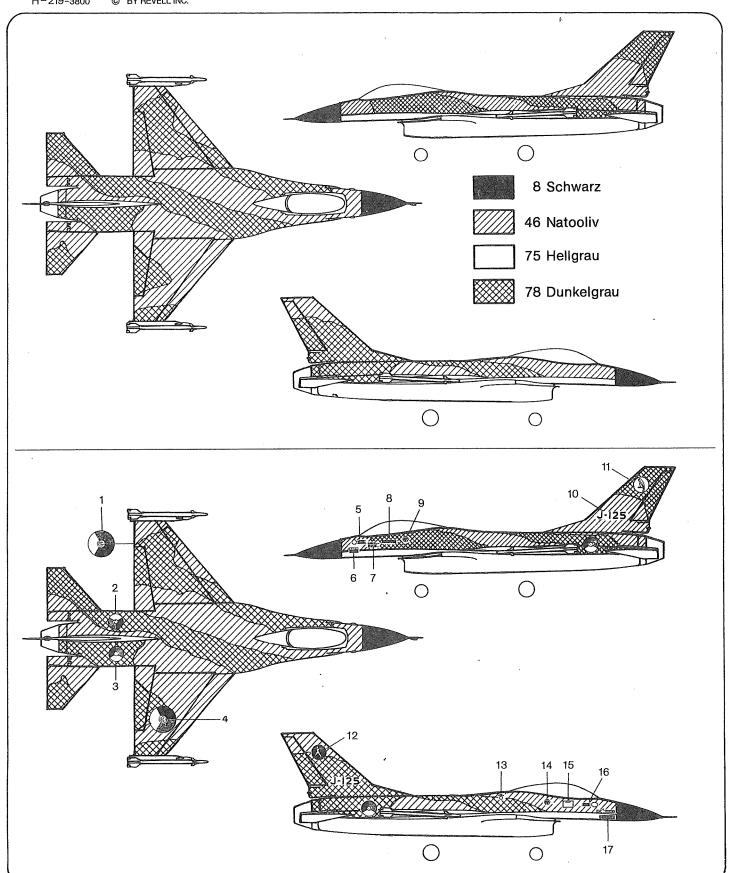
General F-16 KLU Dynamics F-16 KLU



H-219-3800

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Until recently, fighter design in the U.S. was trending toward arge, multi-mission aircraft with the emphasis on just about verything except fighter vs. fighter capability. These highly utomated "Weapons Delivery Systems" performed the jobs for hich they were designed reasonably well, but in the air war in lietnam their weaknesses showed. A multi-mission fighter-bomber ends to be a compromise of conflicting requirements; e.g., range equirements dictate large fuel capacity, which dictate higher perating weights, which dictate heavier airframes. Such a comromise airplane, when confronted with a highly specialized lefense fighter, or more specifically, an air superiority fighter n the form of a MIG 17, 19, or 21, is going to have its work ut out for it.

The call went out then for a "fighter pilot's fighter", a latter lay P-51, Spitfire, or F-86. The U.S. Air Force believes that call ias been answered, first by the F-15, and now by the winner of he Air Combat Fighter Competition, the General Dynamics F-16.

This revolutionary warplane is powered by the same Pratt and Whitney F-100 Turbojet that powers the F-15. It makes possible traight-up accelerated climbs! The large bubble canopy affords inparalleled visibility. Fly-by-wire controls are used with four back-up systems. Your Revell model represents the production version of this fabulous new fighter.

SPECIFICATIONS:

siles 32'10" (10.01m)

Length: Without probe 47'7" (14.52m)

22,500 lbs (10,205kg).

Maximum gross weight-33,000 lbs (14,

968 kg).

Thrust/Weight Ratio: ...1.1 to 1 (clean)

Power:One Pratt & Whitney F-100 Turbofan

of 25,000 lbs static thrust (11,340kg

S.T.).

Armament:One M61A-1 20mm multi-barrel cannon with 500 rounds. One underfuselage and

six underwing hard points enable a large

variety of stores to be carried.

Maximum Speed: Mach 2+ at 40,000 feet

Combat Radius: 575 miles (925km)

Maximum Range:2,303 miles (3705km) with maximum

fuel

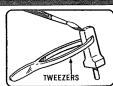
GET YOUR TOOLS READY:



REMOVE PART WHEN CALLED FOR

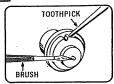


TO REMOVE AND TRIM PARTS

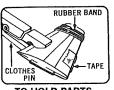


BEFORE YOU BEGIN

TO HOLD PARTS FOR PAINTING



TO APPLY CEMENT



TO HOLD PARTS AFTER CEMENTING

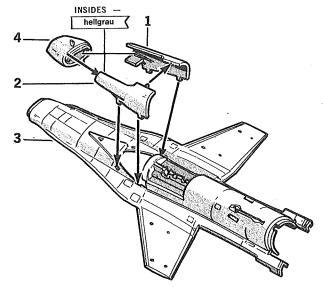
- 4. Suggested painting colors are indicated by Paint small parts before detaching from runner.
- TO OBTAIN A GOOD BOND, REMOVE PAINT WHERE PARTS ARE TO BE CEMENTED.

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

HELPFUL MODELING HINTS

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

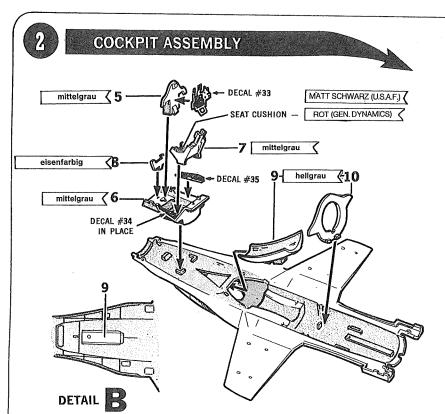
INTAKE ASSEMBLY

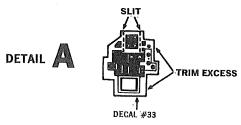


- AIR SCOOP, LEFT HALF
- AIR SCOOP, RIGHT HALF
- FUSELAGE, LOWER HALF
- AIR SCOOP

For best results; paint all parts prior to assembly.

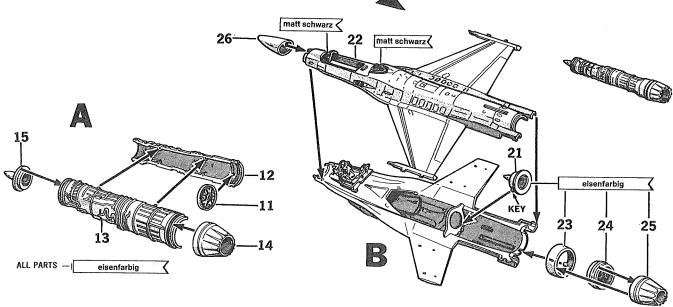
- 1. Cement (1) and (2) to (3).
- 2. Cement (4) to (1), (2), and (3).





- INSTRUMENT PANEL
- 8 PEDALS, RUDDER
- **COCKPIT FLOOR**
- 9 DUCT
- SEAT, EJECTION
- BULKHEAD, ENGINE 10
- 1. Slit INSTRUMENT PANEL DECAL as shown in DETAIL A; then apply to (5) and allow to
- 2. Apply two CONSOLE DECALS to (6) and allow to DRY.
- 3. Cement (7) to (6).
- Cement (8) to (6); then cement (5) to (6).
- Cement COCKPIT ASSEMBLY in place as shown:
- Slide (9) into place until it is positioned as shown in DETAIL B; then cement.
- 7. Cement (10) in place with two small tabs toward rear.





- 11 FLAME HOLDER, AFTERBURNER 12 ENGINE, RIGHT HALF
- ENGINE, LEFT HALF
- 14 EXHAUST NOZZLE, OPEN
- 15 FAN, FIRST STAGE

OPTIONAL: An ASSEMBLED ENGINE or Parts (21), (24), and (25) to simulate an assembled ENGINE, can be installed.

SEE DRAWING A

- 1. Cement (11) to (12); then cement (13) to (11) and (12).
- Cement (14) and (15) to ENGINE.

SEE DRAWING B

WITHOUT ASSEMBLED ENGINE

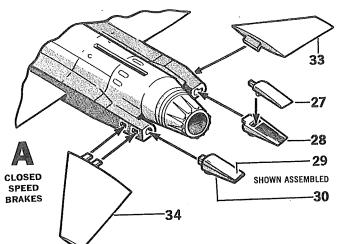
- 1. Cement (21) into BULKHEAD.
- Cement (22) to LOWER FUSELAGE HALF.

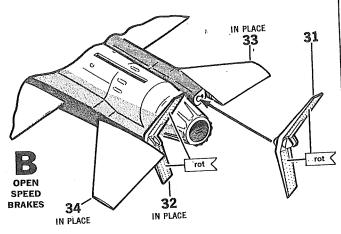
- 21 FAN, FIRST STAGE
- FUSELAGE, UPPER HALF 22
- ADAPTOR RING
- FLAME HOLDER, AFTERBURNER
- EXHAUST NOZZLE, CLOSED
- NOSE
- 3. Cement (23) to FUSELAGE.
- Cement (24) to (25); then cement (25) to (23).
- Cement (26) to FUSELAGE.

WITH ASSEMBLED ENGINE

- 1. Parts (21), (24), and (25) are not used.
- Cement (22) to LOWER FUSELAGE HALF.
- Cement (23) to FUSELAGE. 3.
- 4. Cement (26) to FUSELAGE.
- 5. Slide assembled ENGINE into FUSELAGE.

SPEED BRAKES/STABILIZER INSTALLATION





SPEED BRAKE, UPPER RIGHT

SPEED BRAKE, LOWER RIGHT SPEED BRAKE, UPPER LEFT

SPEED BRAKE, LOWER LEFT

SPEED BRAKE OPEN, RIGHT 31 SPEED BRAKE OPEN, LEFT

32 STABILATOR, RIGHT 33

STABILATOR, LEFT

OPTIONAL: The SPEED BRAKES can be installed in OPEN or CLOSED position as you wish.

SPEED BRAKES CLOSED — SEE DRAWING A

1. Parts (31) and (32) not used.

Cement (27) to (28), (29) to (30); then cement both assemblies to FUSELAGE.

Cement (33) and (34) to FUSELAGE as shown.

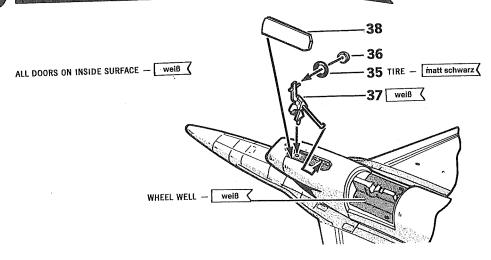
SPEED BRAKES OPEN — SEE DRAWING B

1. Parts (27), (28), (29), and (30) not used.

2. Cement (31) and (32) to FUSELAGE as shown.

Cement (33) and (34) to FUSELAGE as shown.

NOSE GEAR INSTALLATION



- 35 TIRE
- WHEEL 36
- DOOR, NOSE WHEEL

OPTIONAL: The Nose gear can be installed UP or DOWN, as you wish. **NOSE GEAR UP**

- 1. Parts (35), (36), and (37) are not used.
- Cement (38) to FUSELAGE in CLOSED POSITION.

- **NOSE GEAR DOWN** Place (35) on (36); then put a drop of cement into hole in (36) and press (36) onto (37). DO NOT ALLOW CEMENT TO TOUCH WHEEL OR IT WILL NOT ROTATE.
- Cement NOSE GEAR to FUSELAGE.
- 3. Cement (38) to FUSELAGE in OPEN POSITION.



MAIN GEAR INSTALLATION

- 39 PANEL
- DOOR, RIGHT MAIN
- DOOR, LEFT MAIN
- 42 STRUTS, MAIN
- 43 STRUTS, DRAG 44 WHEEL (2 Parts)
- 45 TIRE, INNER HALF (2 Parts)
- TIRE, OUTER HALF (2 Parts)

OPTIONAL: The Main Gear can be installed UP or DOWN, as you wish.

MAIN GEAR UP

- 1. Parts (42), (43), (44), (45), and (46) are not
- Cement (39), (40), and (41) to FUSELAGE in CLOSED POSITION.

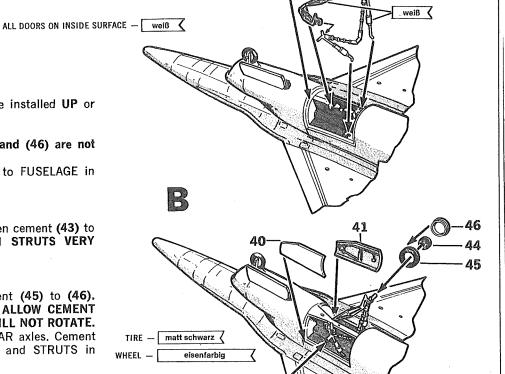
MAIN GEAR DOWN

SEE DRAWING A

- 1. Cement (42) to FUSELAGE; then cement (43) to (42) and FUSELAGE. ALIGN STRUTS VERY CAREFULLY.
- 2. Cement (39) to FUSELAGE.

SEE DRAWING B

- 3. Place (44) in (45) and cement (45) to (46). Make two WHEELS. DO NOT ALLOW CEMENT TO TOUCH (44) OR WHEEL WILL NOT ROTATE.
- Cement WHEELS to MAIN GEAR axles. Cement (40) and (41) to FUSELAGE and STRUTS in OPEN POSITION.



39

45

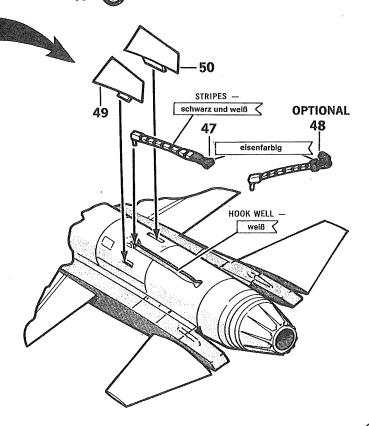


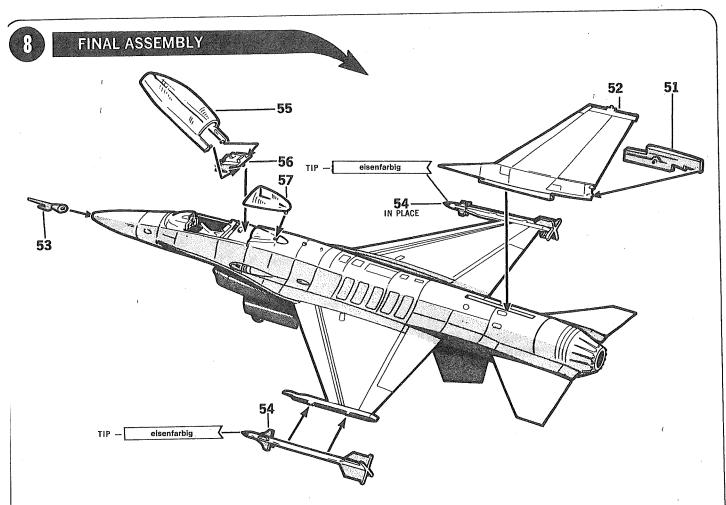
VENTRAL FINS/HOOK INSTALLATION

- FIELD ARRESTING HOOK, RETRACTED
- FIELD ARRESTING HOOK, EXTENDED
- VENTRAL FIN, RIGHT
- VENTRAL FIN, LEFT

OPTIONAL: The ARRESTING HOOK can be installed UP or DOWN, as you wish.

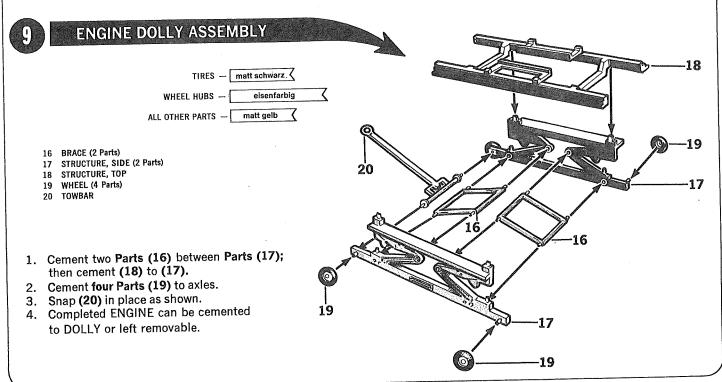
- Cement (47) or (48) to FUSELAGE as desired.
- 2. Cement (49) and (50) to FUSELAGE as shown.

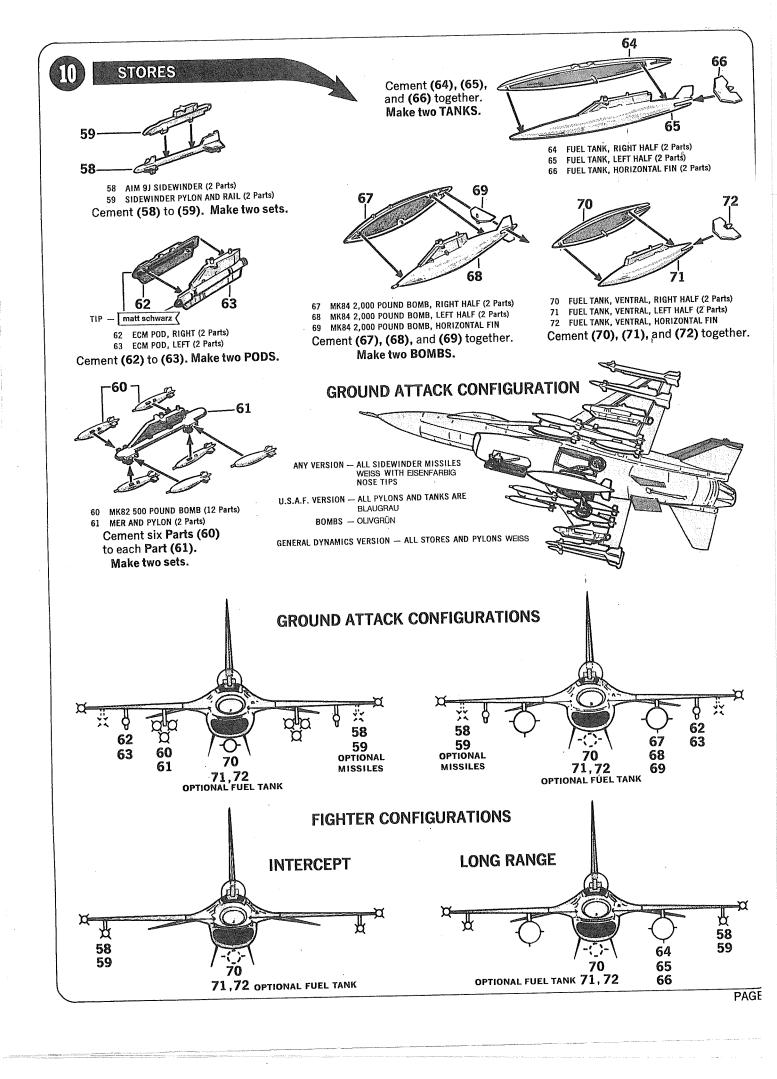




- 51 PANEL
- STABILIZER, VERTICAL
- PROBE, AIR DATA
- AIM 9J SIDEWINDER (2 Parts)
- CANOPY, MOVABLE
- RETAINER, CANOPY
- CANOPY, REAR

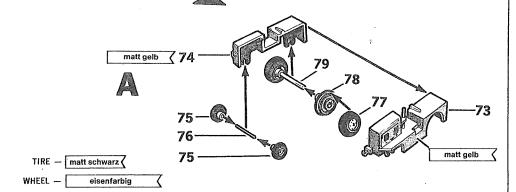
- Cement (51) to (52); then cement to FUSELAGE.
 Cement (53) to FUSELAGE and two Parts (54) to WING TIPS.
- Cement (56) to FUSELAGE and allow to dry.
- Cement (57) to FUSELAGE.
- SNAP HINGE PINS of (55) into (56). CANOPY can be cemented OPEN or CLOSED, or left free to move.





TOW TUG ASSEMBLY

- TUG, LEFT HALF
- TUG, RIGHT HALF 74
- WHEELS (2 Parts)
- 76 AXLE, FRONT
- 77 WHEEL, OUTER HALF (2 Parts)
- WHEEL, INNER HALF (2 Parts) AXLE, REAR
- 78 79
- 80 SHIELD
- STEERING WHEEL 81
- 82 LIGHT (2 Parts)
- 83 DRIVER
- 84 SEAT
- GROUND CREWMAN 85
- **GROUND CREWMAN BASE** 86
- TOWBAR, AIRCRAFT LADDER, BOARDING 87



For best results; paint all parts prior to assembly.

SEE DRAWING A

- Cement (73) and (74) together...
- Cement two Parts (75) to (76).
- Cement (77) and (78) together. Make two WHEELS.
- 4.
- Cement two WHEELS to (79).
 Snap WHEEL/AXLE ASSEMBLIES into TUG BODY.

SEE DRAWING B

- Cement (80), (81), and two Parts (82) to TUG.
- Place (83) on (84); then cement (84) on TUĠ.
- 8. Cement (85) to (86).
- 9. Apply DECAL to SHIELD.

