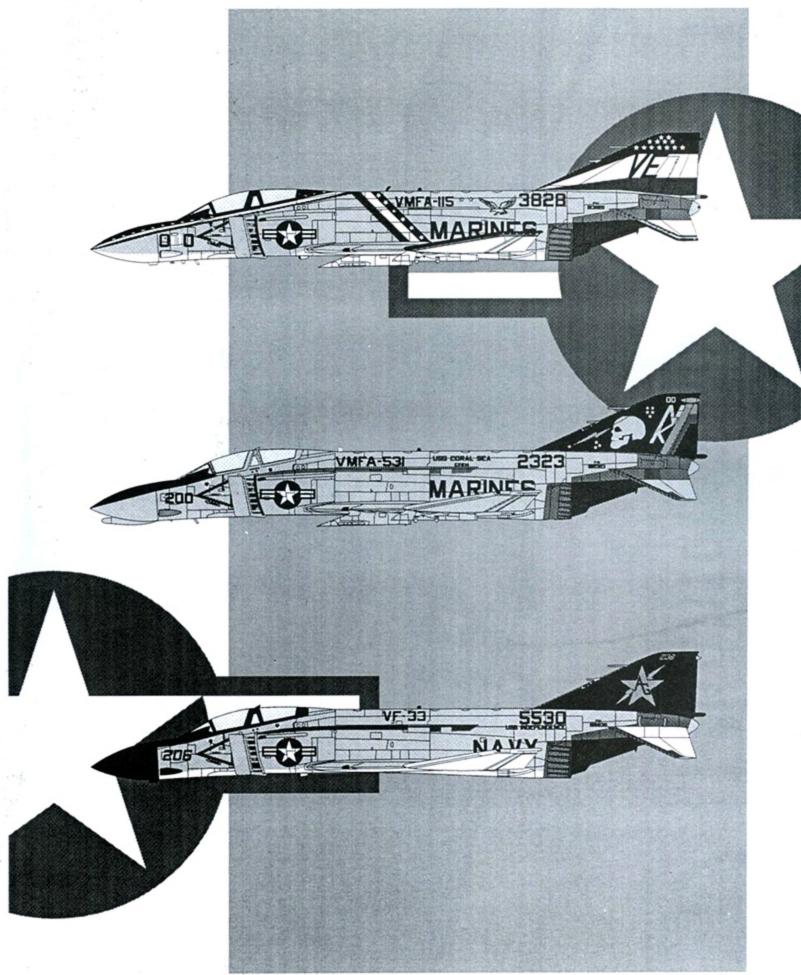


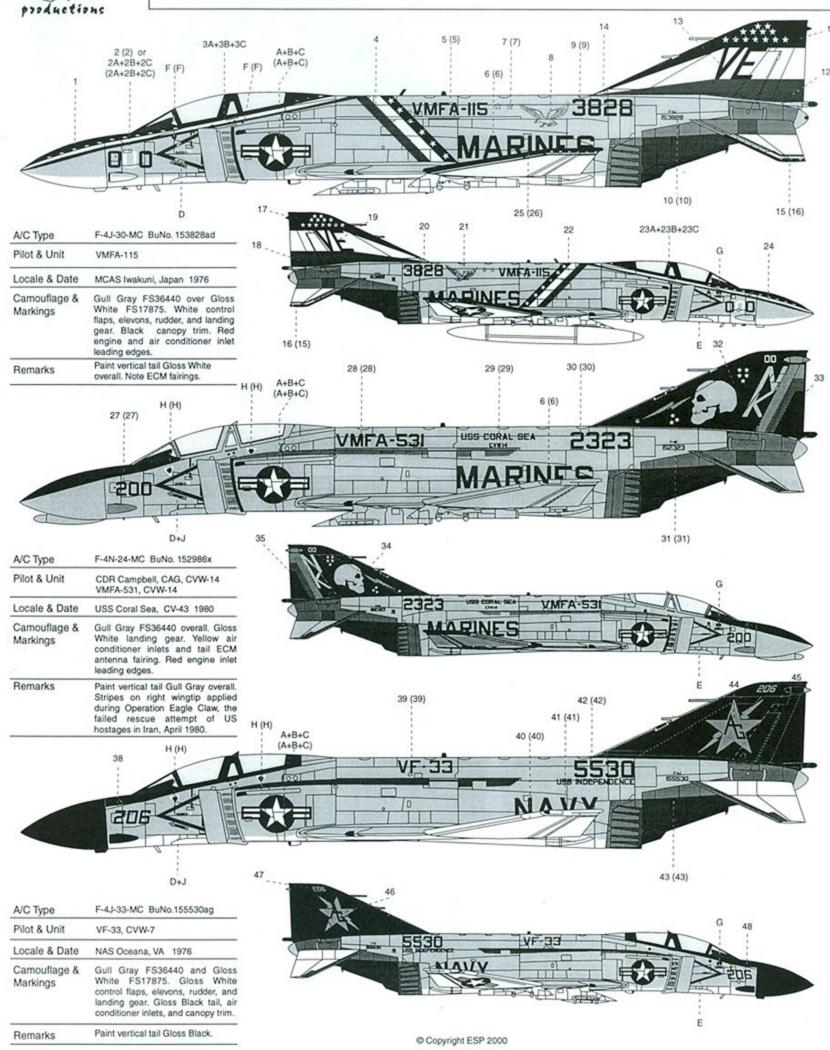


Phantoms Phorever Pt. 2

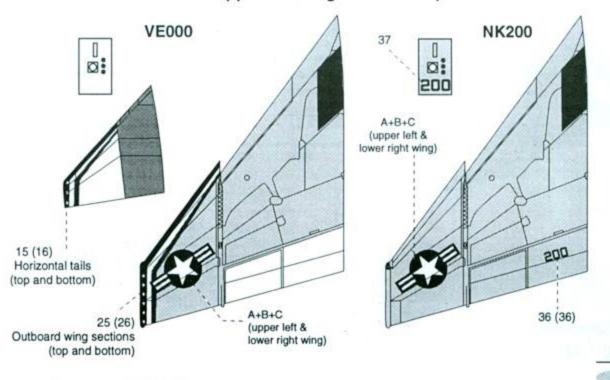


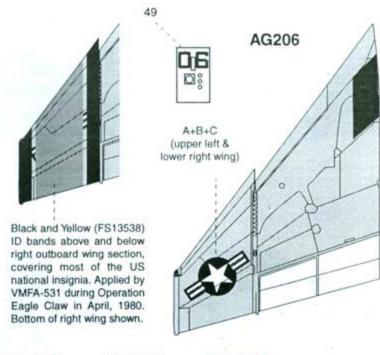


Phantoms Phorever Pt. 2



Wing and Nose Gear Door Markings Placement upper left wing shown except where noted







Suggested 1/48 Kits:

Hasegawa F-4J Phantom II Hasegawa F-4B/N Phantom II

References:

- US Navy and USMC CAG Aircraft Part 1 Fighters, Colors & Markings #10, TAB Books, Inc., by Bert Kinzey & Ray Leader, 1988.
- F-4 Phantom II in Action, Aircraft #65, Squadron/Signal Pubs., by Larry Davis, 1984.
- F-4 Phantom II Part 1-US Navy & Marines, Aero Detail Series #4, editor: Masahiro Oishi, Dai Nippon Kaiga Co., Ltd., 1991.
- McDonnell F-4 Phantom: Spirit in the Skies, editor: Jon Lake, Aerospace Publishing, Ltd., 1992.
- F-4 Phantom II Part 3 USN & USMC Versions, In Detail & Scale #12, Aero Publishers, Inc., by Bert Kinzey, 1983.

Decaling: Apply decals only to a glossy surface.

F.S. 17875

Gloss White

F.S. 36440

Gull Gray

 With a sharp scissors or knife, carefully cut item to be used, being careful of not cutting off the clear film around it or that belonging to an adjacent item.

No Number

Burnt Metal

- Submerge in clean tap water for over 10 seconds and lay over an absorbent paper towel. Decal will slide freely in about 20 seconds. Do not leave decal on water bowl over ten seconds, or adhesive quality will suffer.
- 3. With a clean brush, apply a setting solution to the area where the decal will finally lay. (Micro, Super or Aero Set will do). With a clean pointed brush slide the decal on to the final area. Allow the setting solution to dry for about 3-5 minutes.
- 4. With another clean brush, apply a solvent solution over the decal (Micro, Super or Aero Sol will do). Do this if possible in one stroke since your decal will soften up and wrinkle immediately. This is an important step in the process, whatever you do DO NOT TOUCH THE DECAL, after this process until it is totally dry, preferably overnight.
- 5. When thoroughly dry, rinse your model with tap water and mild soap to wash of excess glue.
- 6. Finish your model with the desired final coat (gloss, flat, or semi-gloss).