

A-7D CORSAIR II

No. 341



HISTORY

The *Vought A-7 Corsair II* is the third Vought Naval aircraft to carry the *Corsair* namesake; the others being the famous bent-wing F4U fighter of World War II and the workhorse O3U observation biplane of the 1930s. The A-7 was a product of the Vietnam war and the special requirements brought about by experience there. In June 1963 the Navy set out parameters for a new attack plane with superior range, weapons load and bombing accuracy to the then current, A-4 attack plane. They also stipulated the need for all-weather capability and that the new plane should be a development of an existing design.

The Vought entry was the eventual winner of the design competition. Although ostensibly based on the F-8 Crusader and retaining its overall layout, the **A-7** was in fact an entirely new aircraft. In modifying the Crusader to the new role, the designers had virtually "designed away" everything that was the F-8. Since the **A-7** did not require supersonic speed the afterburner was removed and the fuselage shortened. Outboard ailerons and high-lift devices obviated the need for the F-8's variable incidence wing and allowed a sturdier wing structure for heavy bomb loads. The fuselage was also widened to allow space for avionics, greater fuel capacity and more room in the cockpit for the extra instrumentation necessary for the new avionics.

In negotiating a contract with Vought, the Government wrote in a set of penalties against the company for not meeting specific performance demands. In the event, the **A-7** met or exceeded almost every requirement. The **A-7** first saw combat in Vietnam in December 1967. The **A-7** proved to be popular with both pilots and ground crew and proved so effective that the Air Force decided to acquire a version of its own.

SPECIFICATIONS (A-7D)

Engine	1 Allison TF41-A-1 of 14,500 lbs. thrust
Wingspan	38.73 ft.
Length	45.60 ft.
Height	16.06 ft.
Weights	19,780 lbs. (empty) 42,000 lbs. (loaded)
Max. Speed	698 mph

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. Detailed descriptions of type of paint and color 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 keep your brushes clean and soft by cleaning in Testor thinner, washing in soap and water, and storing flat or with bristles up when not in use.

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.

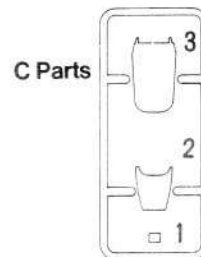
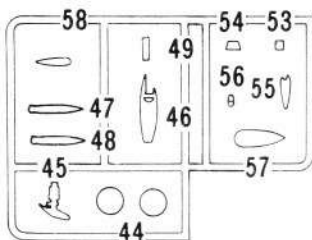
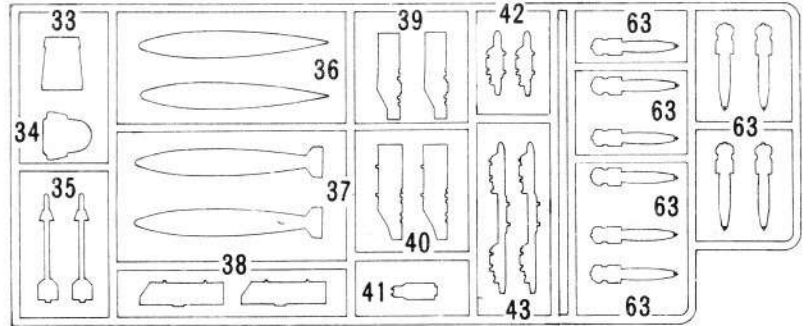
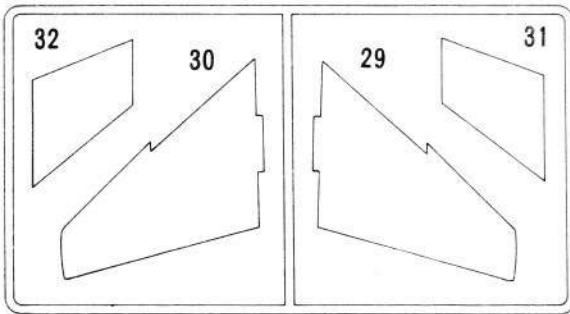
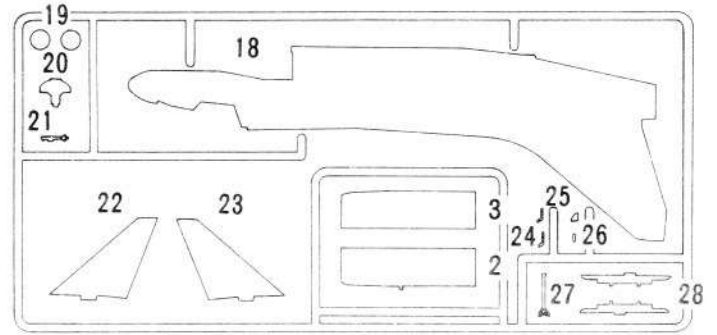
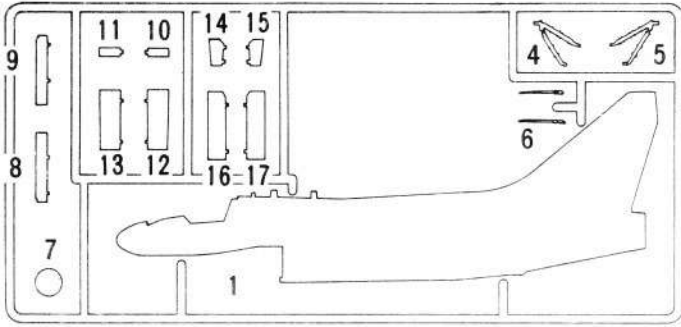
Most small parts are best painted while still attached to the sprue or they may be detached and held with tweezers or "magic" type transparent tape. Paint in one direction only. If your paint is the correct consistency, brush strokes will disappear as the color dries. If the paint seems too thick, thin 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 assembled your model you may touch up areas where cement has marred the finish.

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.

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

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.



The Testor **Model Master** paint system is specially designed to be used on military models. The **Preliminary Painting** instructions in this sheet indicate which **Model Master** colors to use by FS number and name. 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**.

1 COCKPIT

Preliminary Painting

20, 21, 33, 34; 41 headrest only:

FS 36231 Dark Gull Gray

21 handle only; 41 seat side panels; 20, 33 instrument and console panel details:

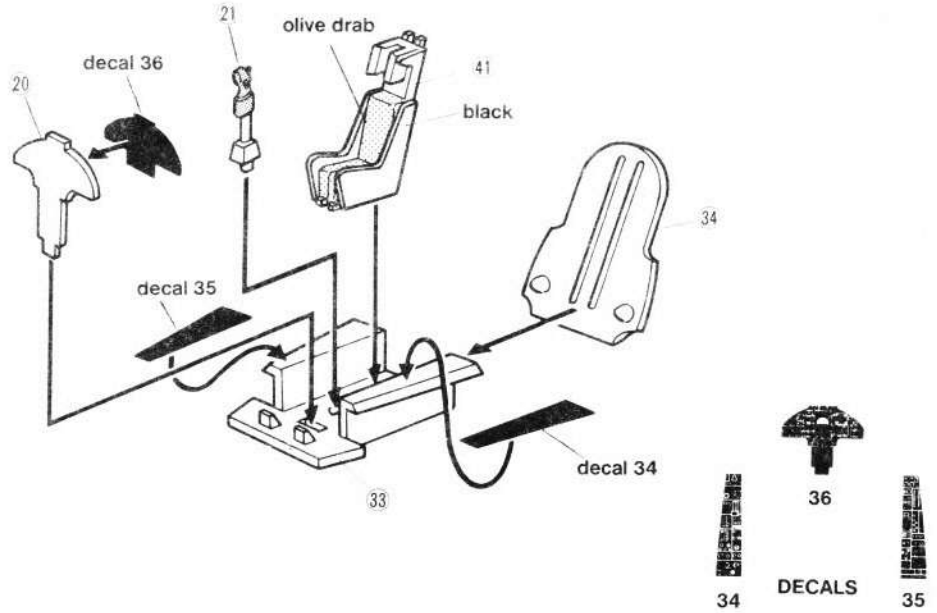
FS 37038 Flat Black

41 seat cushions only:

FS 34087 Olive Drab

Assembly

- 1. Cement parts together as shown. Note that if you prefer not to paint instrument panel and console details you can use the supplied decals as shown. It will help if you scrape or file away the raised areas on these parts before adding the decals. It is recommended that the decals be cut carefully from the decal sheet and glued into their respective positions prior to assembly, rather than applying them in the usual manner.



2 FUSELAGE

Preliminary Painting

1, 18 interior of cockpit area (see drawing):

FS 36231 Dark Gull Gray

1, 18 interior of exhaust area:

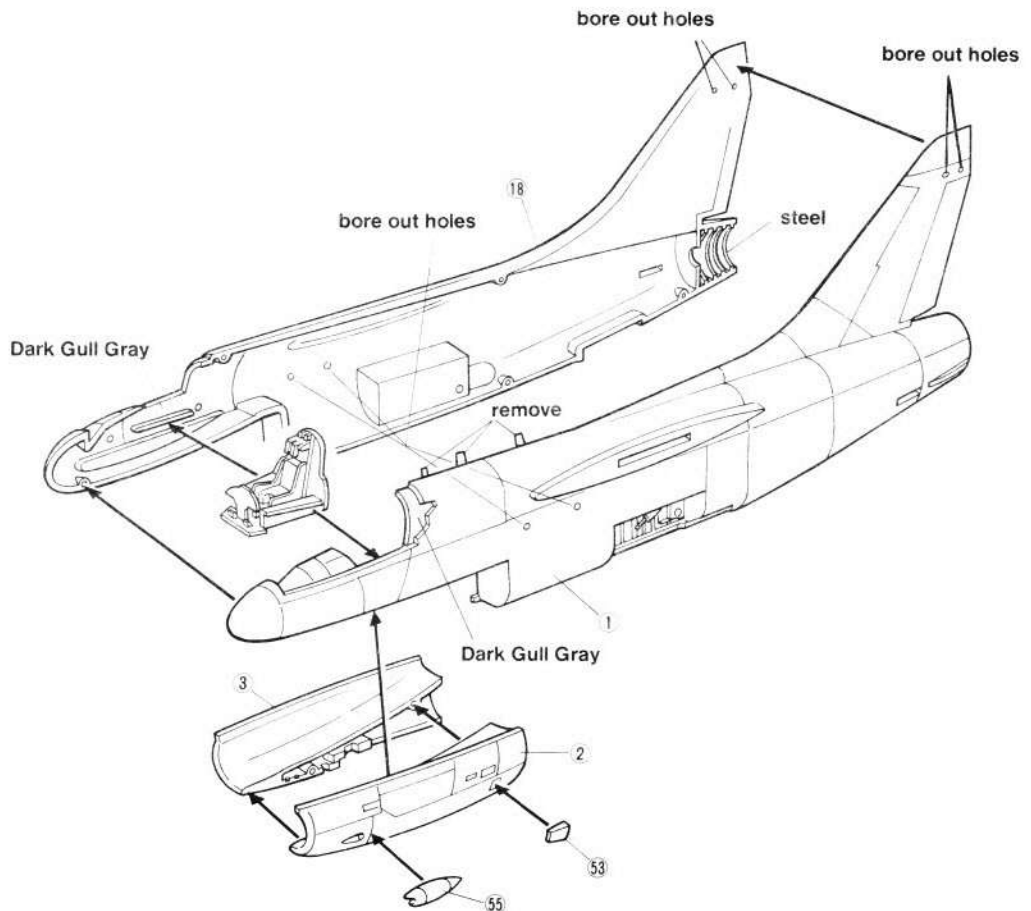
#1780 Steel

2, 3 interior on intake and wheel well:

FS 17875 Insignia White

Assembly

- 1. Before proceeding with assembly, select which version of this model you would like to build. If you are building a model other than the markings offered in this kit, consult your references to determine the proper configuration.
- 2. Before assembly of parts you will have to bore out the indicated holes with a sharp hobby knife or similar object to allow installation of the required outer details.
- 3. Cement cockpit assembly into one fuselage half, then cement fuselage halves together. Assemble the remaining fuselage parts as shown.



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

3 WINGS/TAIL

Preliminary Painting

C2 canopy frame only; instrument panel shroud and cockpit sills:

FS 37038 Flat Black

7:

#1780 Steel

26 light lens:

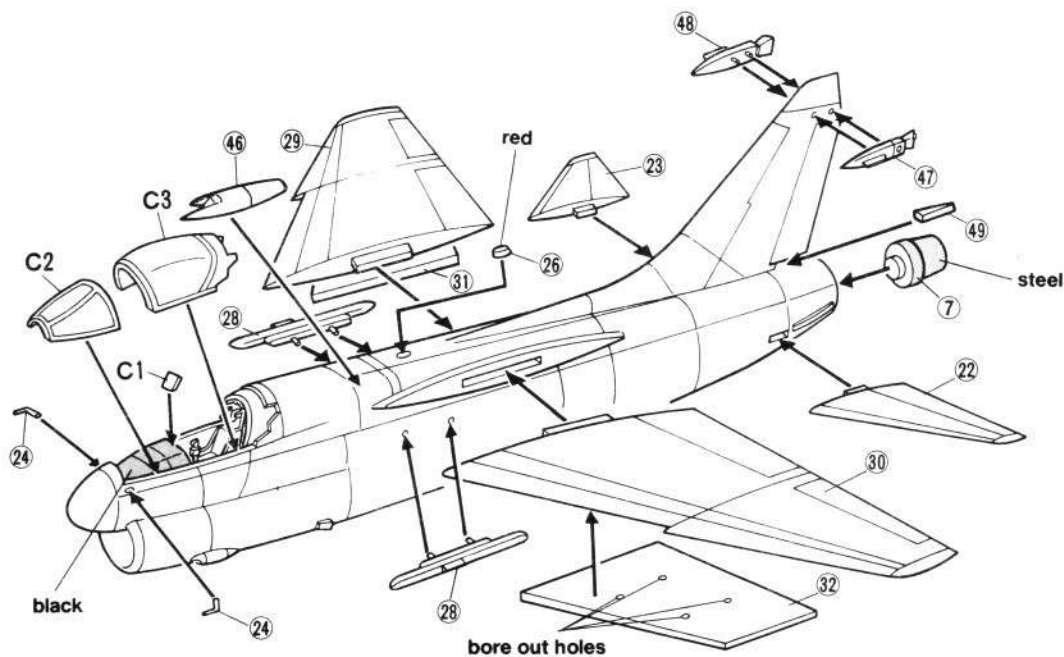
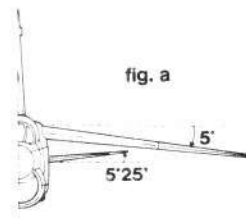
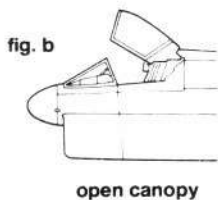
#1140 Red

C3 canopy frame only:

FS 16440 Gloss Gull Gray

Assembly

- 1. Cement parts together as shown. Before assembling the wings, bore out the four holes in each wing lower half 31 and 32. The drawing at **fig. a** shows the correct angles for the wings and stabilizers respectively. The canopy C3 may be glued in the open position if you wish as shown in **fig. b**.



4 LANDING GEAR

Preliminary Painting

19, 44 wheel hubs only; 4, 5, 6, 10, 11, 12, 13, 14, 15, 16, 17, 8, 9, 45:

FS 17875 Insignia White

19, 44 tires only; 16, 17 depression on inside of each door (see drawing):

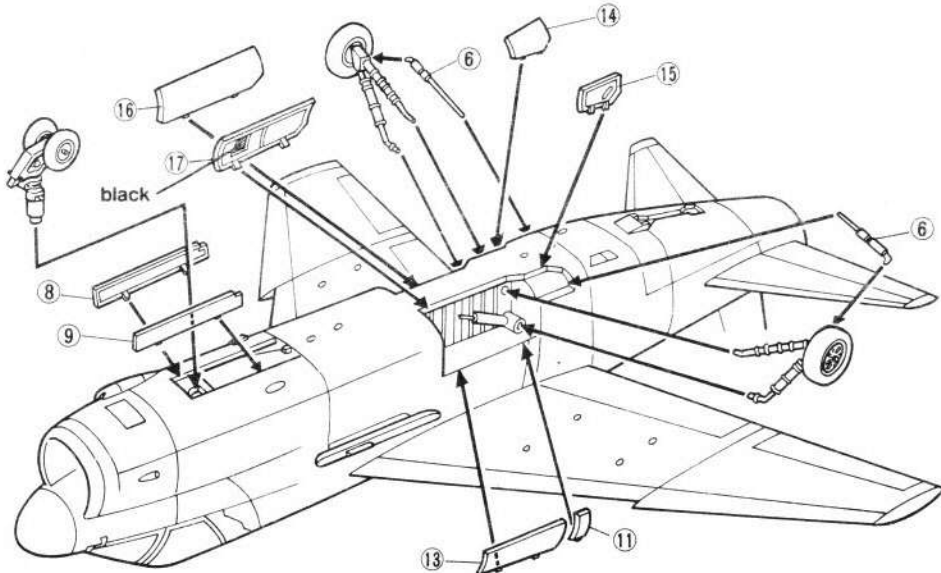
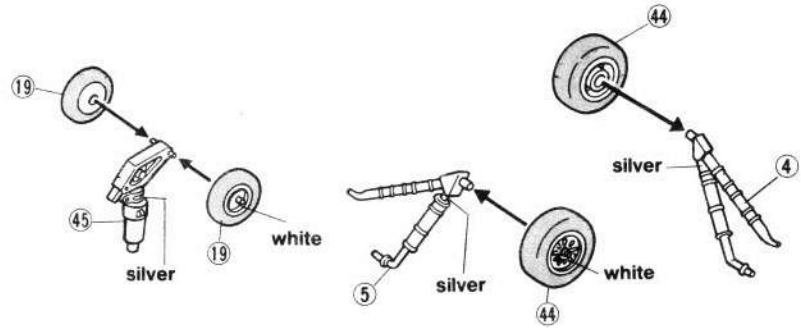
FS 37038 Flat Black

4, 5, 45 oleo portion of landing gear struts:

FS 17178 Chrome Silver

Assembly

- 1. Cement parts together as shown. The drawing at **fig. d** will help you position the various main gear doors.



5 OUTER DETAILS

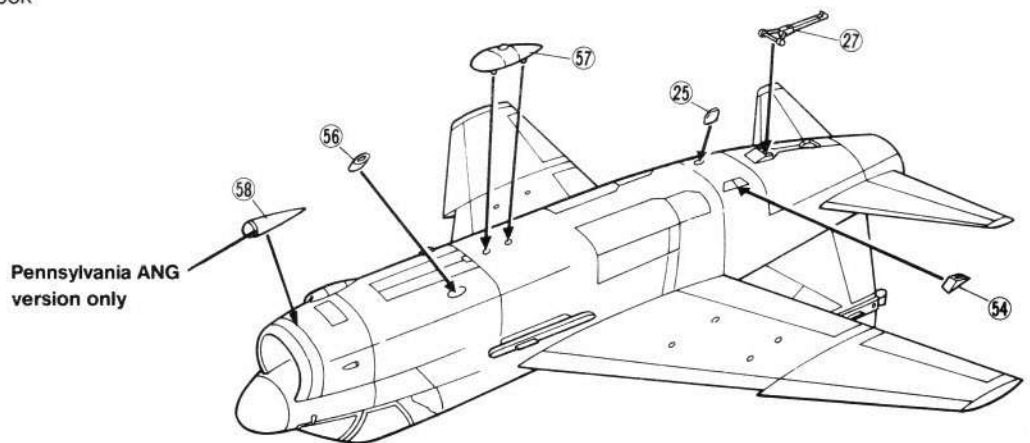
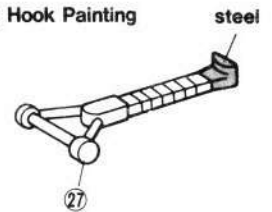
Preliminary Painting

None

Assembly

- 1. Cement parts in positions indicated. Paint tailhook 27 as shown. Assemble tailhook to model after painting overall color schemes from pg. 7 and 8.

Arresting Hook Painting



6 ORDNANCE

Preliminary Painting

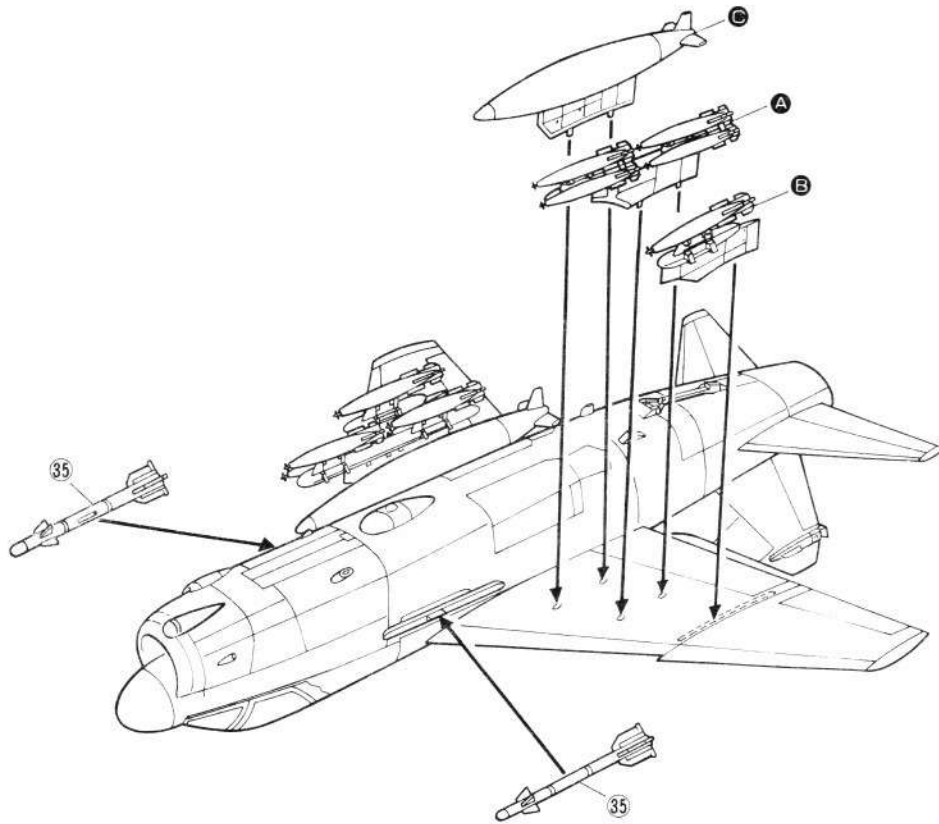
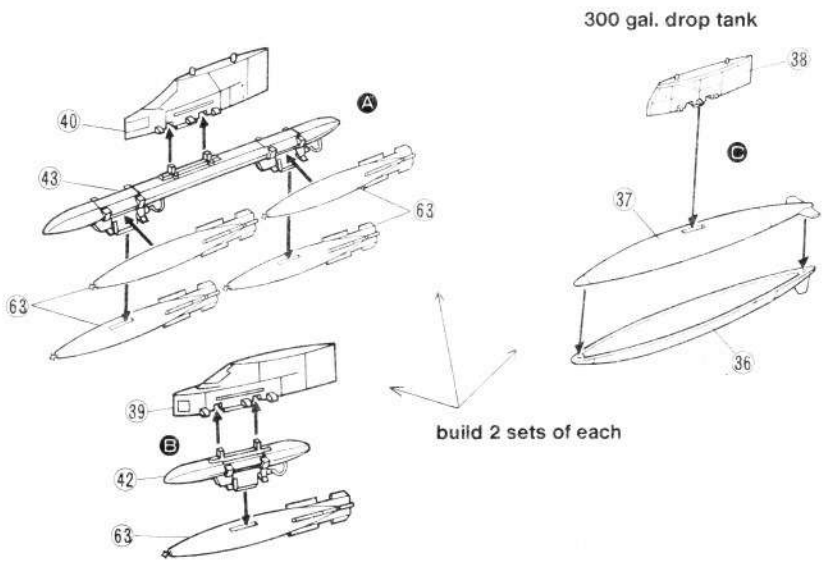
If doing the Vietnam era A-7D paint the pylons 38, 39, 40 and adapters 42, 43 FS 36622 Camouflage Gray.

If doing the current ANG A-7D paint the pylons 38, 39, 40 and adapters 42, 43 FS 36118 Gunship Gray.

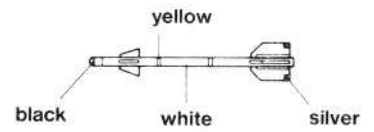
Follow the weapons paint schemes as shown on the individual weapons sketches.

Assembly

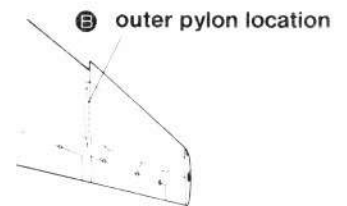
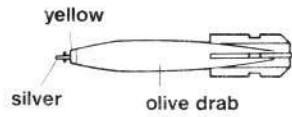
- 1. Cement parts together as shown. It is a good idea to leave the stores off until all painting and decal work have been completed, leaving the stores until last.



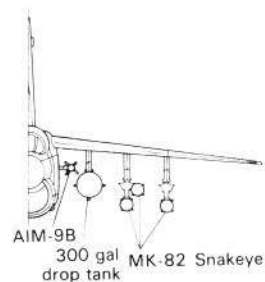
AIM-9B Sidewinder Painting



MK-82 Snakeye Painting



Front View



COLOR KEY

-  FS 34079 Dark Green
-  FS 34102 Medium Green
-  FS 30219 Dark Tan
-  FS 36622 Camouflage Gray

FS 37038 Flat Black

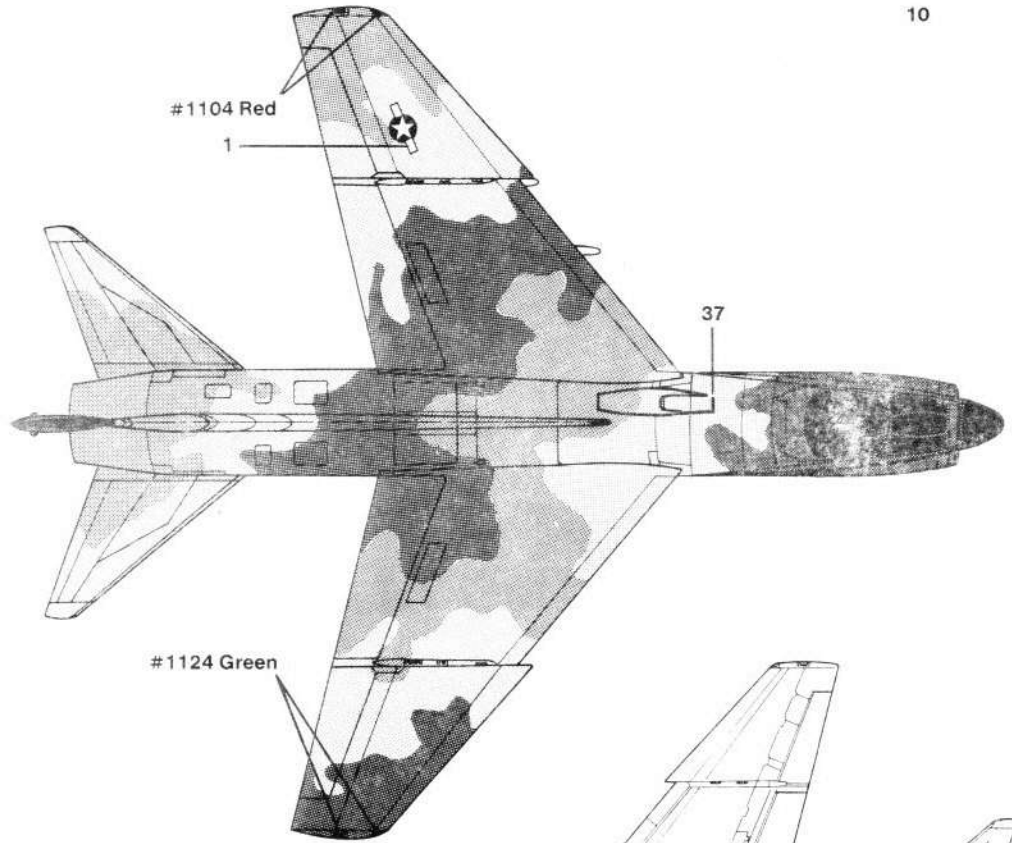
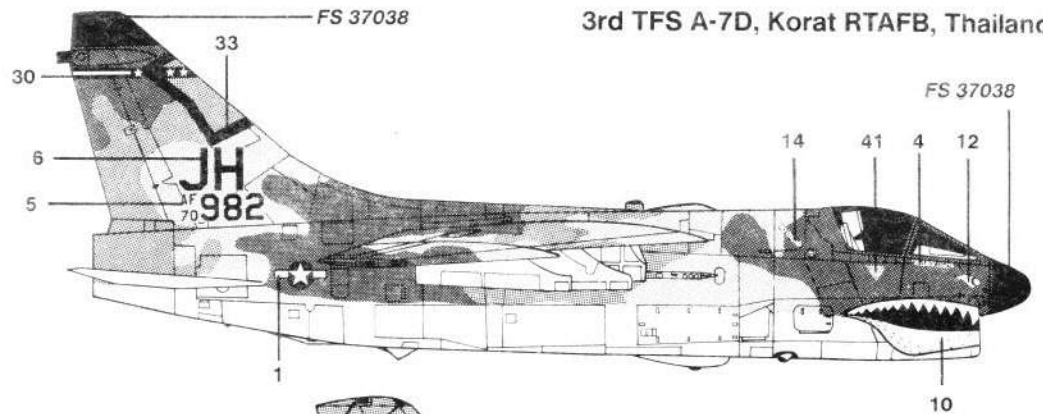
#1104 Red

#1124 Green

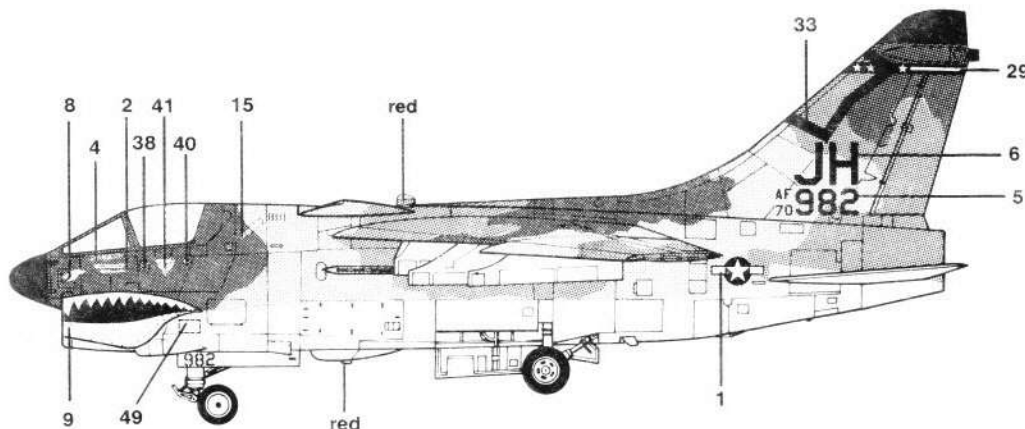
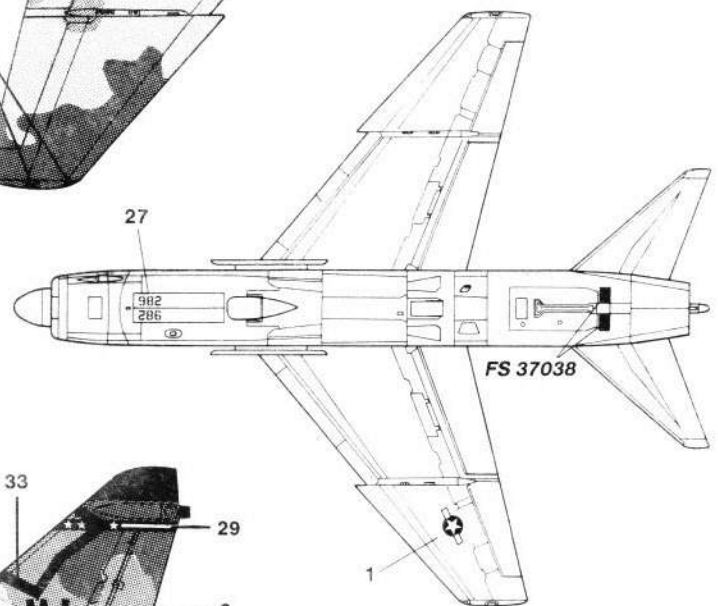
APPLYING DECALS

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 Dullcote #1260 to the entire model. This will give it an authentic, dull finish and protect the surface of the model. Then carefully remove masking from canopy and other clear areas.

3rd TFS A-7D, Korat RTAFB, Thailand




#1124 Green



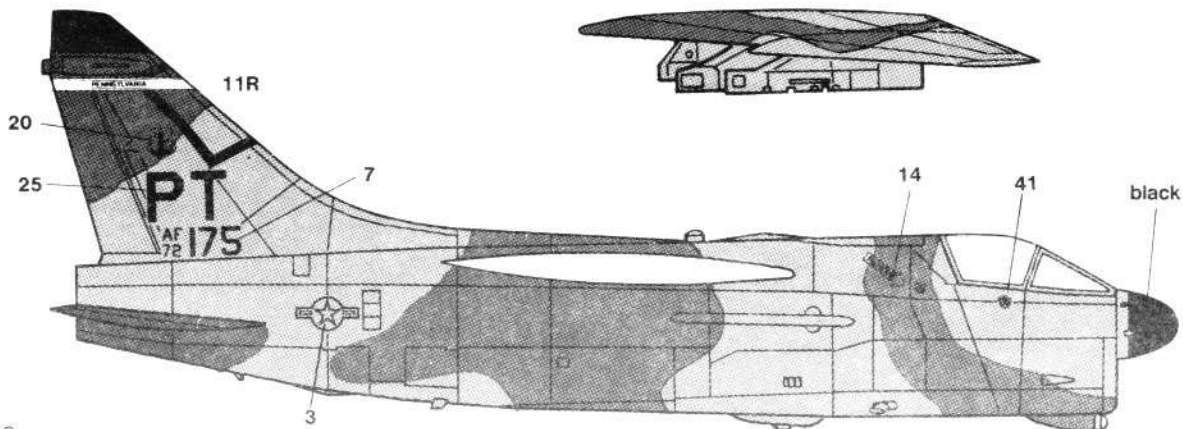
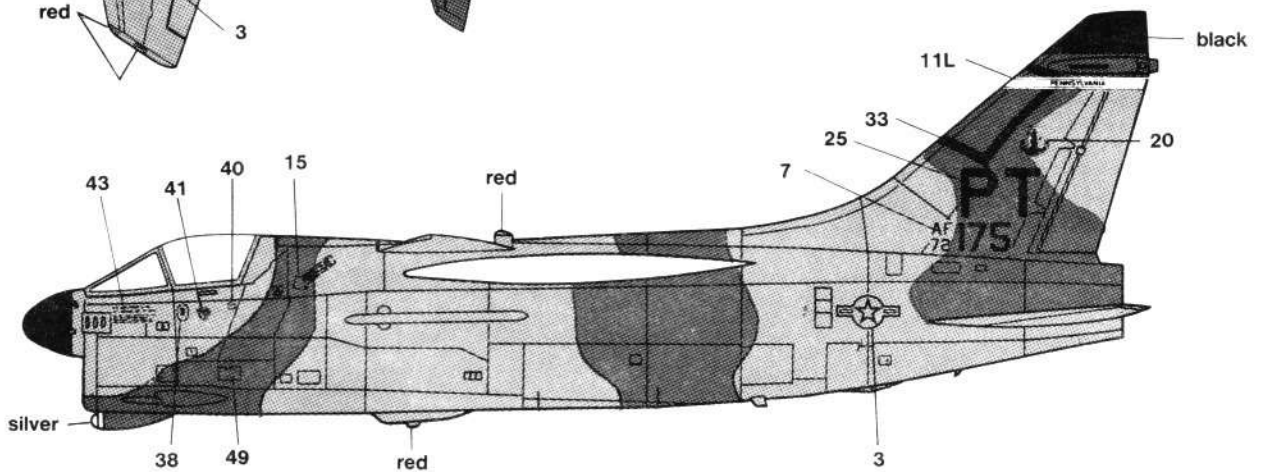
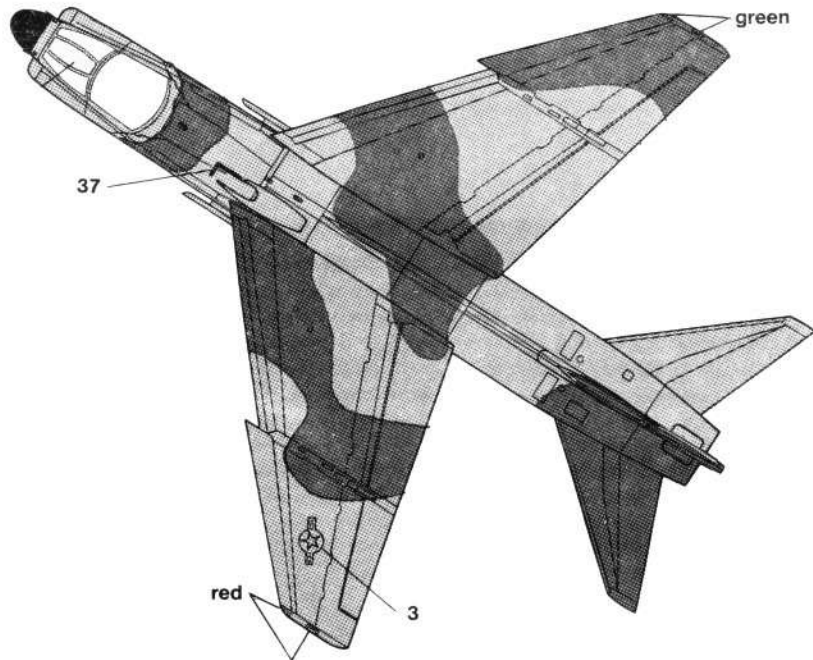
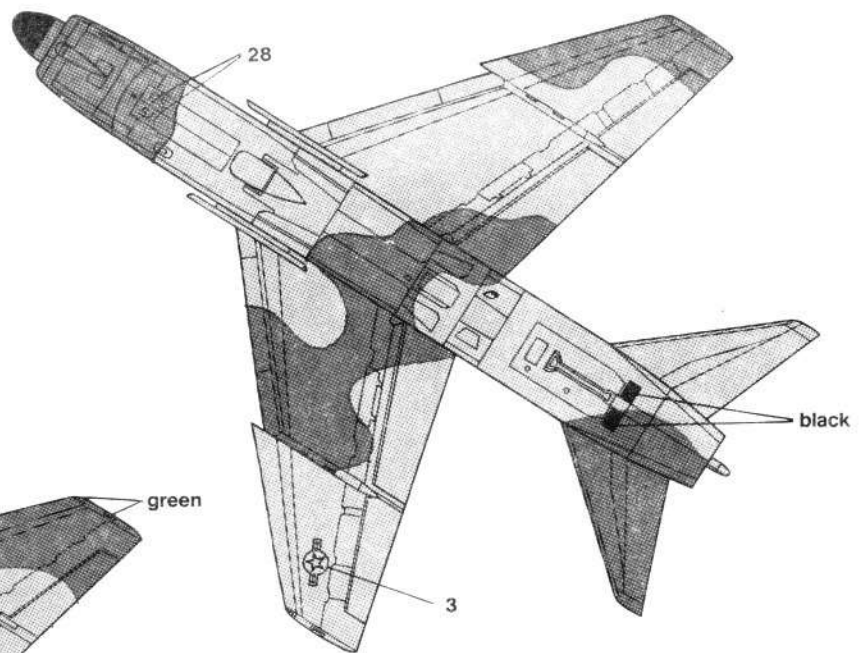
COLOR KEY

 FS 34079 Dark Green

 FS 37038 Flat Black

 FS 36118 Gun Ship Grey

The correct specified grey color for the camouflage scheme is FS 36081. It is very dark and fades quickly on the fullscale airplane to a gray similar to FS 36118. This is what is specified for realism.



SCALE-MASTER®



#341 A-7D CORSAIR II



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PILOT F.WHITAL PILOT F.WHITAL

U.S. AIR FORCE A-7D
A. F. SERIAL NO. 70-982

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982



982



AF 982
70

AF 982
70

JH JH

6

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43

U.S. AIR FORCE A-7D
A. F. SERIAL NO. 70-175



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PT PT

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AF 175
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AF 175
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175 175

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