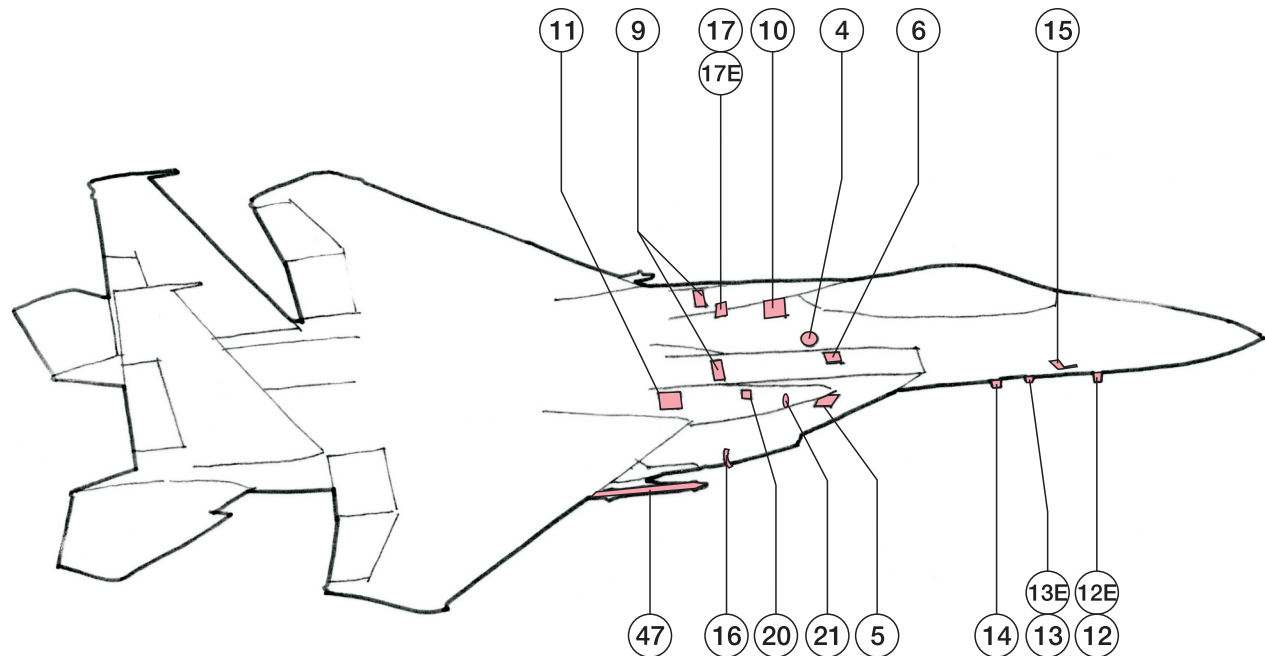


This photoetched set focuses on external details and is designed around Revell F-15E kit. The details are mostly common throughout every other F-15 variant, so Revell kit as a base is not a requirement. As an experienced modeller you should have no trouble adjusting the details to kits from other manufacturers.

There are some specific details, that give an option to build an F-15A - early-style main gear hubs (43, 44), turkey-feather exhaust cans (46) and 70's vintage instrument panel (36).

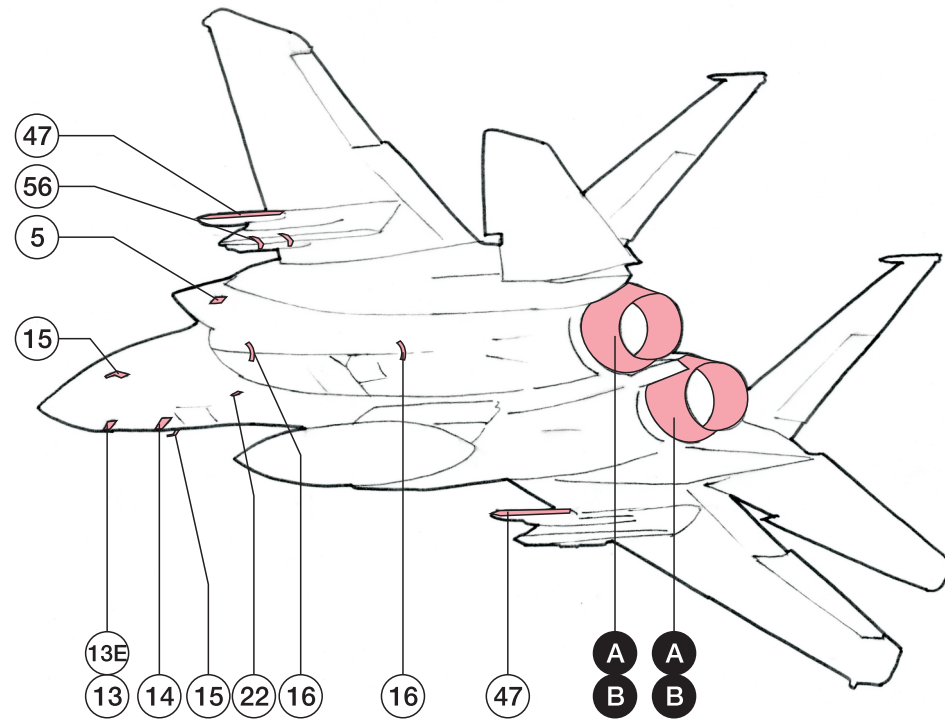
„E” suffix of part number indicates alternate parts (that might be) used on late modification of F-15C/D/E and also F-15I/K/S.

Be sure to check photos of your actual aircraft to use appropriately shaped parts as there are several different aerial combinations depending on electronics boxes installed in airplane. Good photo documentation is your best friend.

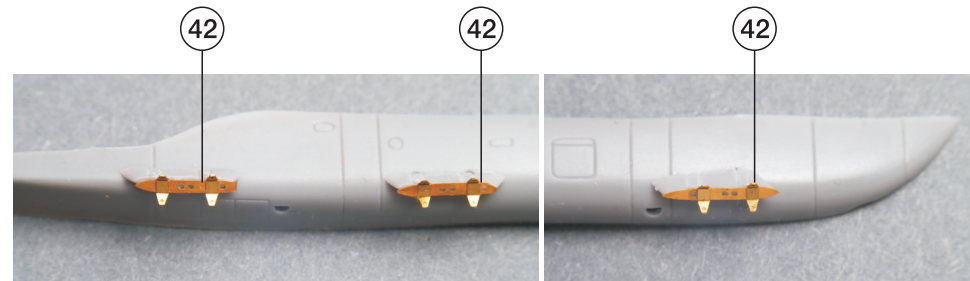


Lower surface detail shown here is self-explanatory.
Missile braces (16) need to be formed into arc, and can be presented in any position, as they swing freely when not embracing any particular AIM.

Spare parts are provided whenever possible - both you and your carpet can be happy at the same time.
But in some instances, you may actually need two items, such as part 22 - a small antenna, that is present on both sides of fuselage.

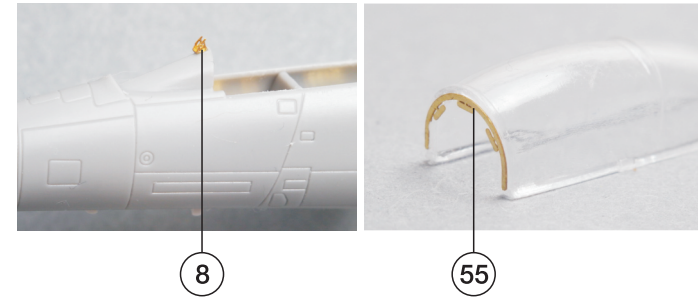


Conformal fuel tanks, a standard feature on F-15E, are usually obscured by heavy bomb load. But, if you choose to leave ordnance in hangar, there are bomb racks available (42).

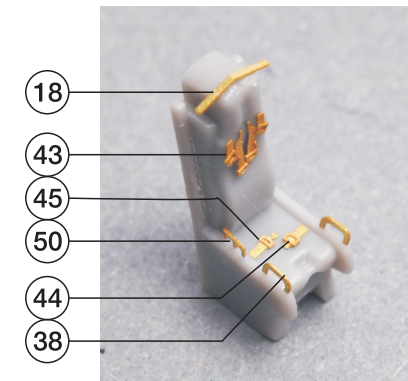


There are some (limited) details of cockpit that we think may be worth of some effort.

First of all you get HUD frame (8), that replaces plastic hump (if there is any). Then there is a canopy, that gets a simple addition of rear-view mirrors (55).

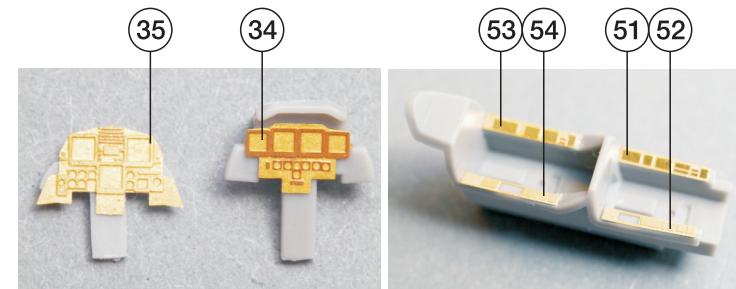


ACES-2 kit bang seat will benefit from seatbelts (43, 44, 45), ejection handles (38), restraint emergency release handle (50) and headrest pitot sensors (18).

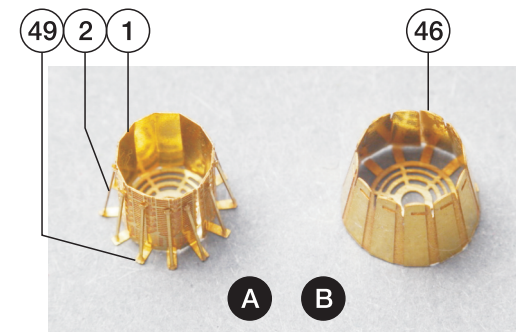
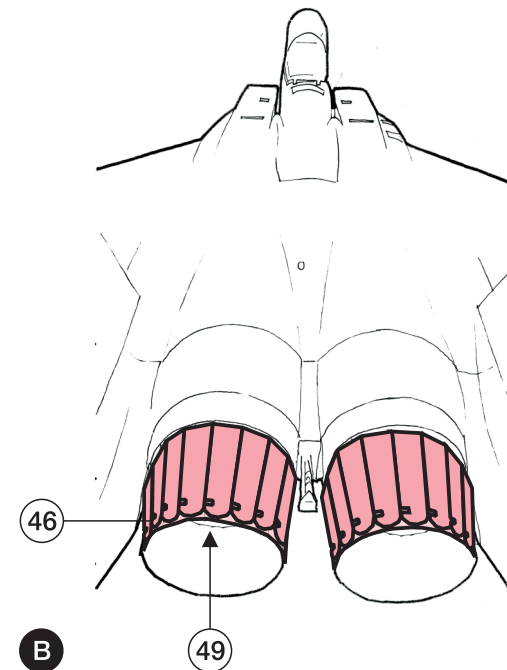
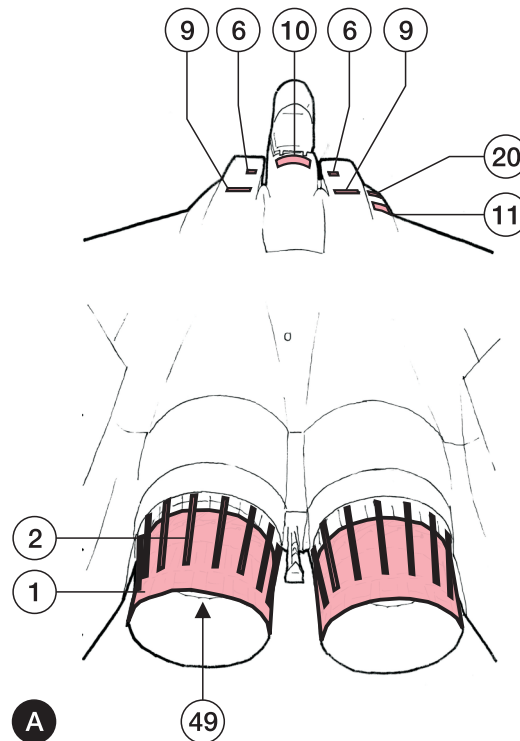


There are instrument panels for E version back and front office (34, 35, pictured here). Note that plastic parts from Revell kit don't match real panel outline, so it is either trimming or leaving blank grey space. You can also choose A (36) and C version (37) panel for the front office.

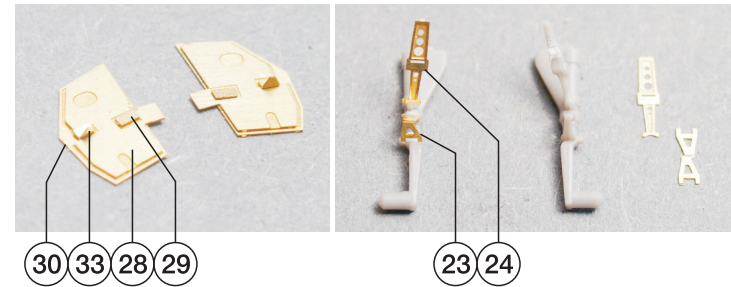
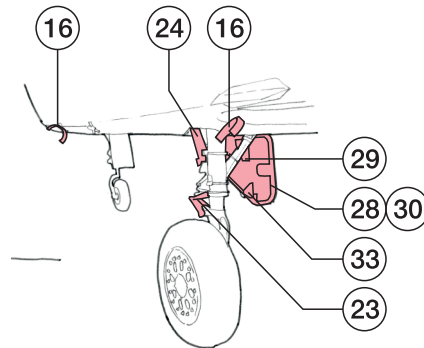
Side panels of cockpit tub (front: 51, 52, rear: 53, 54) require to cut off protruding bits (throttle quadrants, ok, I get it. But why on both sides?).



With both types of exhaust sub-assemblies part no. 49 (afterburner grill) is going to be a starting point. For early, turkey-feather equipped cans simply wrap the feathers (46) around perimeter of grill and this is it. Building feather-less exhaust first roll part no.1, glue it to grill (49) keeping things concentric. Then comes relaxing part of attaching 12 actuator rods (2). Ta-da! From our experience - the toughest part is to get parts 1 and 46 rolled into perfect circular shape.

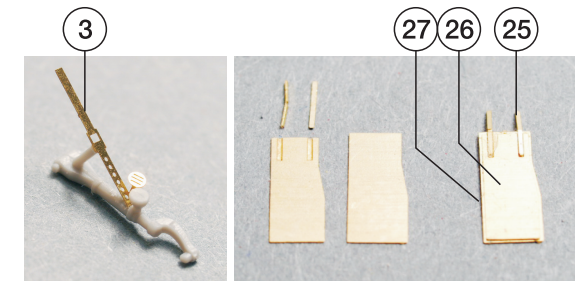
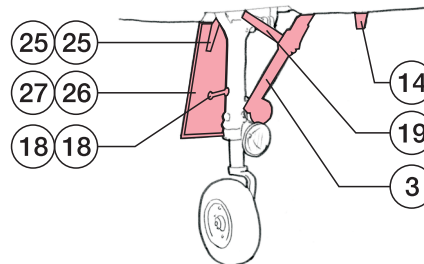


Main gear struts can be enhanced with oleo scissors (23) and diagonal strut (24). Kit parts are quite good, etched details add some flicker and sharpness. That's optional. Gear doors replacement is a must. See for yourself: thickness and lack of any internal detail of plastic part is addressed with 4-part brass substitute. You can also notice AIM-7/AIM-120 missile braces (part 16) in this diagram. They are free to pivot.



Front gear diagonal strut (3) comes with approach light that is missing in plastic part. You can consider leaving out part 19 and keeping the kit strut, this will help to keep the geometry.

On the F-15 only rear part of front gear door is usually left open; kit part representing this section receives replacement consisting of 2-layer slab (26, 27) along with 2 hinges (25) and 2 support struts (18).



F-15A/B early-style main gear hubs.

C/D/E/... variant hubs included in original kit look quite reasonable, and so we didn't bother to etch those. Inboard located brakes (7) are applicable to any variant.

