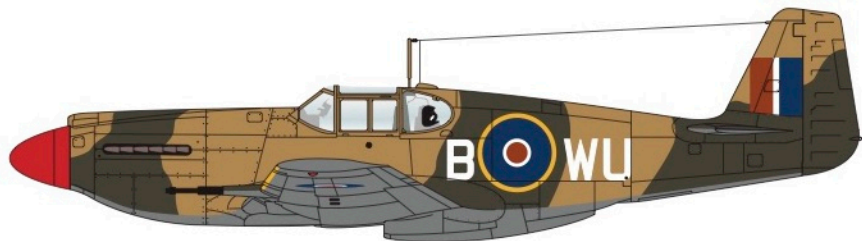
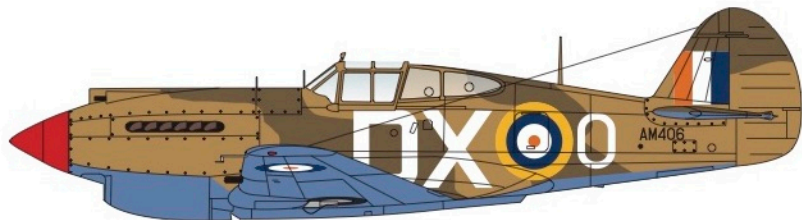


## Desert Air War WWII Collection Pt1



For the best results these decals should be applied to a gloss surface such as provided by either Xtracolor or Xtracrylix paints. Cut out the decal required and soak in warm water until the decal is released from the backing paper. Wet the area to be decaled with MICRO SET which will help to eliminate air trapped under the decal and position the decal.

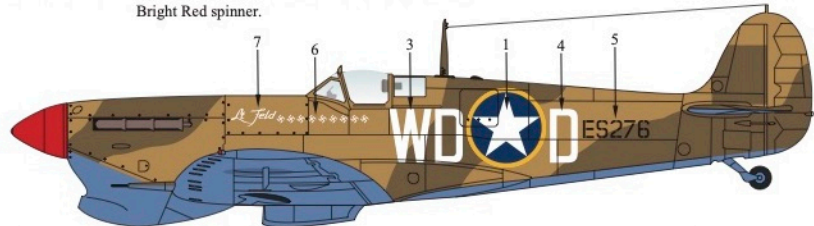
After 5 or 10 minutes wet the decal with MICRO SOL which will soften the decal and ensure that it settles down over any surface detail. Allow the decal to dry for at least 12 hours. During this time some wrinkling of the decal may occur, this is normal. Do not touch the decal at this time.

Carefully check for small air bubbles and if there are any prick with a needle and apply a drop of MICRO SOL. After all air bubbles have been eliminated and the decals are dry wash the entire model with water to remove any excess decal adhesive.

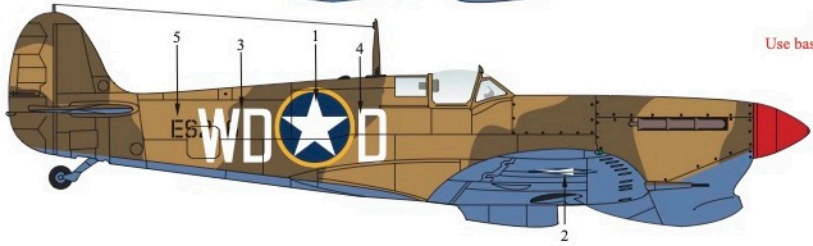
When completely dry the whole model should be sprayed with a coat of Xtracolor or Xtracrylix Flat, Satin or Gloss varnish depending on the finish required.

Store in a cool dry place, avoid sunlight, dampness or extremes of temperature and/or humidity.

Temperate Desert Scheme of Dark Earth & Middle Stone over Azure Blue undersides.  
 Bright Red spinner.

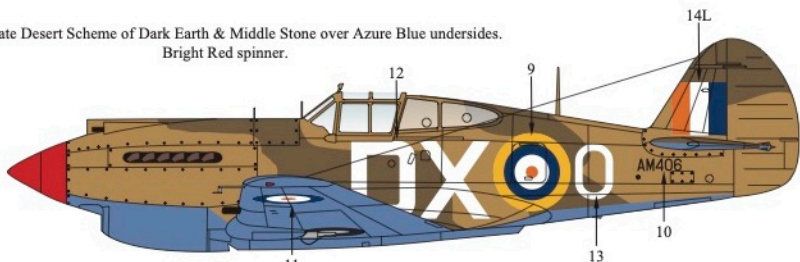


**Modellers Note:**  
 Use base kit for airframe stencils

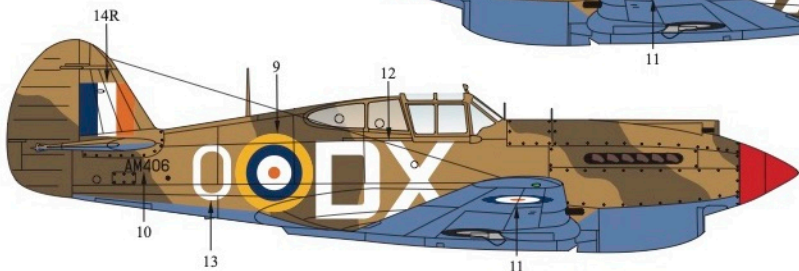


Supermarine Spitfire Mk.Vb Trop,  
 ES276, 'WD\*D',  
 flown by Lt. Sylvan Feld of  
 4th Fighter Squadron,  
 52nd Fighter Group,  
 USAAC,  
 based at La Sebala,  
 Tunisia,  
 June, 1943.

Temperate Desert Scheme of Dark Earth & Middle Stone over Azure Blue undersides.  
 Bright Red spinner.

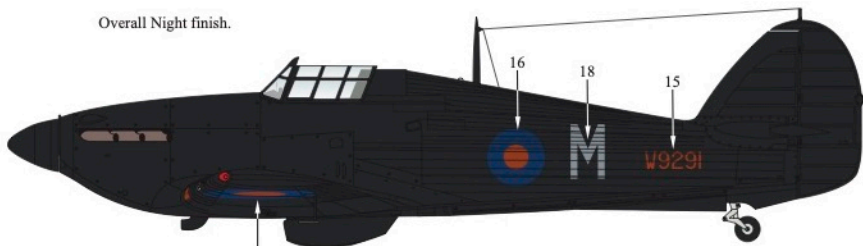


**Modellers Note:**  
 Use base kit for airframe stencils

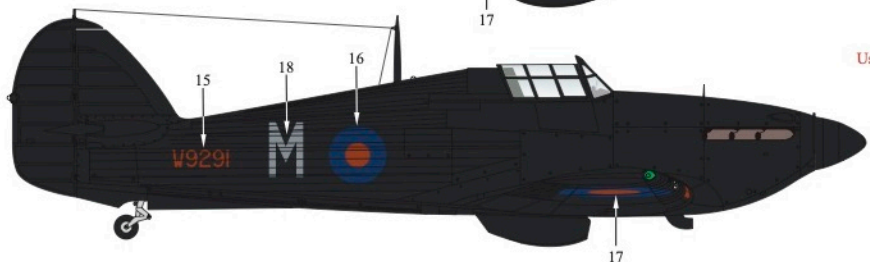


Curtiss Tomahawk Mk.IIb,  
 AM406, 'DX.O' of  
 4 Squadron,  
 South African Air Force,  
 based at Lille-Seclin,  
 North Africa,  
 May, 1942.

Overall Night finish.

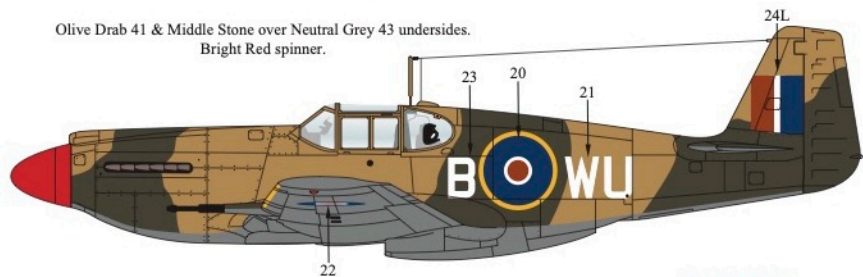


**Modellers Note:**  
 Use base kit for airframe stencils

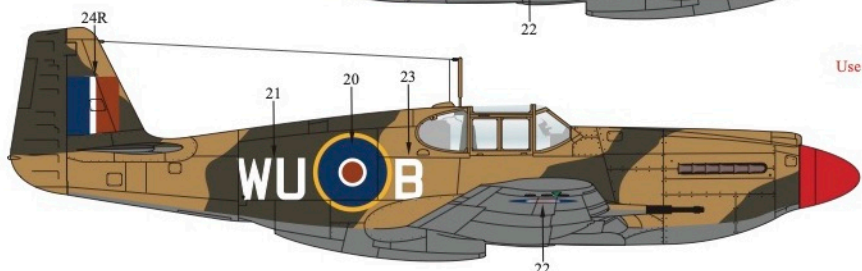


Hawker Hurricane Mk.Ib,  
 W9291, 'M' of  
 30 Squadron,  
 Royal Air Force,  
 based in Edku,  
 North Africa,  
 August, 1941.

Olive Drab 41 & Middle Stone over Neutral Grey 43 undersides.  
 Bright Red spinner.



**Modellers Note:**  
 Use base kit for airframe stencils



North American P-51A,  
 serial unknown, 'WU.B',  
 of 225 Squadron,  
 Royal Air Force,  
 based in Algeria,  
 May, 1943.

Supermarine Spitfire Mk.Vb Trop,  
 ER758, 'S', 'Hero',  
 of 336 (Greek) Squadron,  
 based at Benghazi,  
 Libya,  
 February,  
 1944.



Dark Earth & Middle Stone over Azure Blue undersides.  
 Greek Blue & White banded spinner.

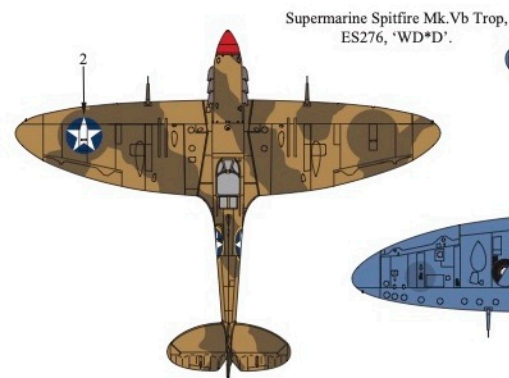
**Modellers Note:**  
 'A Scheme' pattern applied but with the  
 colours transposed.  
 Use base kit for airframe stencils

Curtiss P-40F,  
 '12', 'Jo' of  
 57th Fighter Group,  
 originally aboard USS Ranger,  
 circa July,  
 1943.

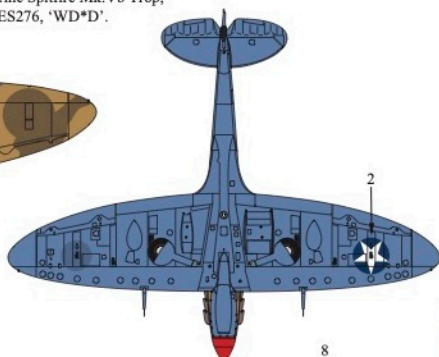


Sand 26 over Neutral Grey 43 or Azure Blue undersides.  
 Sand 26 spinner.

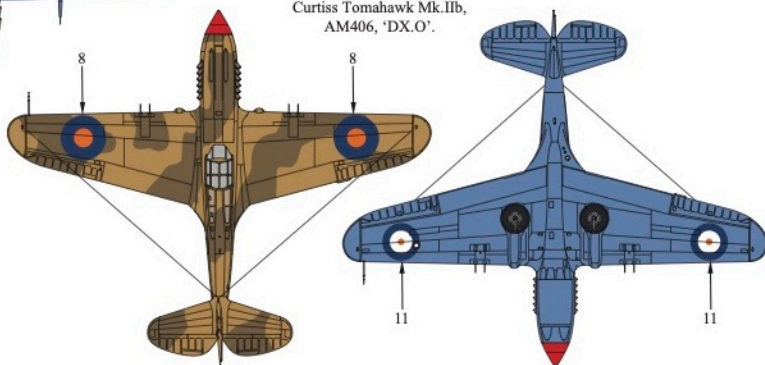
**Modellers Note:**  
 Use base kit for airframe stencils



Supermarine Spitfire Mk.Vb Trop,  
 ES276, 'WD'D'.



Curtiss Tomahawk Mk.IIb,  
 AM406, 'DX.O'.



**Xtracolor Paints**

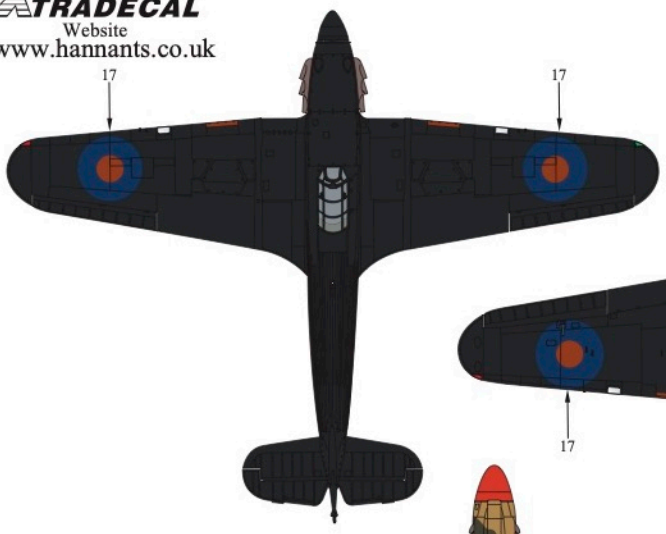
- X002 Dark Earth
- X009 Middle Stone
- X012 Night Black
- X026 Azure Blue
- X031 Red
- X105 Sand
- X112 Olive Drab
- X133 Neutral Grey
- X405 Matt White
- X504 Exhaust

**Paints:**

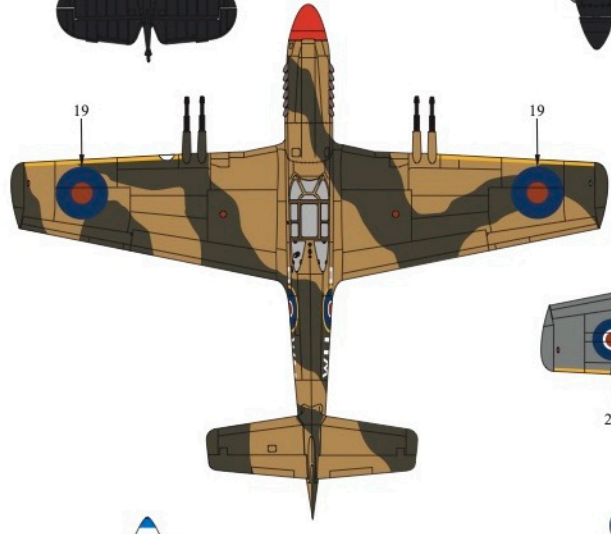
The colours used on these aircraft can be found in the  
 Xtracolor (prefix number with X) and Xtracrylix  
 (prefix number with XA1) range of paints.

**Xtracrylix Paints**

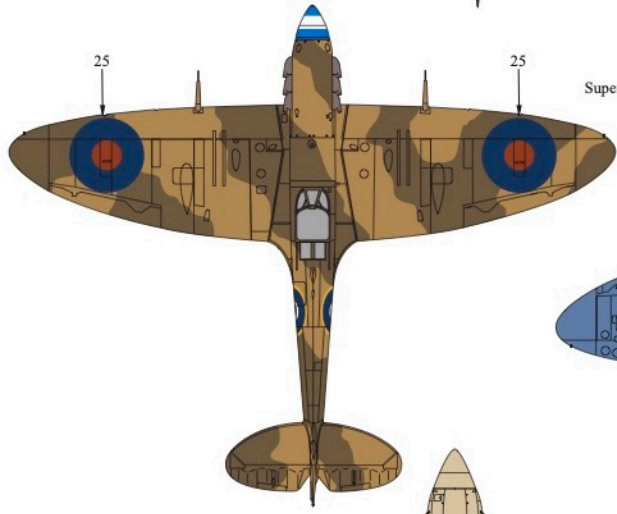
- XA1002 Dark Earth
- XA1009 Middle Stone
- XA1012 Night Black
- XA1026 Azure Blue
- XA1031 Red
- XA1105 Sand
- XA1112 Olive Drab
- XA1133 Neutral Grey



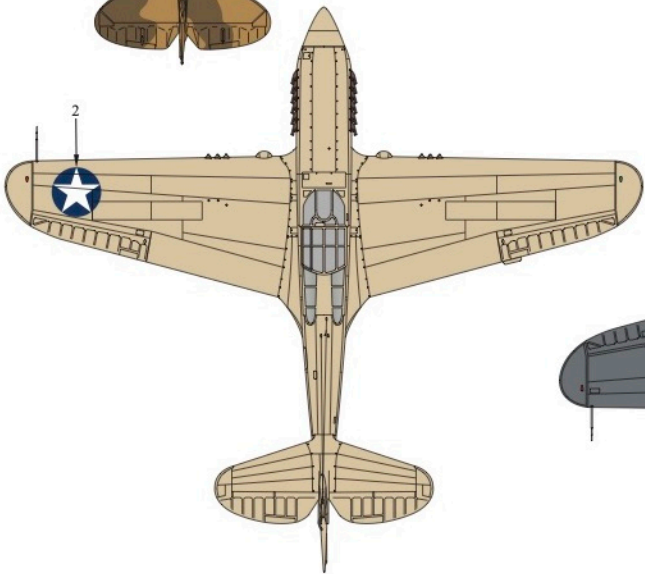
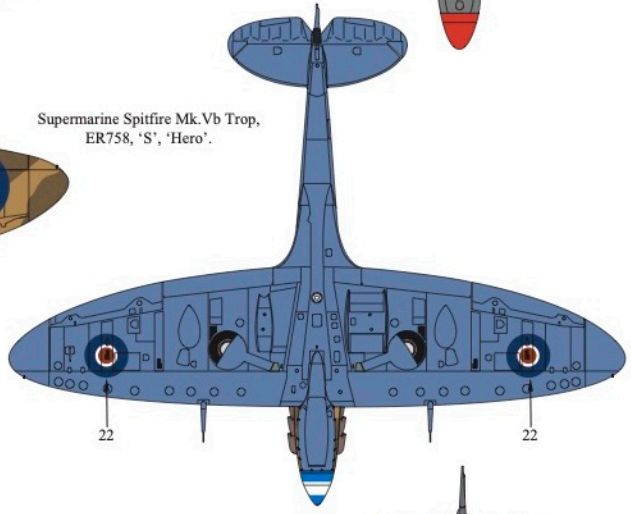
Hawker Hurricane Mk.Ib,  
W9291, 'M'.



North American P-51A,  
serial unknown, 'WU.B'.



Supermarine Spitfire Mk.Vb Trop,  
ER758, 'S', 'Hero'.



Curtiss P-40F,  
'12', 'Jo'.

