

Supermarine Spitfire Mk1a



The Spitfire was designed as a short-range, high-performance interceptor aircraft by R. J. Mitchell, chief designer at Supermarine Aviation Works. Mitchell designed the Spitfire's distinctive elliptical wing with sunken rivets to have the thinnest possible cross-section, helping give the aircraft a higher top speed than other contemporary fighters of the day. After Mitchell's death in 1937, Joseph Smith took over as chief designer, overseeing the Spitfire's development throughout its multitude of variants. The Spitfire prototype was first flown in March of 1937 paving the way for 20,351 airframes being built. 24 different variants were produced between 1938-1948 including the Seafire carrier versions. The Spitfire was powered by the Rolls Royce Merlin V12 and later more powerful Griffon V12 engines starting at 1030hp for the Mk1a and 2120hp for the Mk24. The primary frontline RAF fighter at the start of WWII was the Hawker Hurricane but soon the Spitfire would become the dominant frontline fighter. 19 Squadron would be the first to receive their aircraft in August of 1938, at the start of the Battle of Britain in June 1940 there would be 21 Spitfire equipped units.

The markings included in this kit are from 609 Squadron. Although other pilots flew X4107 it was P/O R F G Miller that was in a mid-air collision with a BF110 on September 27th 1940 resulting in both aircraft exploding, Miller was killed instantly.

Spitfire Mk1a Specifications

Length	29' 11"
Wingspan	36' 10"
Power	Rolls Royce Merlin III
Performance	367
Armament	8 0.303" machine guns 2 20mm cannons

Spitfire

Mk1a

Battle of Britain
period



Wooden

Semi Scale Model Kit

Easy build sandwich construction

No special tools required

PAINT NOT INCLUDED

FOR AGES 8 AND UP
SKILL LEVEL 2
Contains One Model Kit

OSBORN MODEL KITS
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Building tips:

All parts will be a tight fit. If you find a part is too tight give it a bit of a sanding with 220 grit sandpaper. **DO NOT FORCE PARTS.** A hobby knife is suggested to cut the pieces from the part tree but most parts will break free easily. We recommend removing the burnt edge left by the laser with 220 grit sandpaper. This makes it easier for painting also it makes for a better appearance, especially if you are going to leave the model in its natural wood state. Although the model is designed to be assembled without glue, we do suggest gluing your model together. Note indicated parts that are not to be glued. Any black substance that gets on your hands is non toxic and can be removed with soap and water

 Indicates do not glue part or assembly

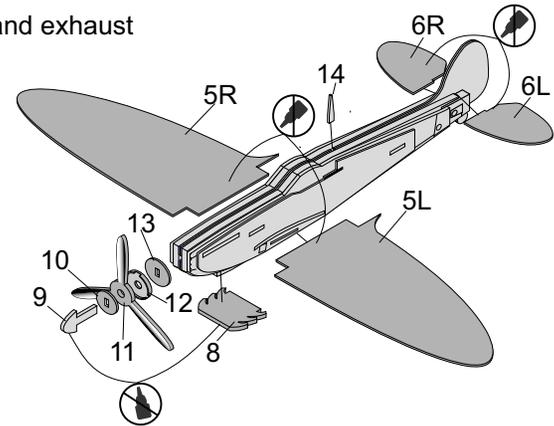
 Indicates part is a friction fit in order to hold in place

Recommended Tools:

Hobby Knife, Scissors, White Glue, 220 grit sandpaper

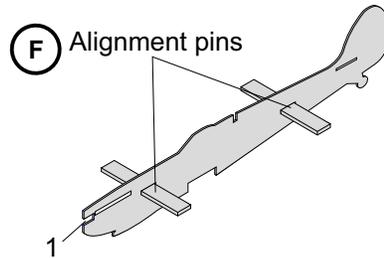
Step 3

Wings, propeller and exhaust



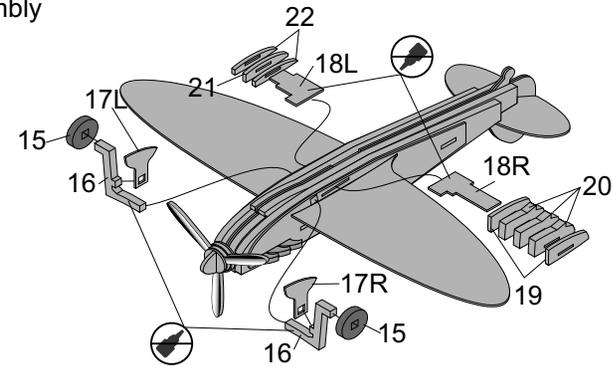
Step 1

Fuselage inner section and alignment blocks



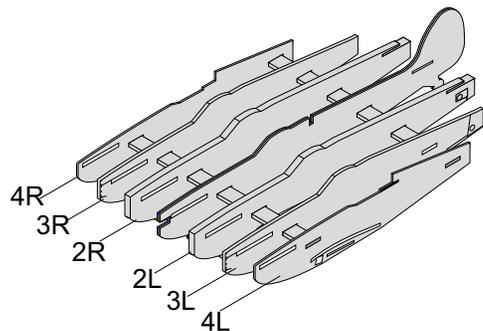
Step 4

Final assembly



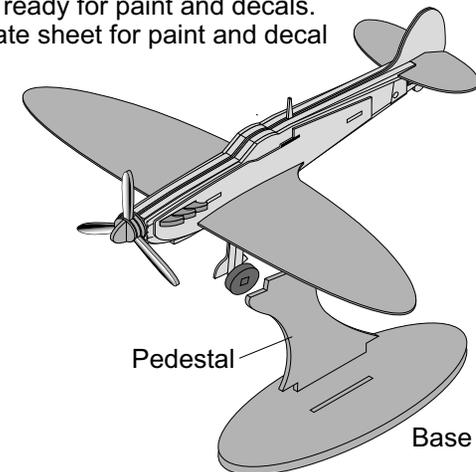
Step 2

Fuselage outer sections



Step 5

Completed model ready for paint and decals. Please see separate sheet for paint and decal instructions.





Applying decals

Tools needed to apply decals

- Scissors
- Utility knife

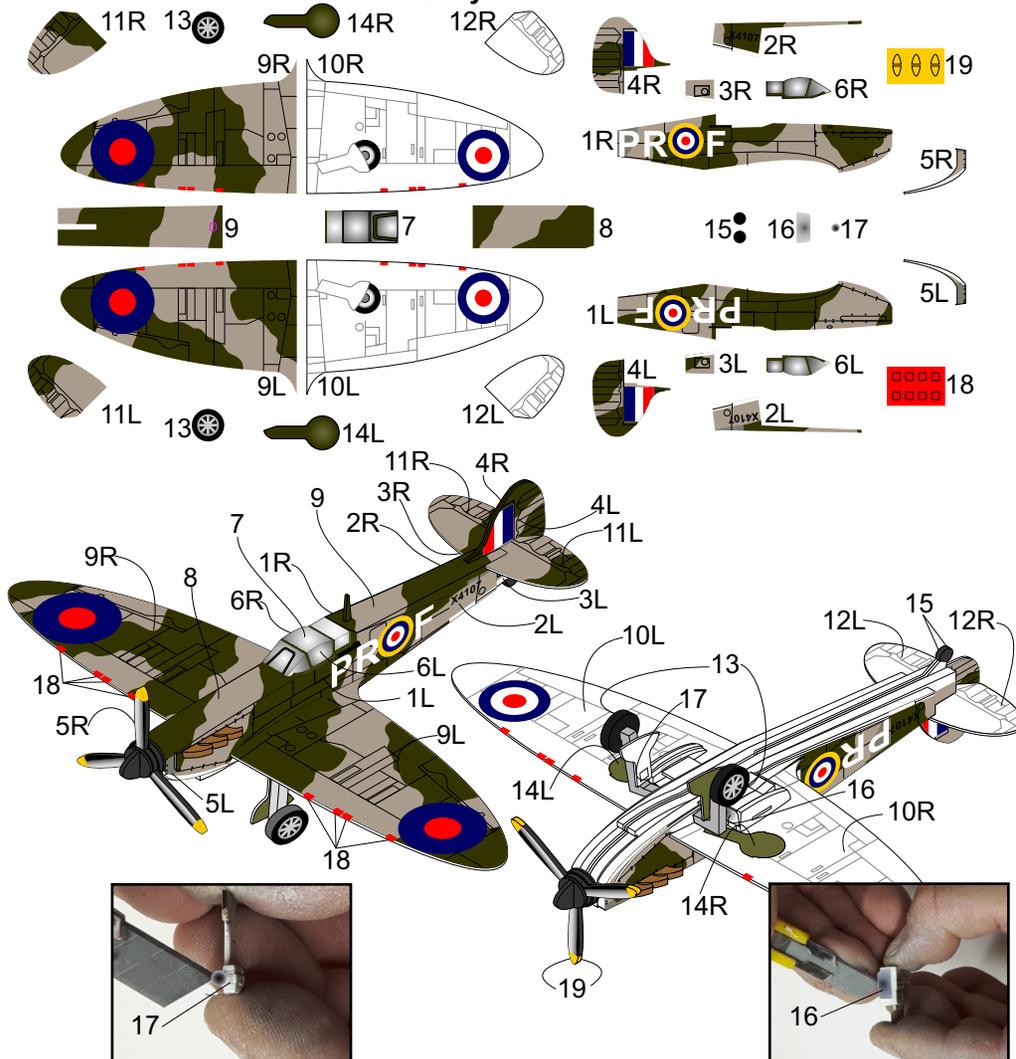
Make sure your hands are clean before applying decals. Avoid contact with the adhesive as this can cause the decal to lose some of its adhesion. Decals will adhere better to a smooth clean surface so we do recommend painting your model for best results.

For small decals you may use a small utility knife to remove them from the backing and place in position.

Remove any vinyl that may be covering slots with a utility knife

Decals should be placed into position in numerical order. You will need to remove the main and tail wings, propeller assembly, exhaust landing gear and radiator intakes to apply some of the decals.

Take your time.



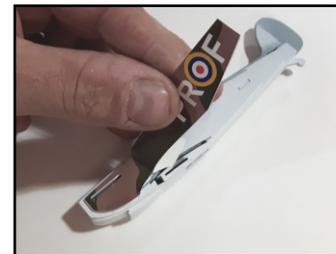
Cut out each decal as close to the edge as possible. Only cut out decals as needed.

Note:

Before adding decals all upper surfaces of model should be painted flat earth. All bottom surfaces should be white.



For the large decals, remove about a 1/4" of the backing and cut off with scissors.



Place the exposed section on the surface making sure that your decal is properly aligned on the part.

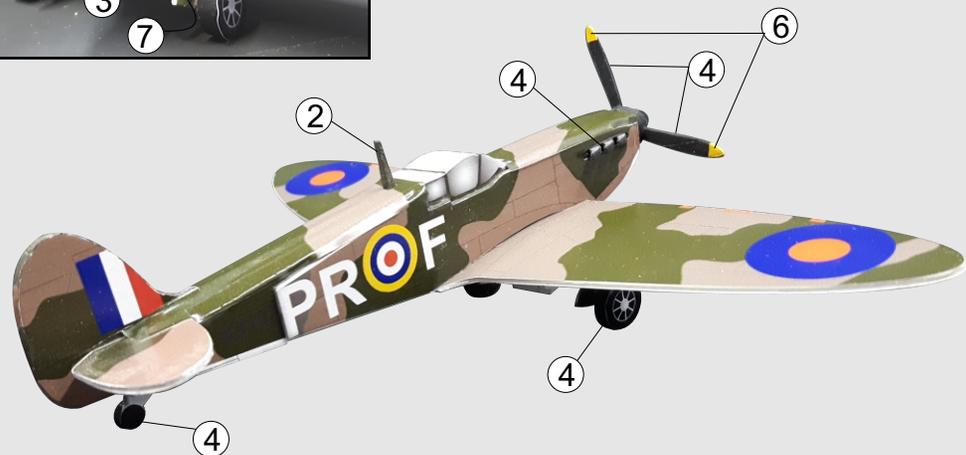
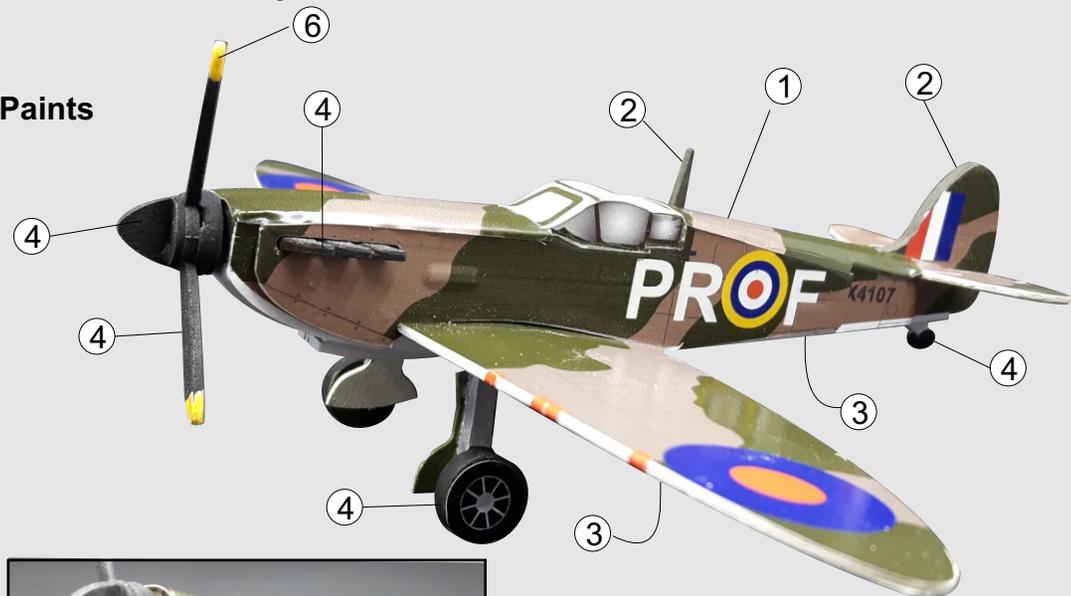


Slowly remove the backing making sure the decal is staying aligned on the surface.

Colour Scheme of Spitfire Mk1a X4107

Suggested colours by Tamiya Model Paints

- 1 **Flat Earth XF52**
Top side of model
- 2 **Dark Green XF61**
Touch up for camouflage
- 3 **White XF2**
All bottom surfaces
- 4 **Black XF1**
Nose cone of propeller
Propeller blades
Wheels
Exhaust
- 5 **Aluminum XF16**
Landing gear
- 6 **Yellow X8**
Tips of propeller
- 7 **Olive Drab XF62**
Inside of landing gear doors



Note:

Before adding decals all upper surfaces of model should be painted flat earth. All bottom surfaces should be white.