

# AURORA®

Photo from the collection  
of Peter M. Bowers



## FOKKER D.VII

1/48 SCALE

KIT NO. 753

753-014

### FOKKER D.VII

Carrying on the Fokker name, the incredible D.VII was considered the best German Fighter of World War I. Starting with the E.III, Germany's first true fighter, through the famous Dr.I Triplane, the designs of Reinhold Platz and Anthony Fokker are legendary in the history of aerial warfare during the War. So important was the D.VII to the German Air Service that it was mentioned specifically in the Armistice which ended the conflict. It was felt by the Allies that without the D.VII Germany would no longer have the potential of carrying on an offensive air war.

The Fokker D.VII was placed in service as a result of a competition between German aircraft manufacturers in January, 1918. All manufacturers were requested late in 1917 to submit prototypes using the 160-horsepower Mercedes DIII engine for evaluation. Out of the 31 aircraft tested, the D.VII was chosen unanimously by the leading combat pilots performing the tests. A contract was given to Fokker for production of the fighter, as well as to his chief competitor, Albatros, with their two factories. Production was started immediately and the first aircraft were delivered to the Front in April, 1918. According to normal German practice, the new machines were issued to the "Star" Squadrons first and assigned to pilots in order of

seniority. These first aircraft were in combat by the middle of April.

The D.VII was similar in construction to all Fokker/Platz designs. It had a welded steel framework fuselage covered with fabric. Aluminum engine panels covered the Mercedes engine and controls. The wings were twin-spar structures with plywood former ribs. The leading edge had a plywood sheet and the trailing edge was formed by wire which, when the covering fabric was stretched over the wing, formed the scalloped shape as the doped cloth stretched tight.

The D.VII entered combat taking the Allies by surprise. The great service ceiling (maximum altitude) of the D.VII, along with its high degree of maneuverability, gave it the ability to choose its own ground during combat. The Fokker also had the ability to hang on its prop, firing upward at its adversary. A more powerful BMW engine was introduced after initial shipments and the D.VII continued as one of the superlative aircraft in service through the end of the War. About 1,000 machines were produced.

Your Aurora Fokker D.VII can be finished as one of two aircraft; that of Oblt. Rudolph Berthold, Commander of Jagdgeschwader 2, with 44 victories, or that of Lt. Joachim Ziegesar of Jasta 15.

### IMPORTANT - READ THIS BEFORE STARTING

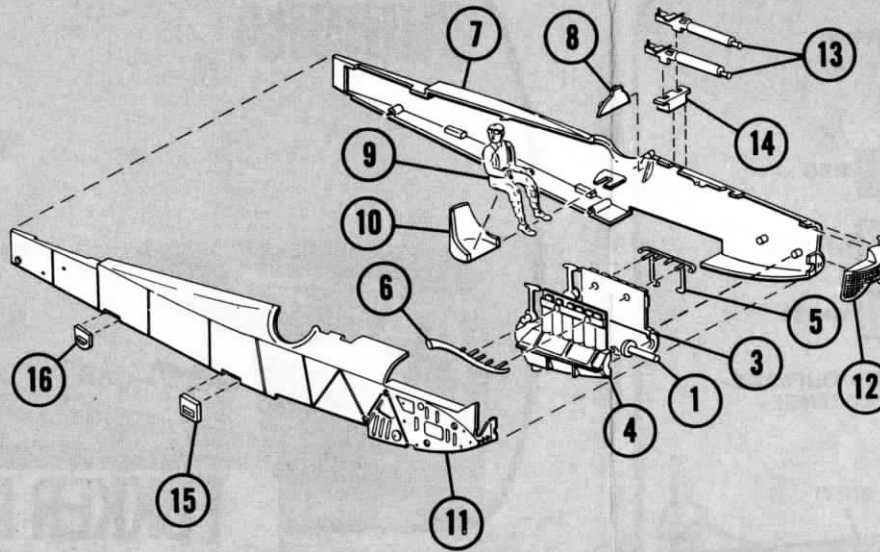
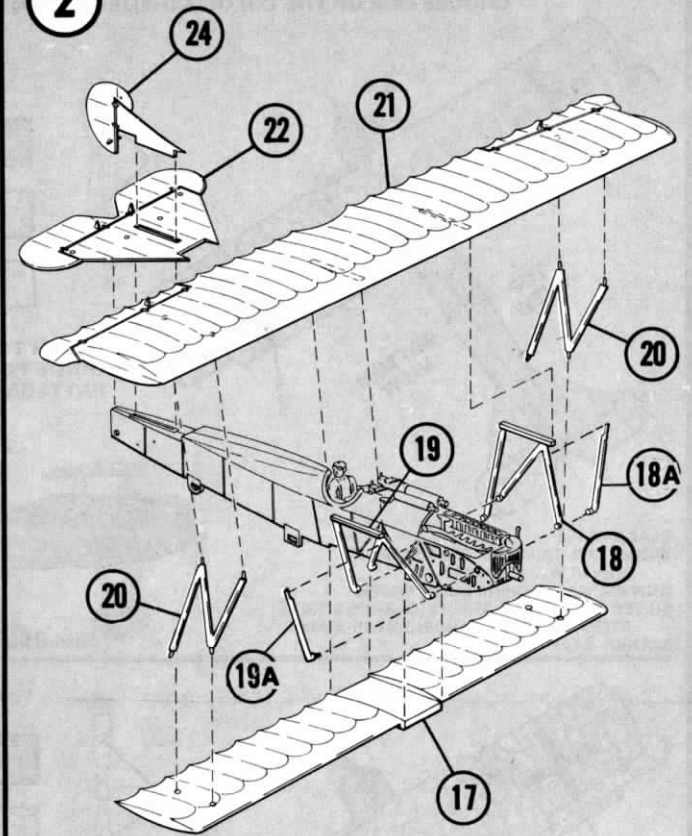
1. Study the illustrations and instructions carefully before you start assembly.
2. We recommend using a hobby knife to cut parts from runners and to remove excess plastic.
3. Check fit by assembling parts without cement first before cementing in place.
4. Assemble parts in the correct assembly sequence listed in the instructions.
5. Use only cement for styrene plastic. Use cement sparingly - too much cement may damage your model.
6. In each step, the unassembled parts are shown in white.
7. If you wish to paint your model, see the decal

placement and painting information guide on the back page. Use only enamel or paint for plastics, and allow the paint to dry thoroughly before handling. Where necessary, be sure to scrape paint from areas where cement is to be applied. Cement will not work on paint.

8. If you wish to rig your model to add the realism of control and bracing wires, you may do so using the Rigging Locator Pins provided. Check the Rigging Detail drawings for the exact locations of all lines. Small holes should be made at both ends of each wire (at the locator pins) to help locate the lines. Fine black household thread or fine nylon monofilament (available at most hardware stores) should be used for rigging.

**1**

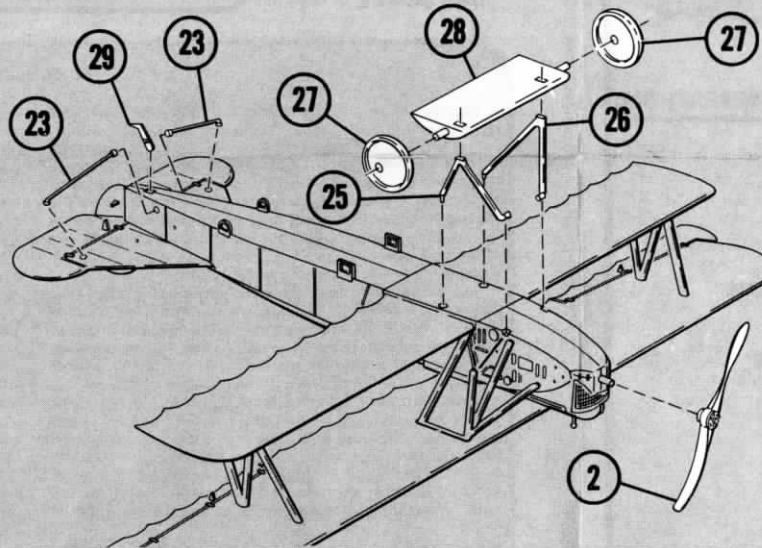
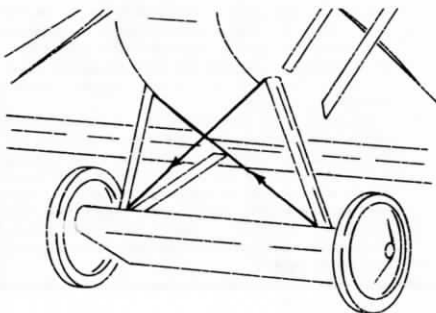
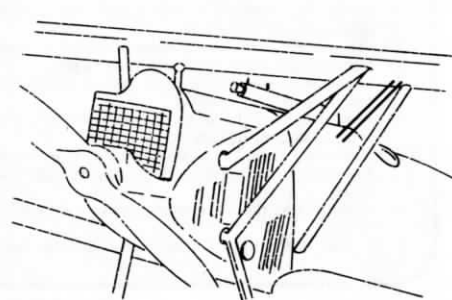
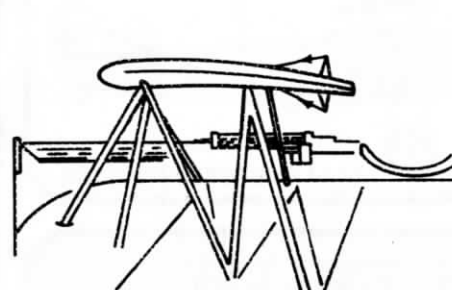
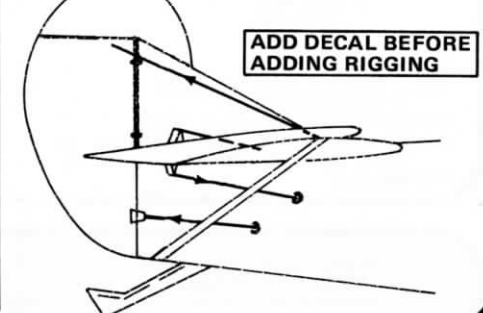
- A. Cement LEFT (3) & RIGHT (4) ENGINE HALVES together, trapping the PROP SHAFT (1) between them. NOTE: Do not allow cement to touch, PROP SHAFT or it will not turn.
- B. Cement INTAKE (5) and EXHAUST (6) MANIFOLDS to ENGINE.
- C. Cement ENGINE ASSEMBLY to LEFT FUSELAGE HALF (7).
- D. Cement INSTRUMENT PANEL (8) to LEFT FUSELAGE HALF.
- E. Cement PILOT (9) to SEAT (10).
- F. Cement SEAT to LEFT FUSELAGE HALF.
- G. Cement RIGHT FUSELAGE HALF (11) to LEFT FUSELAGE HALF. NOTE: Do not allow cement to touch PROPELLER or it will not turn.
- H. Cement RADIATOR (12) to FUSELAGE.
- I. Cement two MACHINE GUNS (13) to GUN MOUNT (14).
- J. Cement GUN MOUNT to FUSELAGE.
- K. Cement two STEPS (15) and two HANDLES (16) to FUSELAGE.

**2**

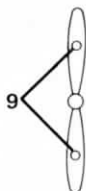
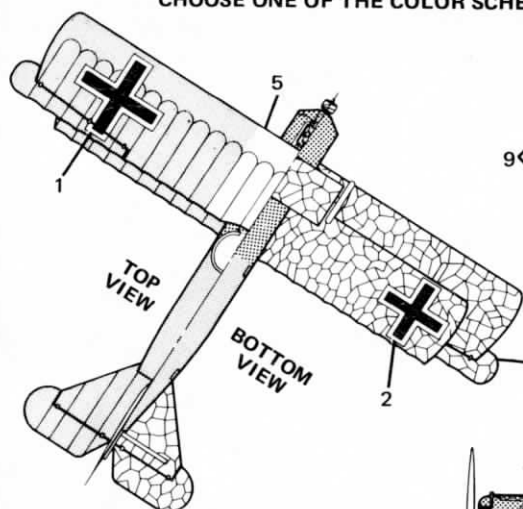
- A. Cement LOWER WING (17) to FUSELAGE.
- B. Cement LEFT (18) and RIGHT (19) CENTER WING STRUTS to FUSELAGE.
- C. Cement two "N" STRUTS (20) to LOWER WING.
- D. Cement UPPER WING (21) to STRUTS.
- E. Cement HORIZONTAL STABILIZER (22) to FUSELAGE.
- F. Cement VERTICAL STABILIZER (24) to FUSELAGE.




**3**

- A. Cement two STABILIZER STRUTS (23) to HORIZONTAL STABILIZER and FUSELAGE.
- B. Cement LEFT (25) and RIGHT (26) LANDING GEAR STRUTS and two WHEELS (27) to AXLE FAIRING (28).
- C. Cement MAIN LANDING GEAR ASSEMBLY to FUSELAGE and LOWER WING.
- D. Cement TAIL SKID (29) to FUSELAGE.
- E. Cement PROPELLER (2) to PROP SHAFT. NOTE: Do not allow cement to touch FUSELAGE or the PROPELLER will not turn.

**LANDING STRUT****INNER BRACING****AILERON CONTROL LINE****TAIL CONTROL LINE**

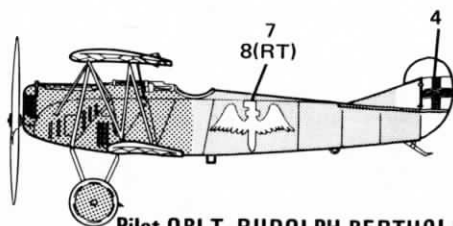
**DECAL AND PAINTING INSTRUCTIONS**  
**CHOOSE ONE OF THE COLOR SCHEMES SHOWN BELOW**



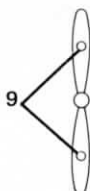
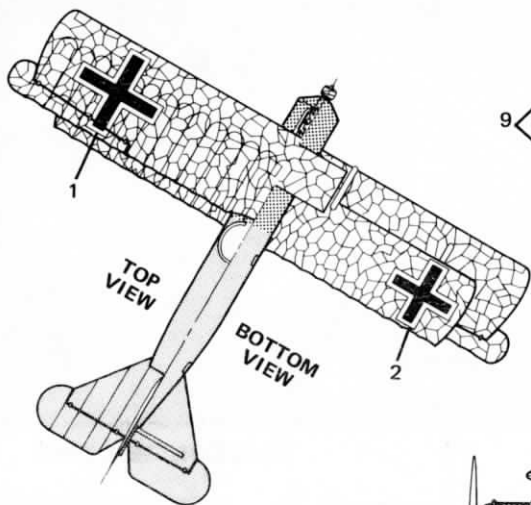
-  RED
-  LT. BLUE
-  WHITE




REFER TO CAMOUFLAGE GUIDE FOR LOZENGE-PATTERN

- BLACK-TIRES
- WOOD TAN-TAIL SKID, PROPELLER,  
LOWER WING TIP SKID
- GUN METAL-MACHINE GUNS, ENGINE
- SILVER-INTERPLANE STRUTS, CABANE STRUTS,  
STEPS, HANDLES, LANDING GEAR STRUTS
- BROWN-SEAT

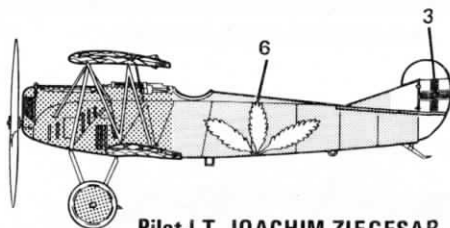


**Pilot-OBLT. RUDOLPH BERTHOLD**



-  RED
-  LT. BLUE
-  WHITE

- BLACK-TIRES
- WOOD TAN-TAIL SKID, PROPELLER,  
LOWER WING TIP SKID
- GUN METAL-MACHINE GUNS, ENGINE
- SILVER-INTERPLANE STRUTS, CABANE STRUTS,  
STEPS, HANDLES, LANDING GEAR STRUTS
- BROWN-SEAT



**Pilot-LT. JOACHIM ZIEGESAR**

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## GERMAN LOZENGE CAMOUFLAGE

During World War I, many German aircraft manufacturers used a very distinctive covering fabric on various surfaces of their planes. This lozenge-pattern camouflage is an important part of making your airplane look like the original, but is a relatively advanced and time consuming procedure. Take your time and follow the steps carefully. Do not worry if you go outside the lines, the effect of the camouflage is more important than the exactness of the pattern.

The 4-color pattern used was of two general color combinations; one for upper wing surfaces and fuselage side and top surfaces; and a lighter combination for lower wing and fuselage surfaces. The fabric was printed in rolls and applied in various ways. The span-wise method is easiest to reproduce and is used for this pattern. The fabric did not match between rolls, so that a seam would appear if one width of material did not

completely cover the surface.

The painting guide on your instruction sheet is specific for two aircraft. The pattern can be used to duplicate almost any other version of the aircraft which used this type of camouflage. Note that the wing flaps and tail surfaces were covered with fabric before being attached to the wing. They should not be made to match the pattern on the rest of the wing.

### Upper Surface Colors

Base Color — Medium Tan  
Color 1 — Greenish Orchid  
Color 2 — Light Olive  
Color 3 — Dark Blue - Gray

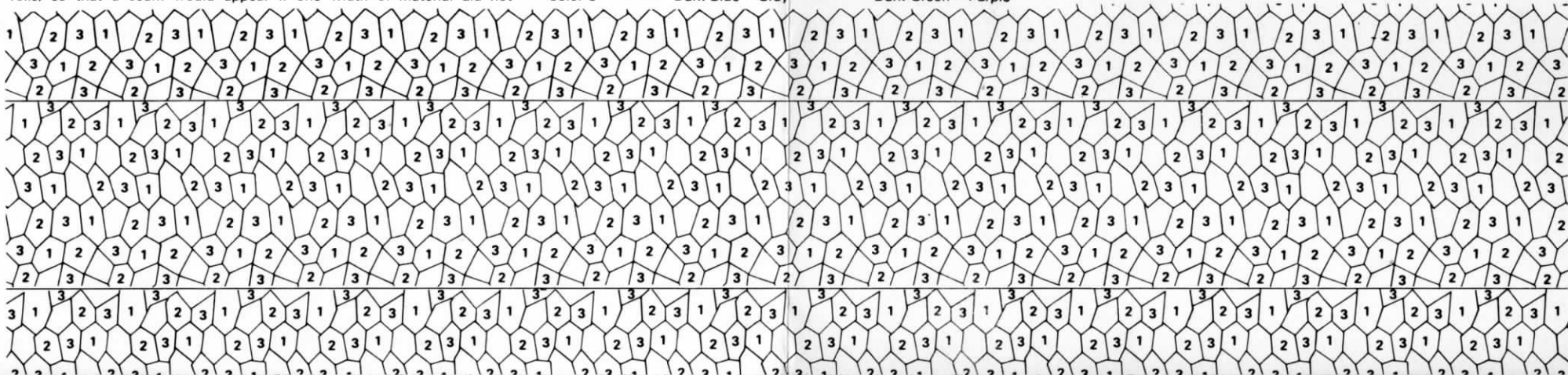
### Lower Surface Colors

Light Mustard  
Forest Green  
Pale Green - Pink  
Dark Green - Purple

## INSTRUCTIONS

4-227

- Paint the entire surface to be camouflaged with the base color listed. Allow to dry thoroughly.
- Attach the part securely to your work surface with double-face tape. Lay carbon paper face down on the part, then tape the camouflage guide securely on top. Trace the pattern onto the part using pencil or pen. Remove the pattern and carbon paper.
- Paint all lozenges numbered 1, the appropriate color and allow to dry. Repeat for colors 2 and 3.
- For additional realism, spray the camouflaged area with clear semi-gloss paint to blend smooth the edges of the painted areas.





2



1



3



7



8



6



5



4



Ⓢ 9

**Kit No. 753**

### DECAL APPLICATION

1. See instruction sheet and box art for location of decals.
2. Cut desired decals apart. For best results, trim as close to edge of color design as possible.
3. Working with one at a time, dip each decal in lukewarm water for a few moments. Remove and wait for decal to release from paper backing.
4. Wet area of model to which decal will be applied.
5. Hold decal in position on model and slide off paper backing.
6. Press out air bubbles and smooth out with soft, damp cloth.
7. Allow time to dry before handling.

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