

TIGERCAT

Monogram

quality hobby kits



KIT PA163



1/72 SCALE
1" = 6'

GRUMMAN F7F-3 TWIN-ENGINE FIGHTER

The first twin-engine airplane in production for shipboard use was the sleek U.S. Navy Grumman F7F-3 Tigercat. This fast heavily armed single-seat fighter was also the first carrier based plane with tricycle landing gear.

The Tigercat was conceived early in 1941 and designed primarily for service aboard the future 45,000 ton Midway-class carriers. Production models arrived too late to see combat at the close of World War II. However, some versions were used in a ground support role in the early stages of the Korean conflict.

The F7F-3 day fighter version was the best performing of all the Tigercat variants. Cleanly designed, this large fighter was capable of 435 m.p.h. at 22,000 feet and a range of over 1500 miles. Power was supplied by two Pratt and Whitney R-2800-34W double-wasp eighteen-cylinder radial air-cooled engines fitted with single-stage 2-speed superchargers and water injection producing 2100 horsepower each at take-off.

Armament consists of four 20mm cannon in the wing roots with 200 rounds per gun and four .50 caliber machine guns in the fuselage nose with 300 rounds per gun. External stores include various combinations of rockets, bombs, and drop tanks, and a full size torpedo could be carried beneath the fuselage in place of the drop tank.

This twin engine fighter concept gives you a large airplane with a wing span of 51 feet 6 inches (6 inches smaller than the P-38) and an overall length of 45 feet 5 inches.

This exact 1/72 scale Monogram kit includes all the detail and realism of the full sized Tigercat that it was scaled from. Included is a display stand to mount your model on, or if you prefer it on its wheels, a small leg is provided to help it set on its tricycle gear without adding weight to the nose. Assembled carefully, you will have a model worthy of the highest esteem.

IMPORTANT! READ THIS BEFORE YOU BEGIN . . .

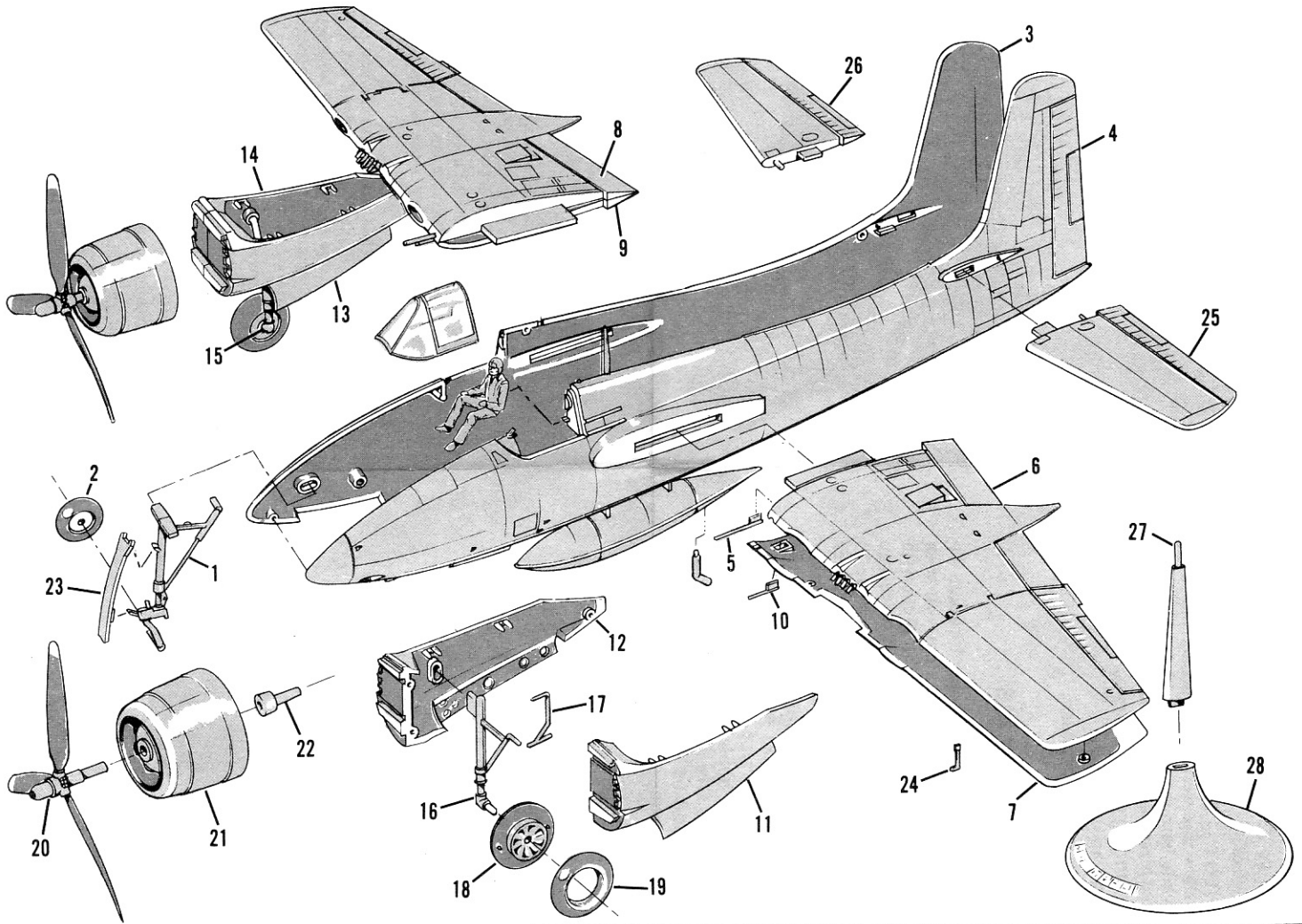
Read the instructions and study the drawings to become familiar with all of the parts. Once you've started the assembly check the fit of each part by putting it in place without cement. Then remove the part, apply cement, and attach it to the model.

Plastic parts are molded with identifying numbers appearing on the part or on a tab next to the corresponding part. These numbers are referred to in the instructions to make it easy for you to locate the correct part during the assembly. Do not detach parts from the trees until you are ready to use them. After cutting or breaking off the required part, trim away any excess bits of plastic. Use a small sharp knife such as an X-acto knife, available at your hobby counter.

Keep in mind the importance of not rushing the assembly of your

model and avoid the use of excessive amounts of cement. All plastic cements contain solvents which dissolve plastic in order to form a solid weld between the cemented parts. Too much cement can soften and distort the plastic, spoiling your model's appearance. When applying cement to small or confined areas, use cement on the end of a toothpick instead of the tube nozzle to better regulate the amount being applied.

If you plan to paint your model, refer to the instructions, "Finishing Your Model", for helpful hints on painting. It is best to paint some parts before cementing them into place. Remember to scrape paint away from areas which will be cemented. Cement will not stick to paint.



1 Slip nosewheel 2 onto axle portion of front strut 1 and flare over end of axle with the heated blade of an old knife. Cement pins on strut into holes in right fuselage half 3. Cement hole in pilot's back onto pin in rear of cockpit on fuselage half 4. Cement fuselage halves 3 and 4 together. Cement stabilizers 25 and 26 into slots in rear of fuselage. Check stabilizer to make sure it is straight while cement is drying.

3 Cement shock strut 17 into two holes in left strut 16. Cement wheel halves 18 and 19 together for both wheels. Slip wheel onto axle portion of strut with spokes to the outside and flare over in same manner as for nosewheel. Cement strut into nacelle half 12 and then cement nacelle halves 11 and 12 together with pin on strut fitting into hole on inside of nacelle half 11. Cement nacelle to left wing. Repeat nacelle assembly for right nacelle using parts 15, 17, remaining wheel, and nacelle halves 15 and 17. Attach unit to right wing.

2 Cement tab on gun 5 into slot in left upper wing half 6 and cement wing halves 6 and 7 together. Cement tab on gun 10 into slot in underside of wing. Assemble right wing and guns in same manner, using wing halves 8 and 9 and remaining guns 5 and 10. Cement wings into slots in fuselage.

4 Slip shaft on propeller 20 through hole in cowling 21 and carefully cement retainer 22 to end of shaft for both propeller assemblies. Cement one of these to front of each nacelle. Magneto on engine detail goes toward top. Cement wheel door 23 to nosewheel strut. Cement clear canopy into place. Cement pitot tube 24 to hole in underside of left wing. Cement stand 27 and 28 together and cement to hole in drop tank or if desired, cement small clear leg into hole in drop tank so that model will rest on the landing gear without the need of adding weight to the nose.

FINISHING YOUR MODEL

PAINTING

A realistic and attractive model can be completed without painting. However, if you wish to paint additional details suggestions are given here.

It is best to paint most of the parts before cementing them. The large outside surfaces such as wings and fuselage may be painted after assembly. Only ENAMEL or PAINT FOR PLASTICS should be used. All colors used should have a glossy finish. A small pointed brush is best for painting small parts. Larger areas are best covered with a soft brush about $\frac{1}{4}$ inch wide. Allow time for paint to dry thoroughly before handling parts. Scrape paint away from areas which will be cemented because cement will not hold to painted surfaces.

BLACK — Tires, propeller blades, engine cylinders, and guns.

YELLOW — Propeller tips.

SILVER — Oleo portion of wheel struts, engine pushrods and tip of pitot tube.

GRAY — Gear housing and magnetos on engines.

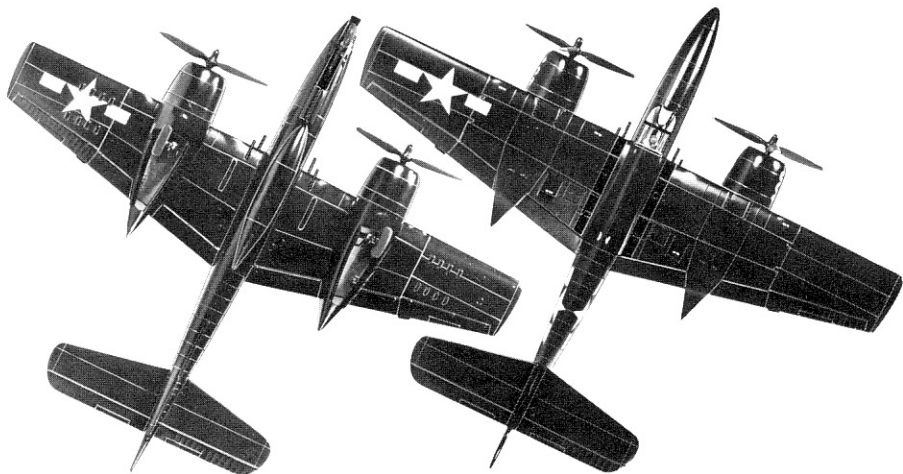
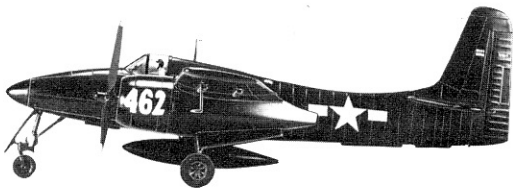
PILOT — Flesh face and hands, tan suit, yellow mae west, brown helmet and shoes, white harness, silver buckles and goggles and black goggle frames and strap.

NAVIGATION LIGHTS — Left red, right green and rear white.

BLUE — Canopy frame.

APPLYING DECALS

Refer to photos for proper location. To apply decals, select the item you wish to apply and cut it from the sheet with scissors. For a neat job work with one subject at a time, and trim it close to color outline. Dip the decal in water for a few moments until it slides easily on the paper backing. Next, slide the decal into correct position. After the decal is in correct position, press out trapped air bubbles and blot with a soft rag. Before they are completely dry, decals should be pressed firmly against surface contours, such as rivets and lines.



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