Republic F-84F Thunderstreak Instructions

No. 942
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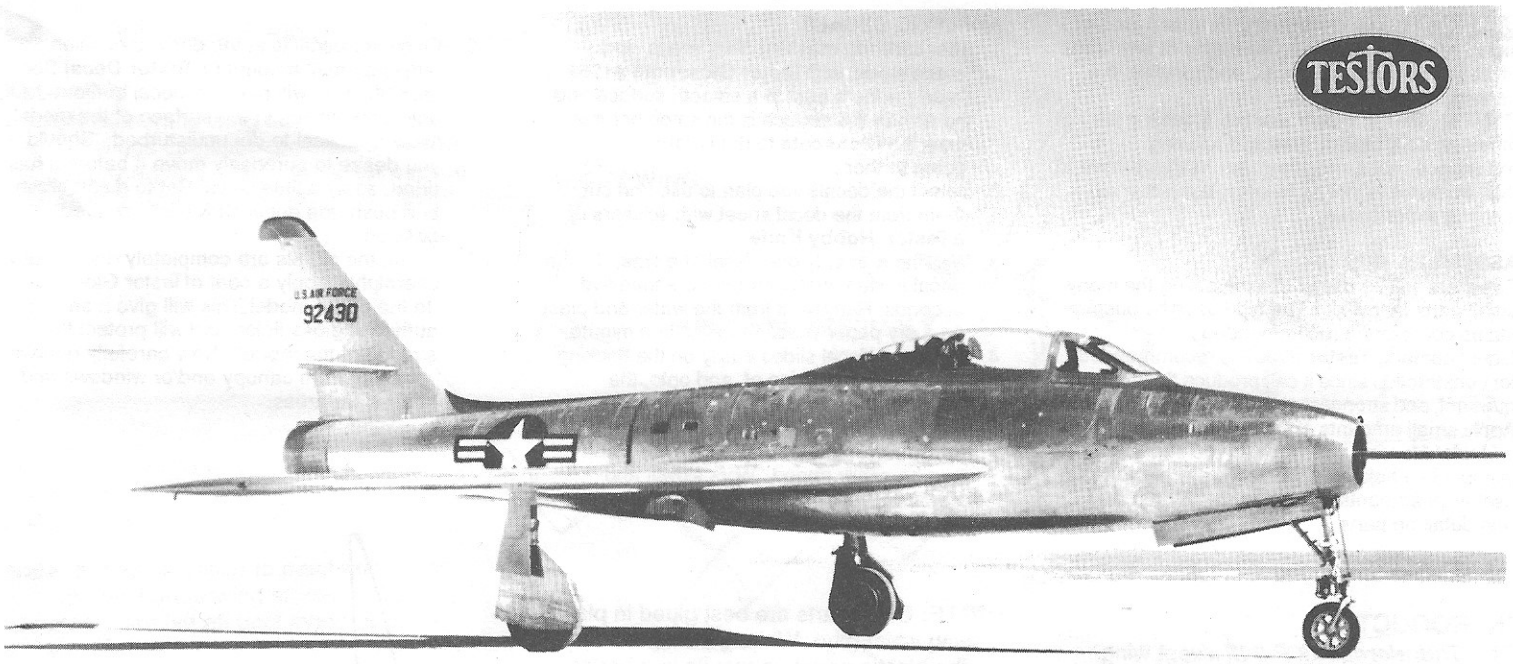


HISTORY

Early in February 1951, the Republic designed and built *F-84F Thunderstreak* provided a preview of things to come as it was photographed during testing, at Edwards Air Force Base, Muroc, California. This sleek swept wing fighter's performance far exceeded that of its predecessor, the powerpacked F-84E, which was providing ground support to United Nations troops in Korea at the time.

Powered by the GM Buick (Armstrong/Siddley) built J65-W-1, the *F-84F* was capable of high speed, long range operations and record breaking payloads. A special mission capability, calling for nuclear weapons delivery, was assigned to the *F-84F* under Project Backbreaker during 1951.

When Backbreaker capabilities were combined with the capacity for SAC-style, flying boom air-to-air refueling (which was added to the *F-84F* specification during August 1950), the *F-84F* became a high speed nuclear weapon delivery system, possessing survivability due to its small size and high performance. Of the 2,711 *Thunderstreaks* built, 1,301 were dispatched to the European Allies, thus the markings chosen for this kit.

SPECIFICATIONS

Engine	1 J65-W-1 GM Buick Armstrong/Siddeley
Span	33ft. 7 1/4in.
Length	43ft. 4 3/4in.
Height	14ft. 4 3/4in.
Max. Speed	720 MPH
Max. Range	2500 miles
Max. Weight	28.000 lbs.
Under Wing	6,000 lbs.
Armament	6 50 cal. M-3 Guns (Fixed)

REFERENCES SOURCES

US Fighters of the Fifties, Nick Sgarlato and Franco Ragni (Squadron/Signal Publications).

USAF EUROPE, 1948-1965, Robert Robinson (Squadron/Signal Publications).

Republic F-84F THUNDERSTREAK #95, Profile Aircraft (Profile Books Limited).

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 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**, or a ***Model Master* Micro Shear Sprue Cutter No. 50628C,** 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, or ***Model Master* Sanding Films No. 8812** 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 No. 3511** 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 colors are included throughout 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 Brush Cleaner No. 1156,** 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 automotive 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 Airbrush Thinner No. 8824 or No. 8825C.** Wheels may be detached from the parts tree and fit onto toothpicks for painting. Just hold the paintbrush against the edge of the wheel and rotate the toothpick 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 touch up areas where cement might have marred the finish.

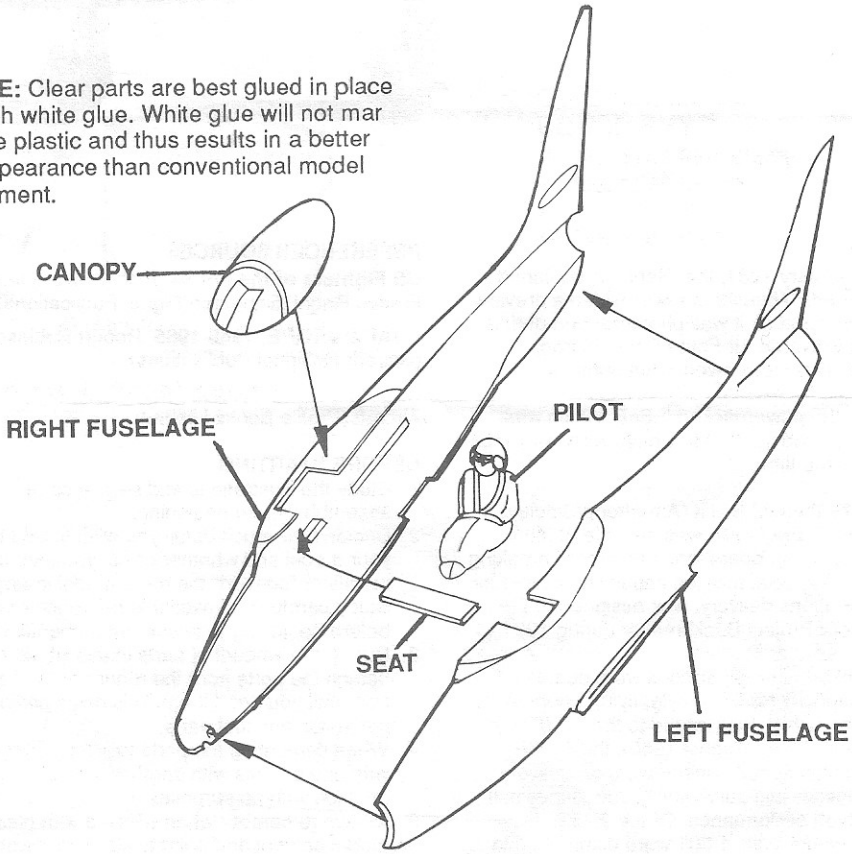
PATIENCE is key to obtaining neat and professional results. If you have problems at any stage of assembly, give it a break, and resume the assembly at a later time.
REMEMBER: It is only plastic! Modeling is meant to be a pleasurable and relaxing experience, not a negative one. You also have to look at mistakes not as failures, but rather as learning experiences.

ASSEMBLY TIPS
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 ***Model Master #2*** brush, to the surfaces to be joined while holding the parts in place. **DO NOT** use large amounts of cement, it may run and ruin detail on parts.

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 surface is 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 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 into desired position.
6. When the decals are completely dry (usually overnight), apply a coat of Testor Glosscote, to the entire model. This will give it an authentic gloss finish and will protect the surface of the model. Now carefully remove masking from canopy and/or windows and other clear areas.

INTRODUCTION
The ***Thunderstreak F-84F*** swept wing fighter, may be assembled and displayed, in one of 2 ways. In flight, with landing gear up on base provided, or with landing gear down.

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



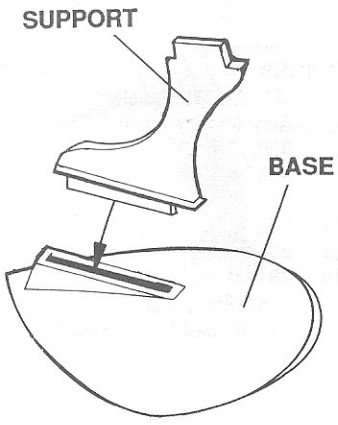
1 Fuselage Assembly

Preliminary Painting
PAINTING THE PILOT
Helmet - ***#1145 White***
Face - ***#1116 Cream***
Oxygen Mask, Gloves, and inside of cockpit ***#1149 Flat Black***
Suit, Helmet Visor - ***#1165 Olive Drab***

Assemby
1. Apply cement around edge of **right fuselage half,** and onto **seat bracket.**
2. Insert seat onto bracket and press **fuselage halves** together, being careful to guide seat onto other bracket. This can be done by reaching through cockpit with a pencil or stick, pressing seat into place.
3. Cement **pilot** to seat through cockpit opening.
4. Carefully apply cement to edge of **canopy** and place firmly over cockpit.

2 Display Stand

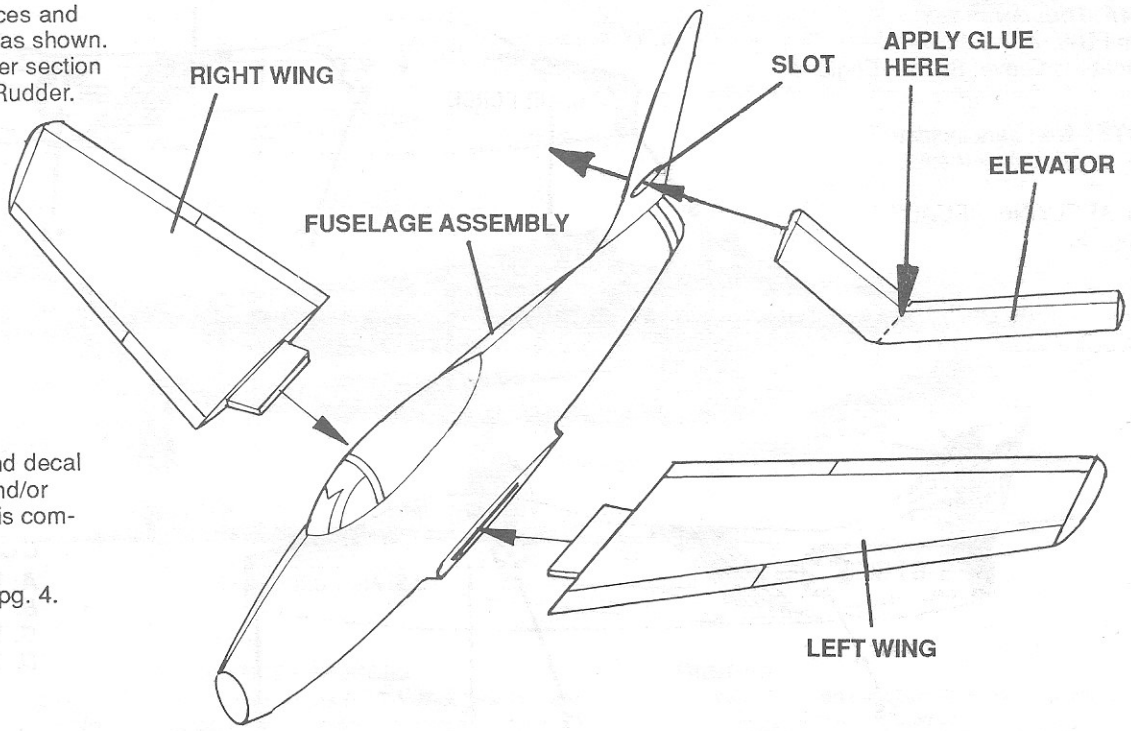
Assembly
Cement Stand Arm to Stand Base as shown. Paint **Testor #1108 Blue**



3 FUSELAGE / WINGS

Assembly

1. Apply cement to wing tab surfaces and insert wings into fuselage slots as shown.
2. Carefully apply cement to center section of elevator and slip into slot in Rudder.



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.

See Paint Scheme & Insignia on pg. 4.

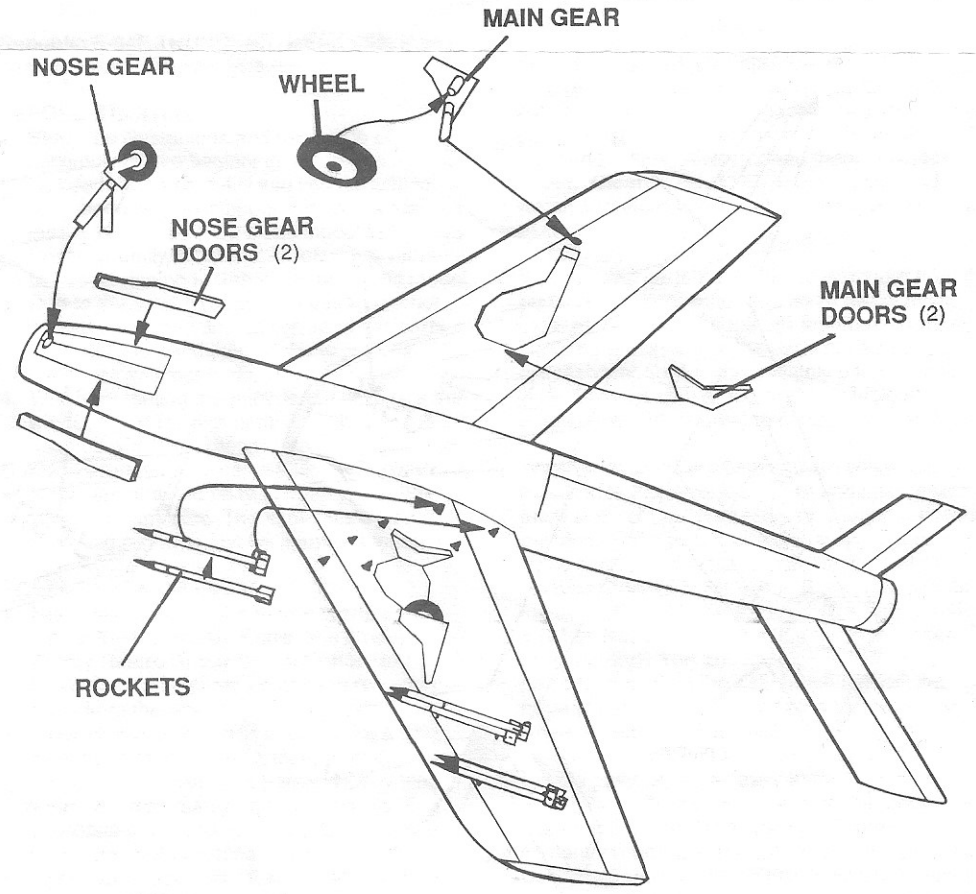
4 LANDING GEAR & ROCKETS

Preliminary Painting

If assembling with landing gear, Paint tires, wheel wells, and inside of landing gear doors **#1149 Flat Black.**

Assembly

1. Carefully cement **Nose Landing Gear** to hole in **fuselage** as shown.
2. Cement **tires** to **Main landing gears,**
3. Glue **main landing gears** to holes in bottom of **wings** as shown.
4. Carefully cement **Nose landing gear doors** to bottom of **fuselage** along panel lines.
5. Cement **Main Gear Doors** to panel line marks on undersides of **wings** as shown.
6. The twelve **Rockets** with holes in them are mounted first. Apply cement to rocket mounts projecting from wings and put rockets in place.
7. The twelve remaining rockets without holes, are cemented to the first rockets with their tips slightly ahead.

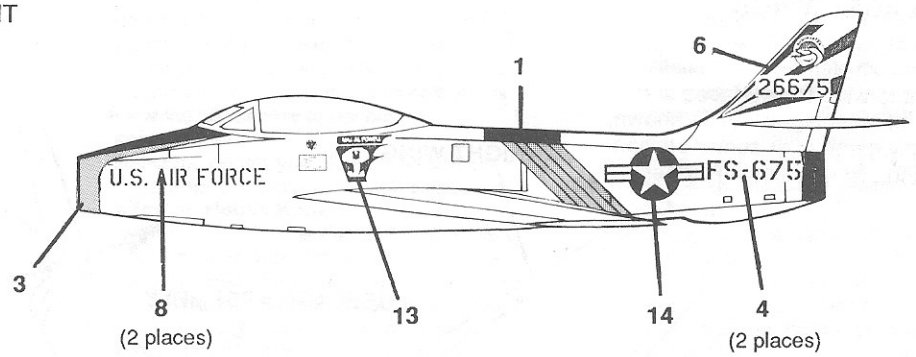


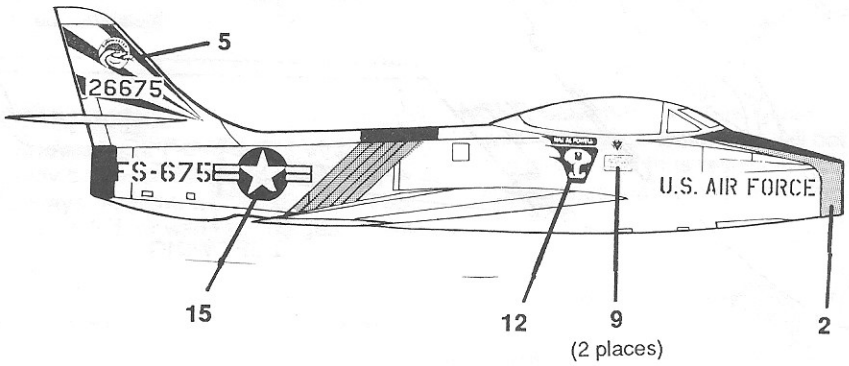
PAINT SCHEME & INSIGNIA PLACEMENT

F-84F Thunderstreak
81 st FBW, 78th FBS
Shepherds Grove, Suffolk, England

NOTE: Numbers indicate decal elements.

See APPLYING DECALS on pg. 2.





COLOR KEY

A. **No. 1149 Flat Black**
B. **No. 1246 Silver**
C. **No. 1180 Steel**
D. **No. 1103 Red**