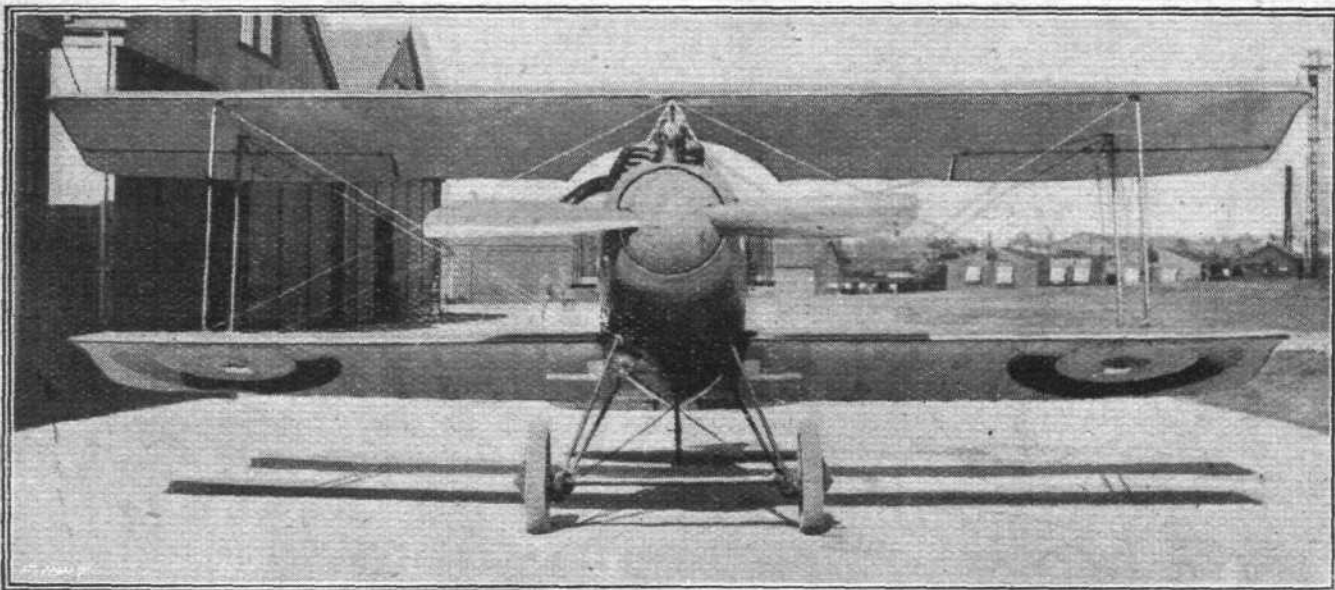


**THE ALBATROS D. 1 "CHASER" BIPLANE.**

PERHAPS ONE of the most formidable of the various types of Hun machines our pilots have been "up against" has been the Albatros "Bu" chaser scout. Although, being comparatively heavy, it cannot claim the high speed and other performance qualities possessed by the "star" machines of the Allies, it has,

fittings and highly-finished parts being conspicuous by their absence. The "D. 1" bears signs of previous Albatros practice in several instances, mostly in a modified form, but there are also some radical innovations. Perhaps the most noticeable features consist of the monocoque fuselage—which is



THE ALBATROS D. 1.—View from the front.

nevertheless, proved itself a good fighter, and one that is decidedly handy on the control.

Through the courtesy of our authorities we have been able to make a thorough examination of one of these scouts—D. 1/391, 1916, No. 2944, brought down some six months ago on the British front—which has enabled us to add from personal inspection

built up entirely of wood without any wire bracing—and the arrangement of the planes.

The latter, contrary to Hun practice, have neither sweep-back nor dihedral—the top plane, in fact, being one complete unit. The wing curve is similar to the Albatros "C. III," but having a flatter camber, whilst the angle of incidence varies from 5° 3' at the



THE ALBATROS D. 1.—Side view.

yet another detailed description of an enemy machine to those that have already appeared in "FLIGHT."

Having examined the Albatros "D. 1," it must be admitted that one could not but help admiring its general design and construction. Simplicity and strength formed the keynote throughout, complicated

centre to 4° and 2° at the left and right hand wing-tips respectively. A somewhat novel feature consists of the method of adjusting the stagger of the top plane from 0 to 12 cm., by moving it along the top of the *cabane*. This is effected in the following manner: In each end of the top horizontal tube of the *cabane* is