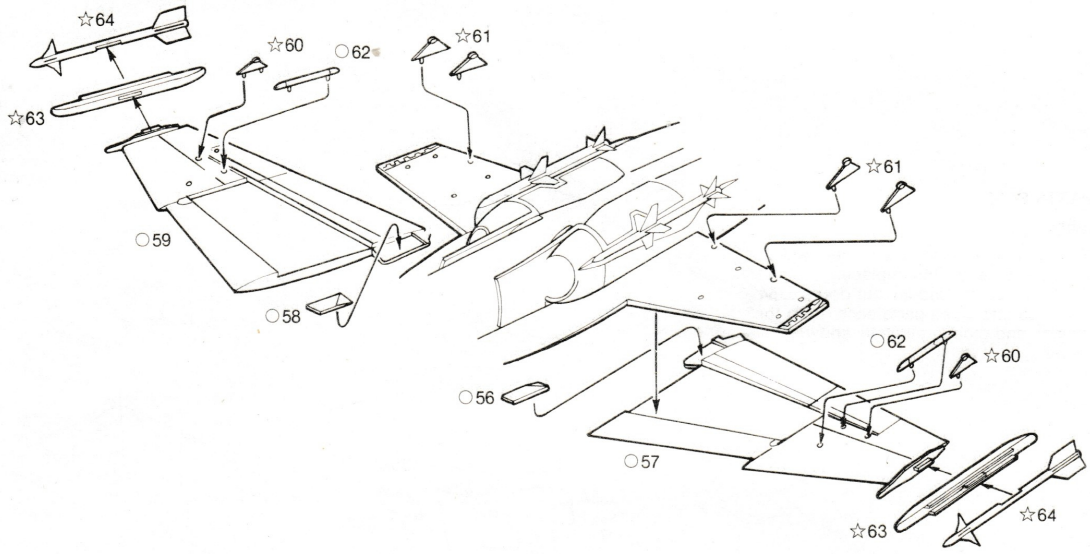
☐2. Cement two hinge covers ☆**60** and two ○**62** into place on wings as shown. Glue in four ☆**61**. These should be flush with wing surface.

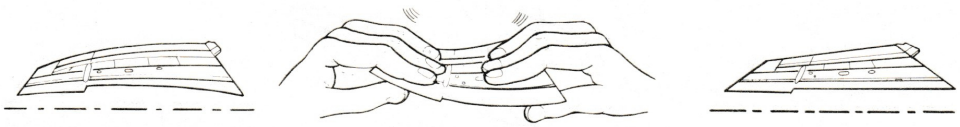
☐3. Glue two wing tip rocket supports ☆**63**, checking three-view on page 11 for proper position.

☐4. Glue two sidewinder rockets ☆**64** onto supports.

☐5. Glue filler pieces ○**56** and ○**58** into underside of rear of each wing half.







If wings are warped, straighten in this way.

11 PARTS 28, 29, 65-74

Preliminary Painting

☆**72**, ☆**73** barrels:
#1165 **Flat Army Olive**

Assembly

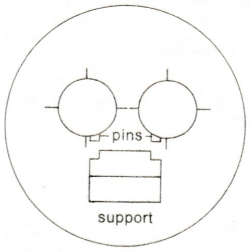
☐1. Glue in tail hook ☆**65** to underside of tail and two pitot tubes ☐**74** to underside of nose.

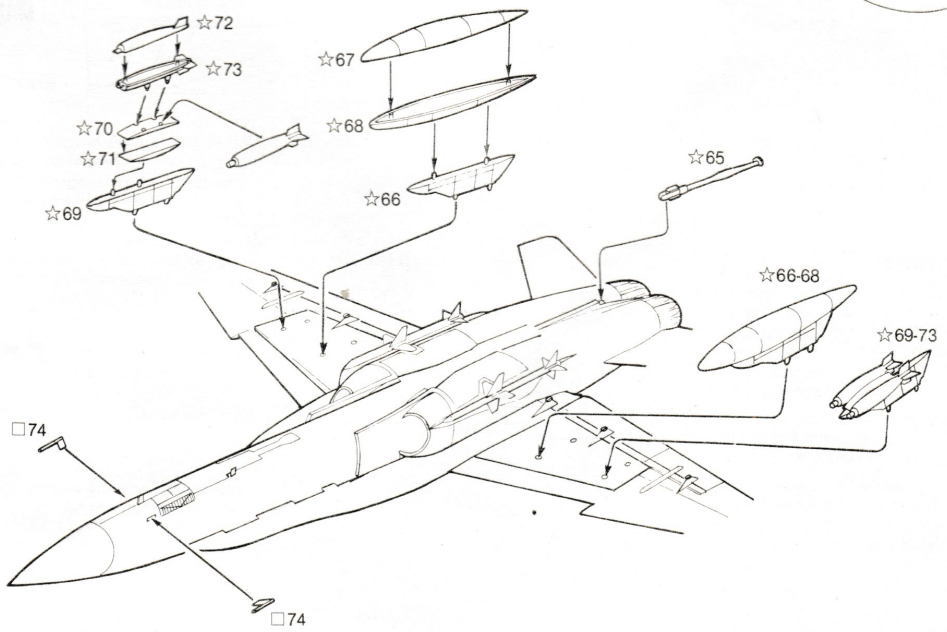
☐2. If model is being built with bombs, glue pylon ☆**69** to each wing in outboard position. Glue together two sets of bomb supports ☆**70** and ☆**71**. Glue together two sets of bomb halves ☆**72** and ☆**73**. Glue supports to pylon and bombs to supports, noting that small pins on bombs are offset to one side or the other. See circled diagram for proper orientation.

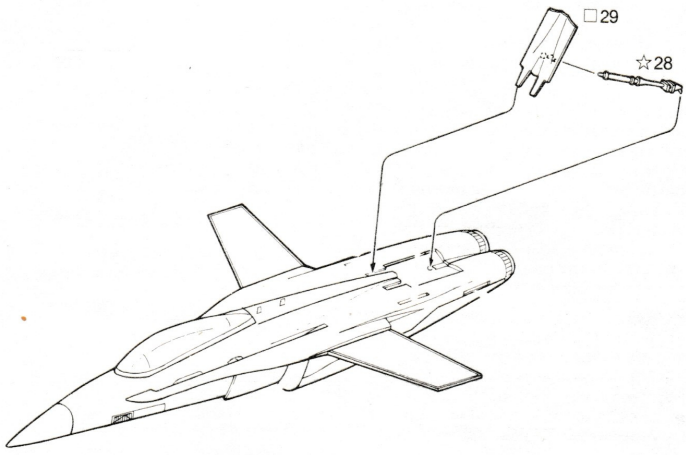
☐3. If model is being built with tanks, glue together two sets of tank halves ☆**67** and ☆**68**. Glue two pylons ☆**66** to inboard positions under wings. Glue tanks to pylons.

☐4. For installation of air brake in open position, apply glue to indent where actuator ☆**28** contacts air brake ☐**29** and where actuator mounts to body. Cement air brake in place with one hand, while setting actuator with other hand.

☐5. If you selected the open canopy option at step 3, canopy parts can be installed at this time. Refer to drawings on page 4 for placement.

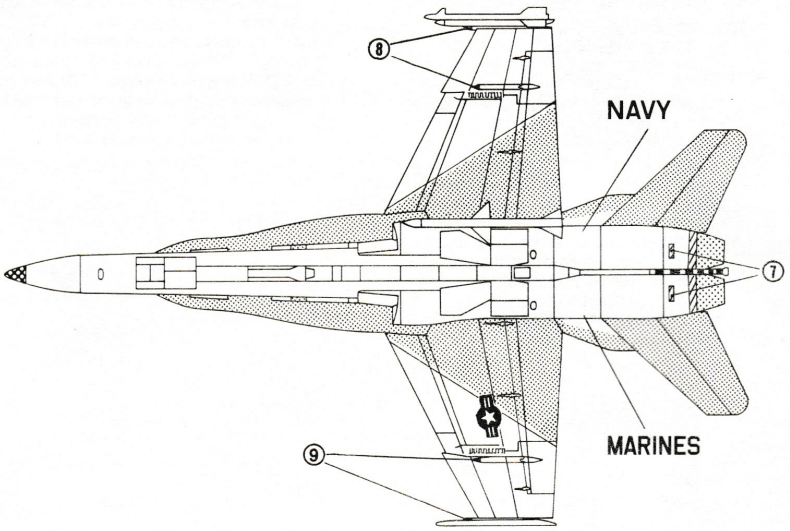






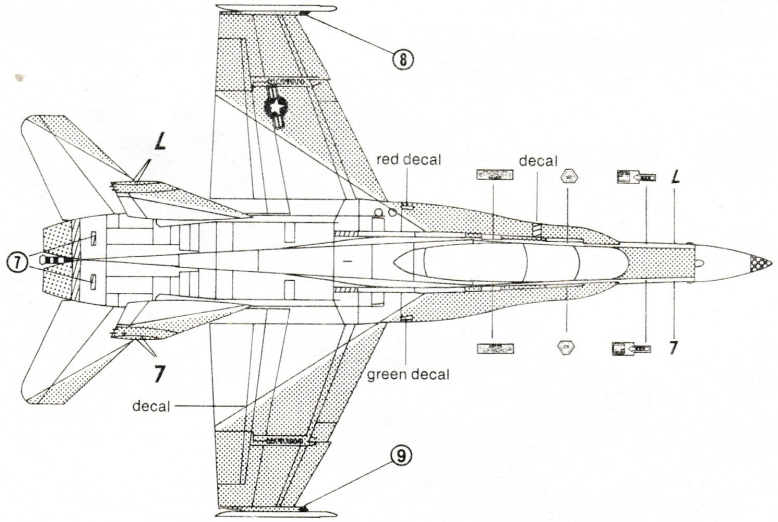
PAINTING

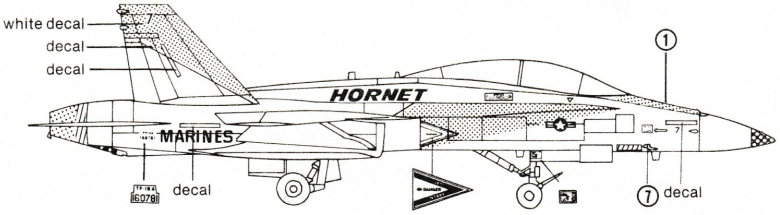
1. **"Dark Blue"** (Mix 2 parts #1111 **Blue** and 1 part #1147 **Black**)
2. #1145 **White**
3. **"Light Gray"** (Mix 1 part #1163 **Flat Battle Gray** and 3 parts #1145 **White**)
4. **"Buff"** (Mix 1 part #1165 **Flat Army Olive** and 10 parts #1145 **White**)
5. #1180 **Steel**
6. #1149 **Flat Black**
7. #1146 **Silver**
8. #1150 **Flat Red**
9. #1124 **Green**



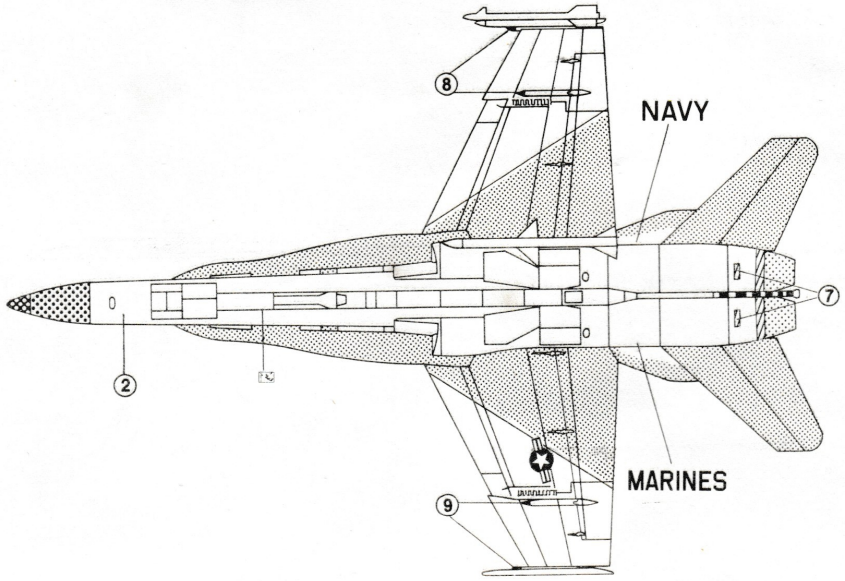
APPLYING DECALS

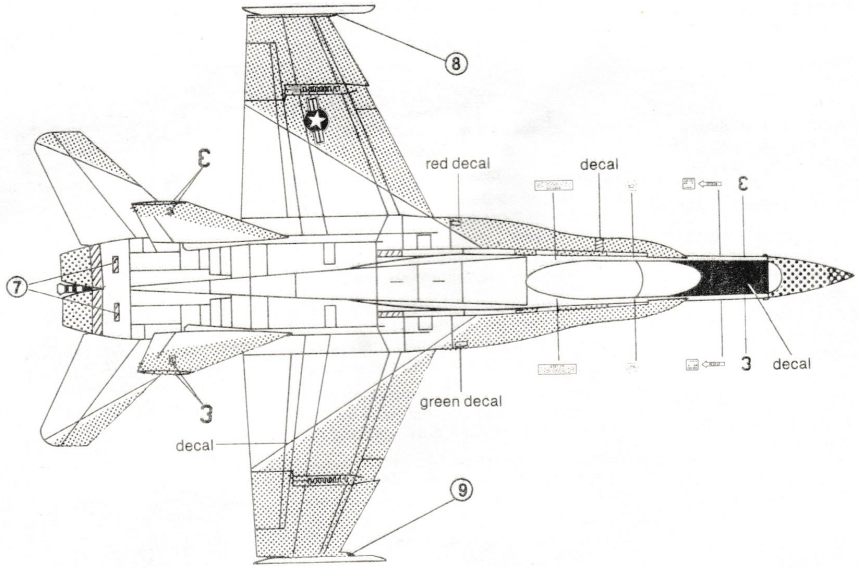
1. After carefully masking canopy and other clear areas, spray entire model with Testor Glosscote #1261. Decals adhere best to a smooth surface and the shinier the finish, the smoother it is. Allow the Glosscote to dry thoroughly before going further.
2. Select the decals you plan to use, and cut each of them out from the decal sheet with small scissors or Testor Hobby Knife.
3. Working with only one decal at a time, dip the decal in clear water for no more than five seconds, then 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 the paper and onto the surface of the model with a soft paintbrush or tweezers. Remember: the decals are very thin and can be easily ripped if care is not taken. Work slowly and patiently.
5. Once the decal is in the desired position, apply a small amount of Testor Decal Set #8804. This will help the decal to conform to any irregularities in the surface of the model (rivets, curves, etc.). Allow the decal to dry undisturbed. Should you find the decal has moved or should you desire to purposely move it, 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 Glosscote #1261 to the entire model. This will give it an authentic gloss finish and protect the surface of the model. Then carefully remove masking from canopy and other clear areas.

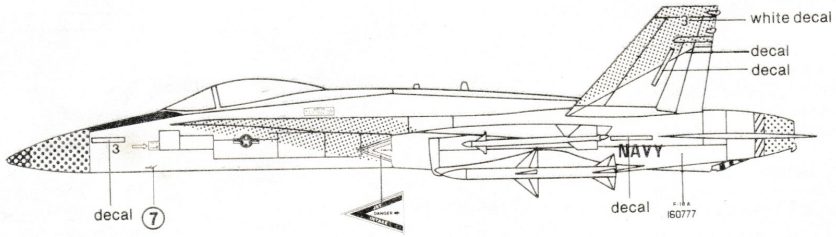




TF18A No. 7 HORNET







F18A No. 3 HORNET

PAINTING

1. **"Gray"** FS 35237 (mix 4 parts #1163 **Flat Battle Gray** and 1 part #1162 **Flat Sky Blue**)

2. **"Light Gray"** FS 36375 (mix 1 part #1163 **Flat Battle Gray** and 6 parts #1168 **Flat White**)

3. **"Extra Light Gray"** FS 36495 (mix 1 part #1163 **Flat Battle Gray** and 8 parts #1168 **Flat White**)

4. #1180 **Steel**

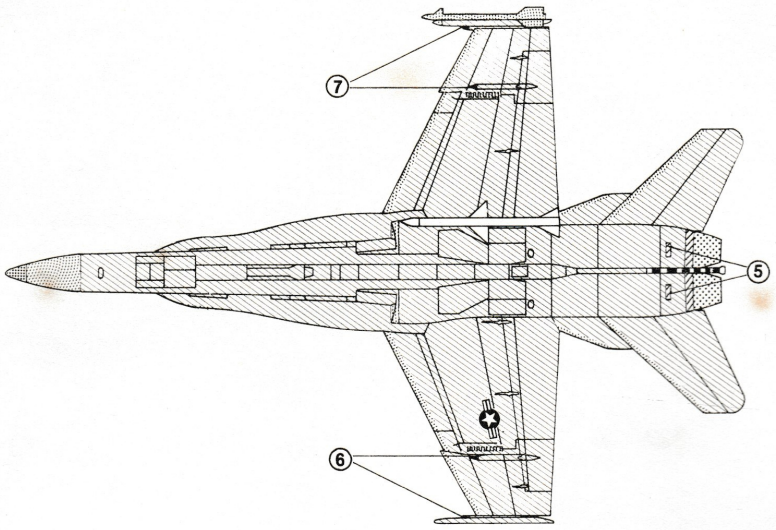
5. #1146 **Silver**

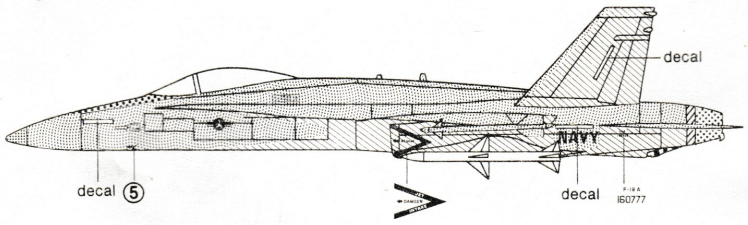
6. #1150 **Flat Red**

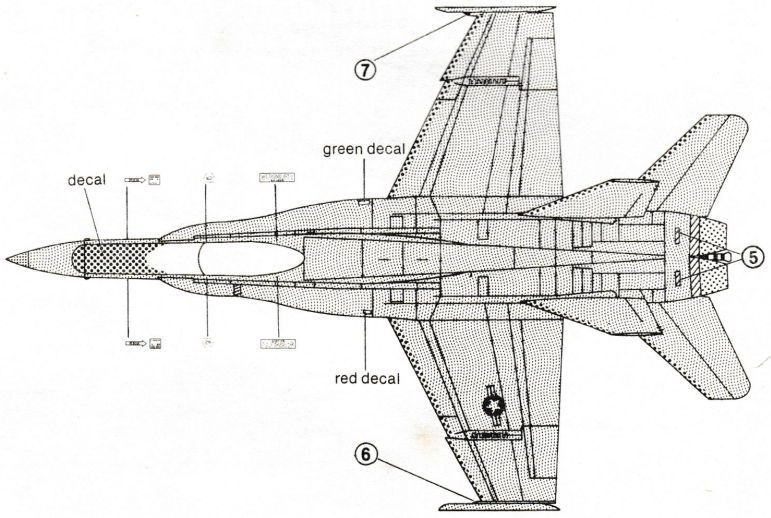
7. #1124 **Green**

8. **"Buff"** (mix 1 part #1165 **Flat Army Olive** and 10 parts #1145 **White**)

The lower half of the decal sheet includes special low visibility markings to build a TF-18A or F-18A in the "Ghost Grey" service camouflage. The modeller can also choose between NAVY or MARINE insignia for the aft fuselage.







F-18A "GHOST SCHEME" SERVICE CAMOUFLAGE

MODEL MASTER™

TESTORS

Color Reference Sheet

F-18 Hornet

All products manufactured for the U.S. government are built to strict specifications set forth in many Federal Standard publications. Paint colors are covered in Federal Standard 595a. Testor Model Master paints were created to match these paints and are guaranteed to do so. The Testor Model Master Paint System will help you to easily produce models in precisely accurate paint schemes.*

We have prepared this color reference sheet as a product update. We indicate where Testor Model Master can be used in place of the standard Testor paint mixes shown on the existing instruction. ***Bold Italic*** *type indicates* ***TESTOR MODEL MASTER*** *colors,* **Bold type** *indicates* **TESTOR STANDARD PAINTS.** *Ask your hobby dealer for Testor Model Master paints.*

Preliminary Note Page 3:

Any parts not called out in **Preliminary Painting** should be painted the primary body color which is ***FS 17875 Insignia White.*** If you are building the Ghost Gray version, this rule will not apply to outer surfaces, canopy frames, etc. However, interiors of intakes, wheel wells and landing gear assemblies should be ***Insignia White*** for this version also.

*****Important:*** *We guarantee* ***Model Master*** *colors only if you stir them thoroughly before use with a brush handle or mixing stick. Because, in some instances, more than eight color pigments are used to arrive at the correct hue, shaking the bottle is not sufficient. If you do not mix the paint completely, you may not get the color intended.*

PAINTING Page 10:

1. ***FS 15042 Dark Sea Blue***
2. ***FS 17875 Insignia White***
3. ***FS 36375 Light Ghost Gray***
4. ***FS 33613 Radome Tan***
5. ***Steel #1780***
6. ***FS 37038 Flat Black***
7. ***Aluminum #1781***

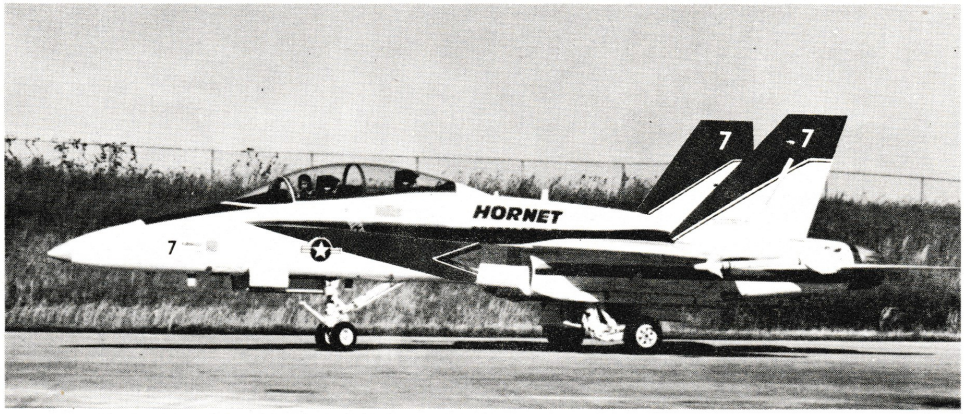
PAINTING Page 12:

1. ***FS 35273 Medium Gray***
2. ***FS 36375 Light Ghost Gray***
3. ***FS 36495 Light Gray***
4. ***Steel #1780***
5. ***Aluminum #1781***
8. ***FS 33613 Radome Tan***

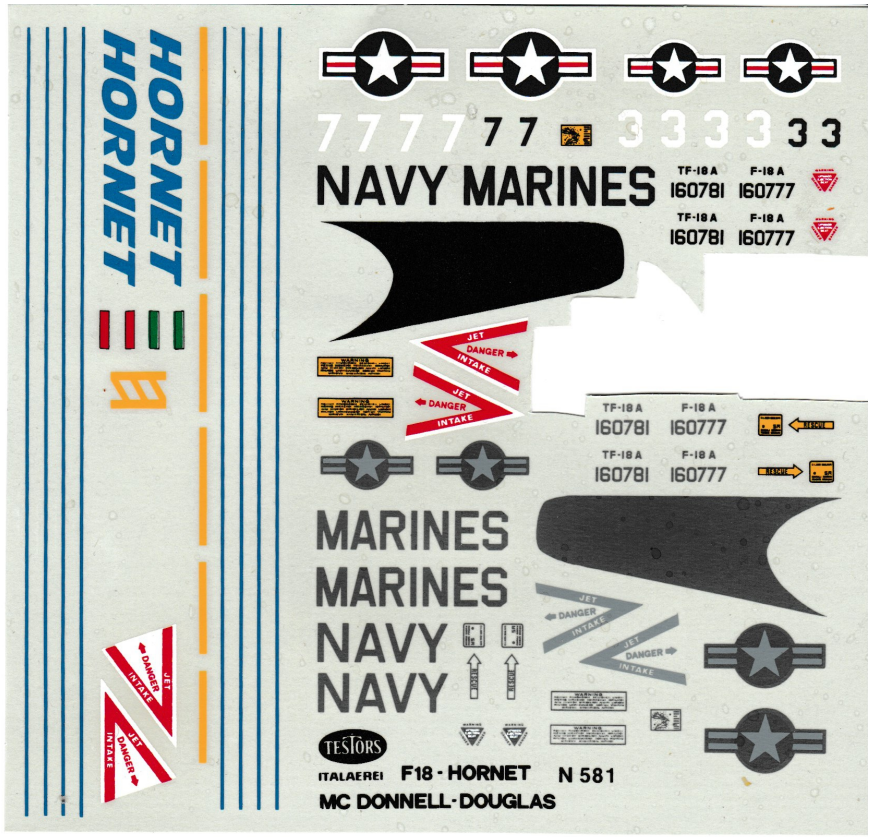
Model Master Stock Numbers

1. ***FS 17875 Insignia White***	***#1745***
2. ***FS 15042 Dark Sea Blue***	***#1717***
3. ***FS 36375 Light Ghost Gray***	***#1728***
4. ***FS 36613 Radome Tan***	***#1709***
5. ***FS 37038 Flat Black***	***#1749****
6. ***FS 35237 Medium Gray***	***#1721***
7. ***FS 36495 Light Gray***	***#1732***

*This color is also available as ***#1949*** Spray.



No. 581


HORNET
HORNET
7 7 7 7 7 7
3 3 3 3 3 3
NAVY MARINES
TF-18 A 160781
F-18 A 160777
TF-18 A 160781
F-18 A 160777
JET DANGER INTAKE
JET DANGER INTAKE
TF-18 A 160781
F-18 A 160777
TF-18 A 160781
F-18 A 160777
MARINES
MARINES
NAVY
NAVY
JET DANGER INTAKE
JET DANGER INTAKE
TESTORS
ITALAEREI F18 - HORNET N 581
MC DONNELL-DOUGLAS