

# 零戦

## 1/72 IDENTICAL SCALE MITSUBISHI ZERO FIGHTER (HAMP)



Superior maneuverability and long cruising range together with mighty destructive power of the 20mm machine gun—the 'Zero' fighter gifted with all these fine capabilities had been consistently employed by the Japanese Navy during the late stage of the Sino-Japanese war and throughout the whole period of the Pacific war that followed. It was a masterpiece plane and over 10,000 planes in all of its various types had been produced. This kit is based on one of its many versions—the Type 32. Planes of this type began to be produced since 1942. The Type 32 itself was based on the Type 21. However, it did away with the folding wing-edges of the Type 21 in view of unfavourable combat and aboard-the-carrier handling experiences. Instead, wing-ends were squared with both edges cut off by 50cm inside to facilitate easy production and maneuverability afterward. With this fairing, however, its revolving performance had noticeably deteriorated, while its speed was increased by about 40km per hour. Also, its barrel-rolling capability was much improved. Its engine, too, was replaced with the Sakae 21 type of much better altitude performance. Further, the fire-panel was removed backward by 185mm so that the fuel capacity inside fuselage was reduced by 80% (although increased by 40% in wing) and owing to added body weight together with increased fuel consumption, its cruising range was reduced. Planes of this remodelled type known at the time as the 'edge-cut Zero fighter' had been disposed in various southern fronts in great numbers together with the older 21 types. Incidentally, it

was said that the initial victory of the Japanese during the first year of the Pacific war had been mainly due to activities of 'Zero' fighters of both types, 21 and 32.

### Principal Specifications

Overall width: 11.00m Overall length: 9.06m  
Overall weight with full equipments: 2,544kg  
Engine: The Sakae 21, air-cooled, double-row, 14-cylinder, radial engine with a take-off thrust of 1,130 HP

Maximum speed: 544km/h (at an altitude of 6,000m)

Armaments: 7.7mm MG, 20mm MG, and 30 to 60kg bombs, 2 each

Crew: 1 Number produced: 343

### Painting of Details

★Pilot dummy: uniform, light brown; gloves, an aviation cap, and boots, rusty brown; and dummy face, flesh tint.

Tire and bombs: half-polished black.

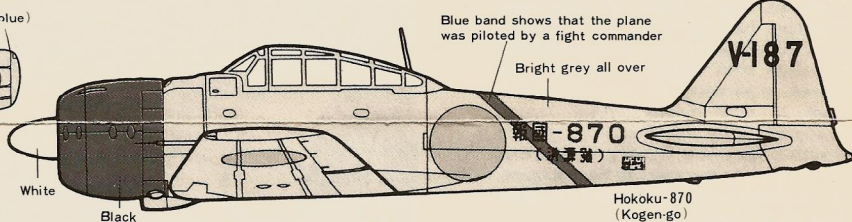
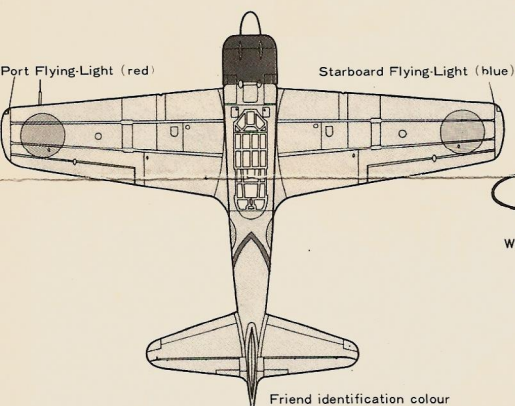
MG and MG hole: iron black (black added with a little of silver and brown).

Additional tanks: the same as the fuselage undersurface colour or silver.

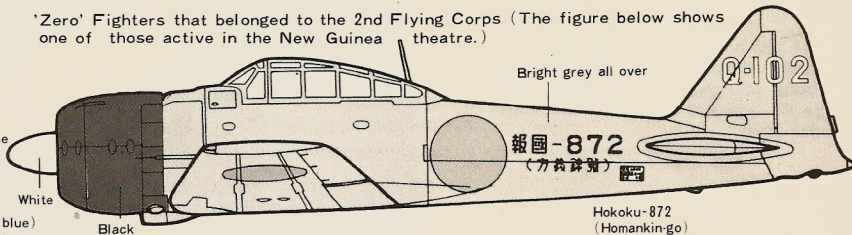
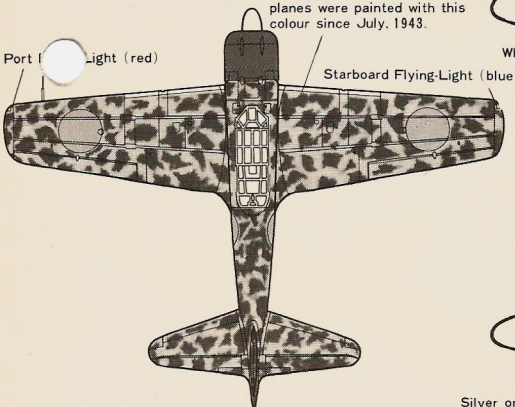
Inside of fuselage and undercarriage cover: fresh bamboo colour (blue+green+silver).

## PAINTING AND APPLYING DECALS

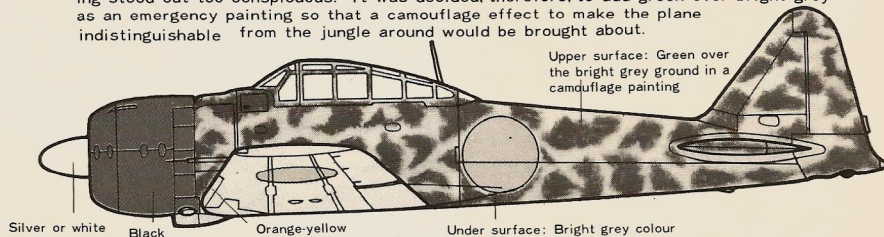
'Zero' Fighters that belonged to the Tainan (Formosa) Flying Corps. (The figure below shows one of them, which was captured by the Allied Forces at the Buna airfield in New Guinea.) 'Hokoku-870' means that the plane was the 870th one donated by the Japanese civilians to the Japanese Navy. 'Kogen-go' stood for the particular name of this plane.



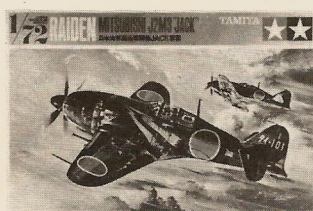
'Zero' Fighters that belonged to the 2nd Flying Corps (The figure below shows one of those active in the New Guinea theatre.)



'Zero' Fighters Painted with Emergency Camouflage (All 'Zero' fighters in the Rabaul theatre were applied with this emergency camouflage painting since around August, 1942. It had been increasingly apparent that as the offensive-and-defensive battle over Guadalcanal was getting the more severe, the 'Zero' fighters with their overall bright grey painting stood out too conspicuous. It was decided, therefore, to add green over bright grey as an emergency painting so that a camouflage effect to make the plane indistinguishable from the jungle around would be brought about.



NO.2



NO.3



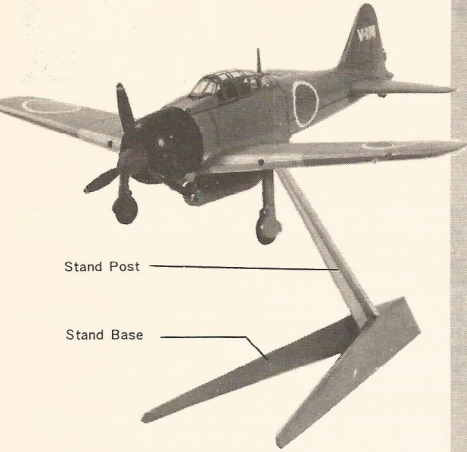
NO.4



NO.5



# FIGHTER "ZEROSHEN"



★ Read before Your Assembly Work :  
This kit can be assembled into either of the following two states — a landing or a flying state. So, select the one you prefer.

★ First, glue Stand Post onto Stand Base.

Fig. 1  
Fix respective parts to Lower Wing. In so doing, don't apply adhesives to Flaps, (7) and (8), and Tire, (3).

Fig. 2  
First, fix Pilot Dummy, (12), onto right Fuselage half, (14), while Hook, (13), into both Fuselage halves. Then, construct Fuselage with right, (14), and left, (15), halves. In so doing, be sure not to glue Hook to both halves. Next, fasten Propeller, (19), by inserting Shaft, (16), into it with Engine and Cowling in between. In so doing, be sure not to have Engine, (17), smeared with adhesives overflowed from other parts.

Fig. 3  
Those who preferred a flying state construction, should first cut off the bulgy portions of right and left Under carriage Covers and then glue both onto Lower Wing.

List of Parts

- |                               |                            |
|-------------------------------|----------------------------|
| 1. Undercarriage Cover, right | 16. Propeller Shaft        |
| 2. Undercarriage Cover, left  | 17. Engine                 |
| 3. Wheel                      | 18. Cowling                |
| 4. Undercarriage              | 19. Propeller              |
| 5. Wheel Cover, right         | 20. Fuselage MG Cover      |
| 6. Wheel Cover, left          | 21. Loop Antenna           |
| 7. Flap, right                | 22. Antenna                |
| 8. Flap, left                 | 23. Tailplane, upper right |
| 9. Pitot Tube                 | 24. Tailplane, lower right |
| 10. Upper Wing, right         | 25. Tailplane, Upper left  |
| 11. Upper Wing, left          | 26. Tailplane, lower left  |
| 12. Pilot Dummy               | 27. Tailwheel              |
| 13. Landing Hook              | 28. Drop-away Tank, left   |
| 14. Fuselage half, right      | 29. Drop-away Tank, right  |
| 15. Fuselage half, left       |                            |

