## A6M2 Zero



The Mitsubishi A6M Zero was a carrier-based fighter used by the Imperial Japanese Navy. One could argue that it was the most capable carrier-based fighter in the world when it was introduced early in World War II. It had excellent maneuverability and long rang capability, something very important for use in the South Pacific. The Zero, as the plane would most commonly be refereed to as, was introduced to the IJN in July of 1940. It would also equip the Imperial Japanese Army Air Force making it the most widely used Japanese fighter of World War II. Just under 11,000 unit excluding the seaplane variants, were produced from January of 1940 to the end of the war in August of 1945. On December 7 1941 the IJN would make a surprise attack on the US Navy's Pacific fleet located at Pearl Harbor in the Hawaiian Islands. This would bring the United States into World War II. During the first part of the Pacific campaign the Zero was untouchable. It wasn't until mid 1942 that the tide would turn on the A6M Zero. The introduction of new tactics and aircraft like the F4U1 Corsair and the F6F3 Hellcat would allow the US to fight on equal terms with the Zero. Throughout the Pacific campaign the Zero would go through many variants ending with the A6M5. Upgrades to armour and armament as well as engines horse power kept the Zero competitive. In the hands of a skilled pilot the Zero was a formidable opponent but ultimately by the end of the war there were very few skilled pilots to make a difference. Not many Zero's survived the war, many are located in museums and a hand full are airworthy.

The markings included in this kit are from Japanese Naval Ace Saburo Sakai who survived the war. He is officially credited with 28 aerial victories. In his autobiography titled "Samurai" he claims 64 unofficially.

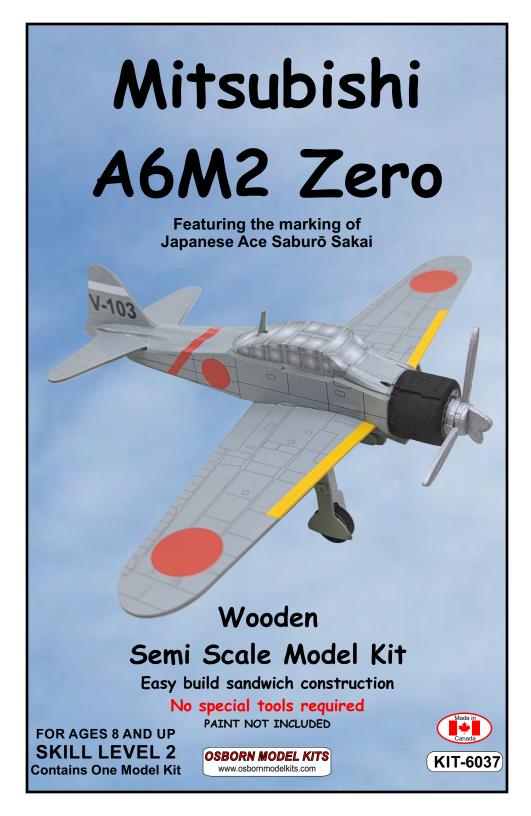
#### Mitsubishi A6M2 Zero Specifications

Length 29' 9" Wingspan 39' 4"

Power Nakajima NK1C Sakae 12 14cyl radial engine, 950hp

Performance Max speed 331mph

Armament 2 7.7mm in cowling, 2 20mm cannons in wings



## **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 it's 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

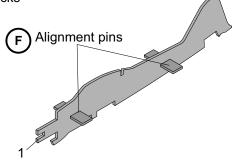
Indicates part is a friction fit in order to hold in place

#### **Recommended Tools:**

Hobby Knife, Scissors, White Glue, 220 grit sandpaper



Fuselage inner section and alignment blocks

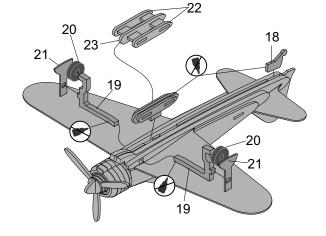




Step 3

Wings, cowling, propeller

Final assembly

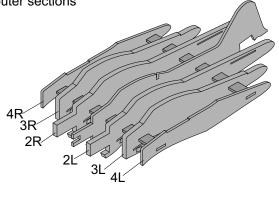


6L'

5L

Step 2

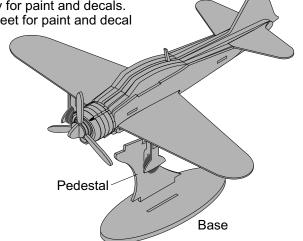
Fuselage outer sections

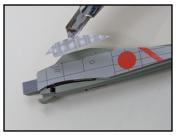


#### Step 5

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

instructions.





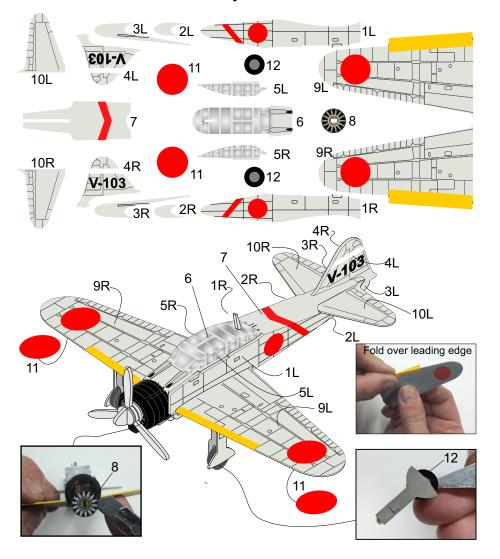
For small decals you may use a small utility knife to remove them from the backing and place in position.



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 wings, propeller and landing gear to apply some of the decals.

Take your time.



# **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 loose some of its adhesion. Decals will adhere better to a smooth clean surface so we do recommend painting your model for best results.



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

#### Note:

Paint entire aircraft JN Grey before applying decals.



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



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 Saburo Sakai A6M-2 Zero

## **Suggested colours by Tamiya Model Paints**

## 1 JN Grey XF12

All upper and lower surfaces Drop tank Land gear doors Antenna

### 2 Black XF1

Wheels Tail wheel Cowling

## 3 Aluminum XF16

Propeller blades and hub landing gear struts

### Note:

Model should be painted before adding decals.

