



THE LAST OF THE LEGEND Late Spitfire

Spitfire Mk24, VN 307, 80 Squadron, Hong Kong, 1950. Based at Kai Tak, 80 Squadron provided vital defensive support for the colony of Hong Kong during the Korean War. Ocean Grey & Dark Green camouflage and Medium Sea Grey undersurfaces.6" (3.2mm) Black and White Korean theatre ID bands on fuselage and wing surfaces, Blue and White spinner. Starboard side reads T•W2.

Spitfire F Mk XIVe, RM908, 152 Sqdn, RAF, 1945. Dark Green, Ocean Grey and Medium Sea Grey camouflage with White spinner. Codes read "UM-G" on port side of fuselage. White SEAC theatre bands (24") on upper and lower wings and tail surfaces. Note squadron codes partially cover serial on port side. Fuselage band does not wrap around upper surface.

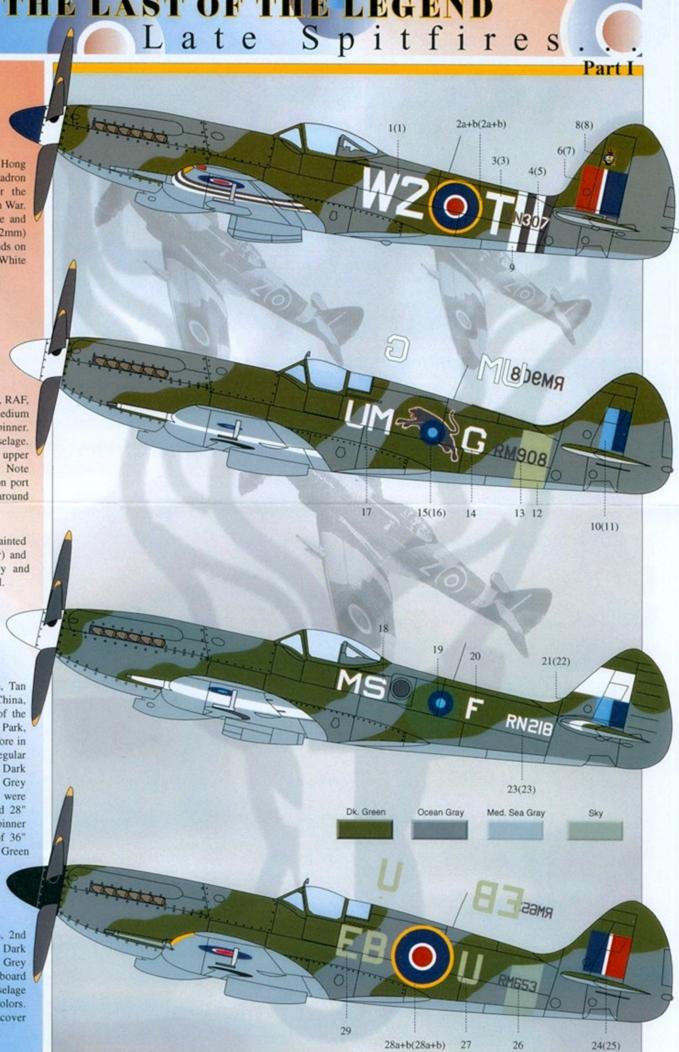
Right side scrap view showing overpainted Type C1 36" roundel (19mm diameter) and camera port in 'fresher' Ocean Grey and positioning of codes with SEAC roundel.

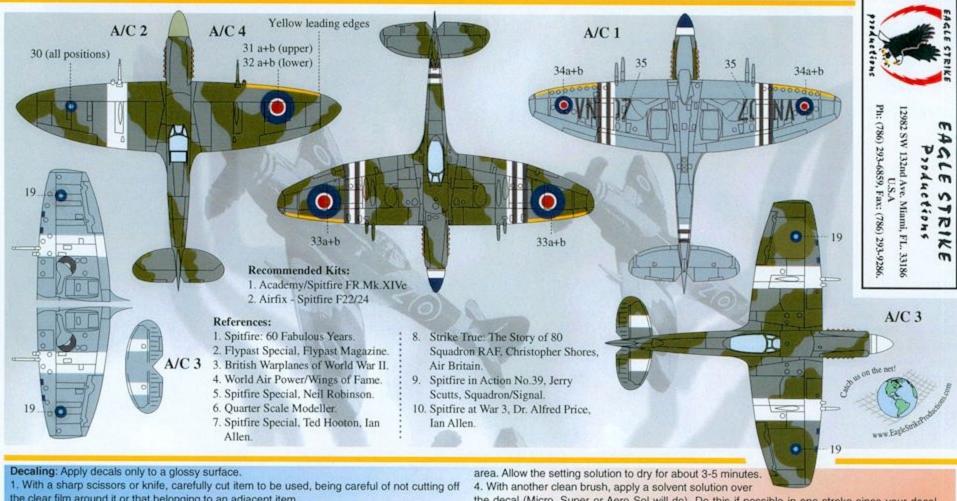


Spitfire XIV, RN 218, 273 Squadron, Tan Son Nhut, Saigon, French Indo-China, Autumn 1945. RN218 acted as part of the escort for Air Chief Marshall Sir Keith Park, the allied C in C on his visit to Singapore in December 1945. The aircraft carries regular SEAC markings of Ocean Grey & Dark Green camouflage and Medium Sea Grey undersurfaces. White theatre ID bands were 18" (9.5mm) wide on tail and fin and 28" (14.8mm) wide on wing surfaces. Spinner was also white. Note over painting of 36" roundel (19mm) with 'fresher' Dark Green paint. Starboard side reads F•MS.

Spitfire F Mk XIV, RM653, 41 Sqdn, 2nd Tactical Air Force, Germany, 1945. Dark Green, Ocean Grey and Medium Sea Grey camouflage with Black spinner. Outboard leading edges of wings Yellow. Rear fuselage band painted out with camouflage colors. Note that squadron codes partially cover serial on port side.

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the clear film around it or that belonging to an adjacent item.

2. Submerge in clean tap water for over 10 seconds and lay over an absorbent paper towel. Decal will slide freely in about 20 seconds. Do not leave decal on water bowl over ten seconds, or adhesive quality will suffer.

3. With a clean brush, apply a setting solution to the area where the decal will finally lay. (Micro, Super or Aero Set will do). With a clean pointed brush slide the decal on to the final

the decal (Micro, Super or Aero Sol will do). Do this if possible in one stroke since your decal will soften up and wrinkle immediately. This is an important step in the process, whatever you do DO NOT TOUCH THE DECAL, after this process until it is totally dry, preferably overnight.

5. When thoroughly dry, rinse your model with tap water and mild soap to wash of excess glue.

6. Finish your model with the desired final coat (gloss, flat, or semi-gloss).

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