

48th Scale

NO.

48-50



P-36 HAWKS

MICROSCALE DECAL

BY KRASEL INDUSTRIES, INC., SANTA ANA, CA. 92705

AIRCRAFT

RECOMMENDED KIT: AMT P-36

COLOR MIXES FOR 1939 WAR GAMES CAMOUFLAGE

Lavender -
Close to FS 30313 but a little
redder.
10 parts White
6 parts Lt. Earth
4 parts Ancient Purple

White
Close to FS 37722.

Bottle Green
FS 34058
9 parts Navy Blue
5 parts Forest Green

Forest Green
FS 34102
Use Forest Green as is.

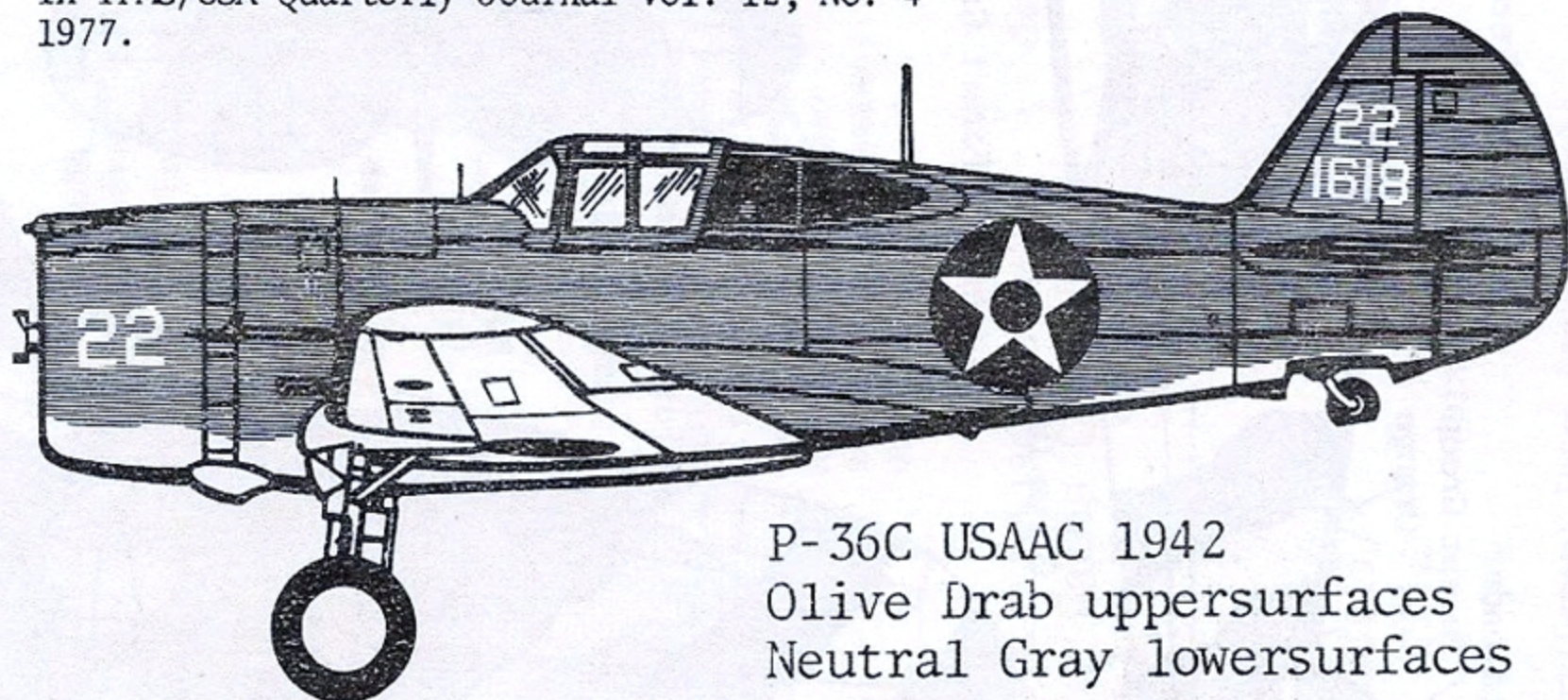
Orange-
Close to FS 32544. Little yellower
or redder.
8 parts White
5 parts Orange Oxide
1 part Yellow.

Olive Drab
Close to FS 30227 but should
be greener. Much lighter than WWII
Olive Drab.
10 parts Lt. Earth
2 parts Forest Green
2 parts White

Colors used in color mixes.

Pactra Scale Flats
Primer White M2
Orange Oxide M9
Light Earth M18
Ancient Purple M22
Navy Blue M3
Forest Green M5

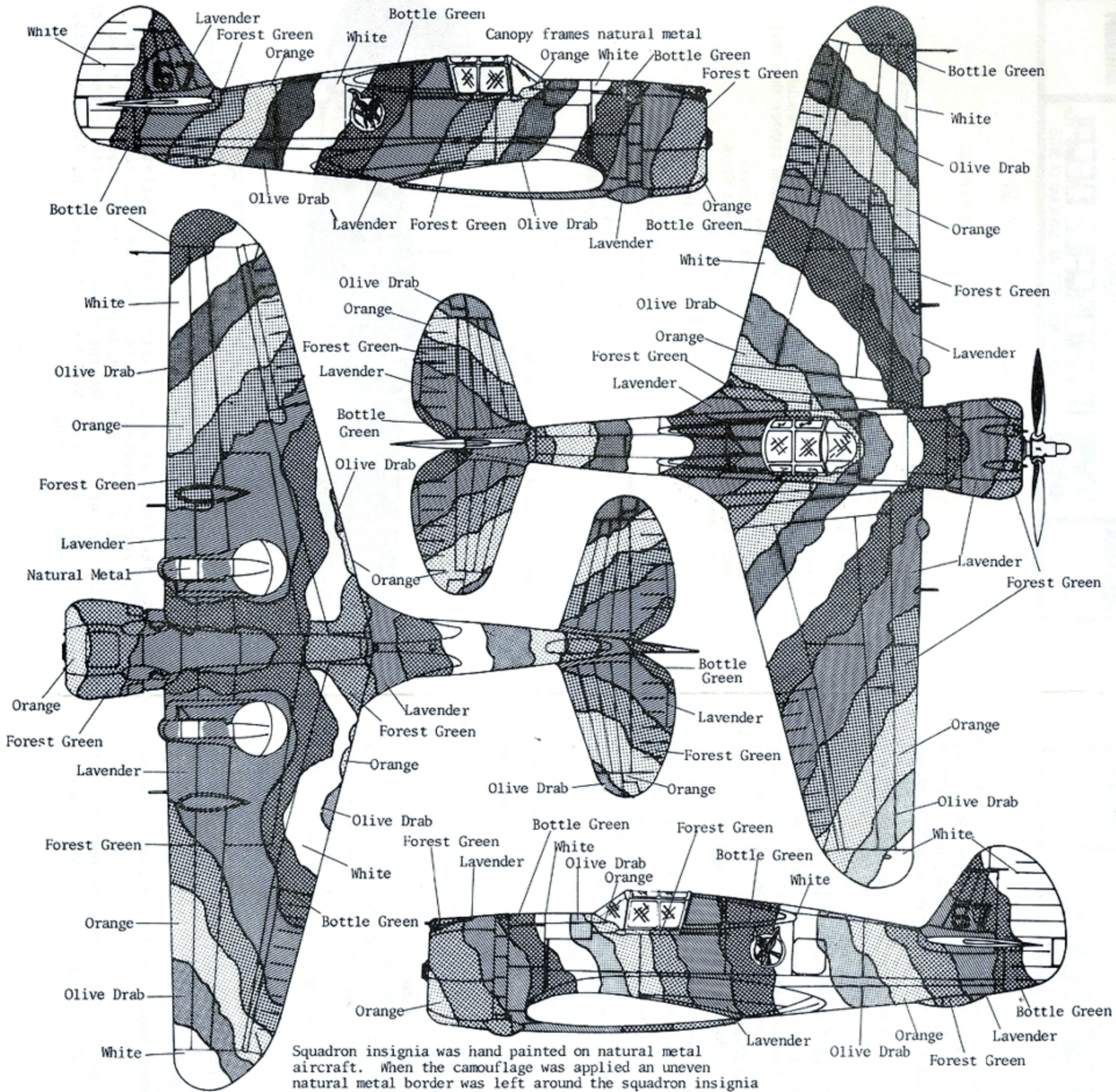
Drawing of 1939 war games marked P-36 are
used courtesy of IPMS/USA. Drawings were
originally done by Dana Bell and appeared
in IPMS/USA Quarterly Journal Vol. 12, No. 4
1977.



P-36C USAAC 1942
Olive Drab upper surfaces
Neutral Gray lower surfaces



The International Plastic Modelers Society is an organization devoted to developing the plastic modeling art. It was formed "By Modelers - For Modelers". If you wish to expand your modeling talents, write for further information to: IPMS/USA, New Member Information, P.O. Box 2555, Long Beach, Ca., 90801;



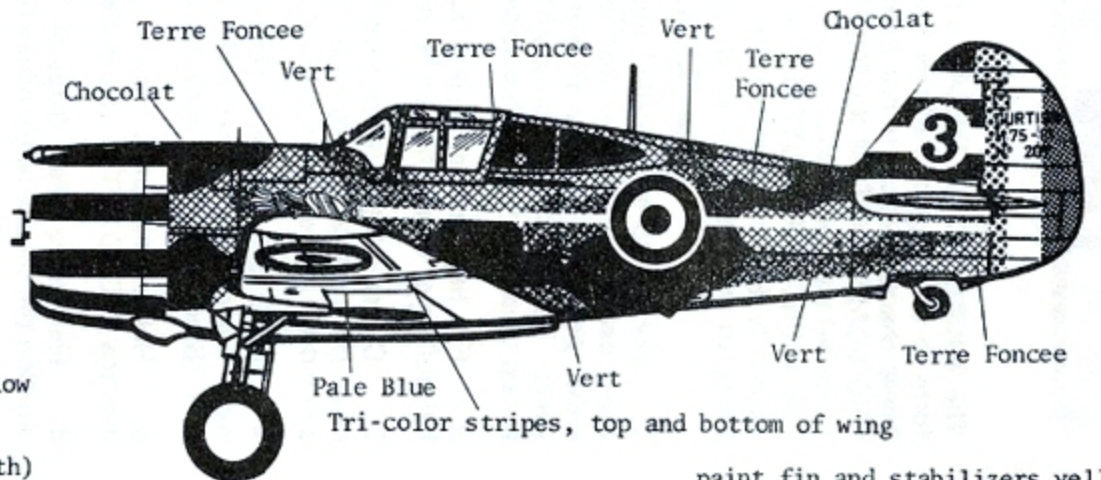
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Squadron insignia was hand painted on natural metal aircraft. When the camouflage was applied an uneven natural metal border was left around the squadron insignia and aircraft number. This is duplicated by the decal as emblems and numbers for this aircraft have a silver outline.

P-36C 27th Pursuit Squadron
 Experimental War Games Camouflage
 Selfridge Field, MI

HAWK 75A-3
 2nd Escadrille GC II/4
 Dakar, Senegal 1942

Paint cowl yellow



Pale Blue

Tri-color stripes, top and bottom of wing

paint fin and stabilizers yellow

Colors French Aircraft:
 Humbrol or Pactra = Vert(Green) Terre Foncée (Earth)
 Chocolat.

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The MICRO SCALE DECAL is the thinnest, most versatile decal made. It will conform to the irregular surfaces found on models because of its strength and flexibility. These characteristics are not found on any other decal made. When used with the MICRO SCALE SYSTEM the MICRO SCALE DECAL will help produce the most realistic model you can make.

The MICRO SCALE SYSTEM is simple to use but each step must be followed as described to assure perfect results. The elimination of any step may cause blushing (silvering of the decal film) or an uneven finish on the completed model.

The MICRO SCALE DECAL SYSTEM

1. Surface to be decalced must have a smooth, glossy, painted finish. (Do not apply decals to unpainted surfaces or they will not adhere.) To obtain this surface either paint the model with glossy paints or spray MICRO GLOSS over matte-finish paint. **IMPORTANT:** Spray MICRO GLOSS over entire model or uneven patches will appear when the flat finish is added later. Allow paint to dry thoroughly.
2. For best results, surface to be decalced should be horizontal. A small vise is helpful here, or a box can be made into a jig to allow the model to lay on its side.
3. Cut each decal subject from the sheet only as needed. **DO NOT** cut clear film away from design. Using tweezers, dip decal completely into water then remove and allow decal adhesive to soften. About one minute should be sufficient.
4. While adhesive is softening use a soft, medium-size brush, a No. 7 red sable water color brush is ideal, and wet the area to be decalced with a few drops of MICRO SET (Blue label). This contains a wetting agent and helps eliminate tiny air bubbles.
5. Holding the decal paper with tweezers, use the brush to slide the loosened decal into the MICRO SET on the model.
6. Now place a few drops of MICRO SOL (Red label) directly onto the decal and position the decal exactly where it is to remain.
7. The MICRO SOL will soften the decal and allow it to conform exactly to the surface beneath. **DURING THIS PROCESS THE DECAL WILL WRINKLE AND DISTORT. DO NOT TOUCH IT! THIS IS NATURAL AND AN IMPORTANT PART OF THE SYSTEM!** As the decal dries it will flatten-out and lay down. When finally dry there will be no distortion and the decal will be permanently bonded to the paint beneath. Actual drying time will vary according to temperature and humidity.
8. When decal is dry, examine it for any air bubbles. If any are found, puncture them with a sharp needle and put a drop of MICRO SOL over the bubble and allow to dry.
9. Carefully examine the clear film to be sure no silvering has appeared. If any is present, puncture the film several times with a sharp needle and apply MICRO SOL. The silvering should vanish as the SOL touches it.
10. After the decals have dried for several hours, carefully wash the decal adhesive from the entire model.
11. After the decals have dried for at least 12 hours, complete the model by spraying with either MICRO FLAT or MICRO GLOSS, depending on the sheen desired on the finished model.