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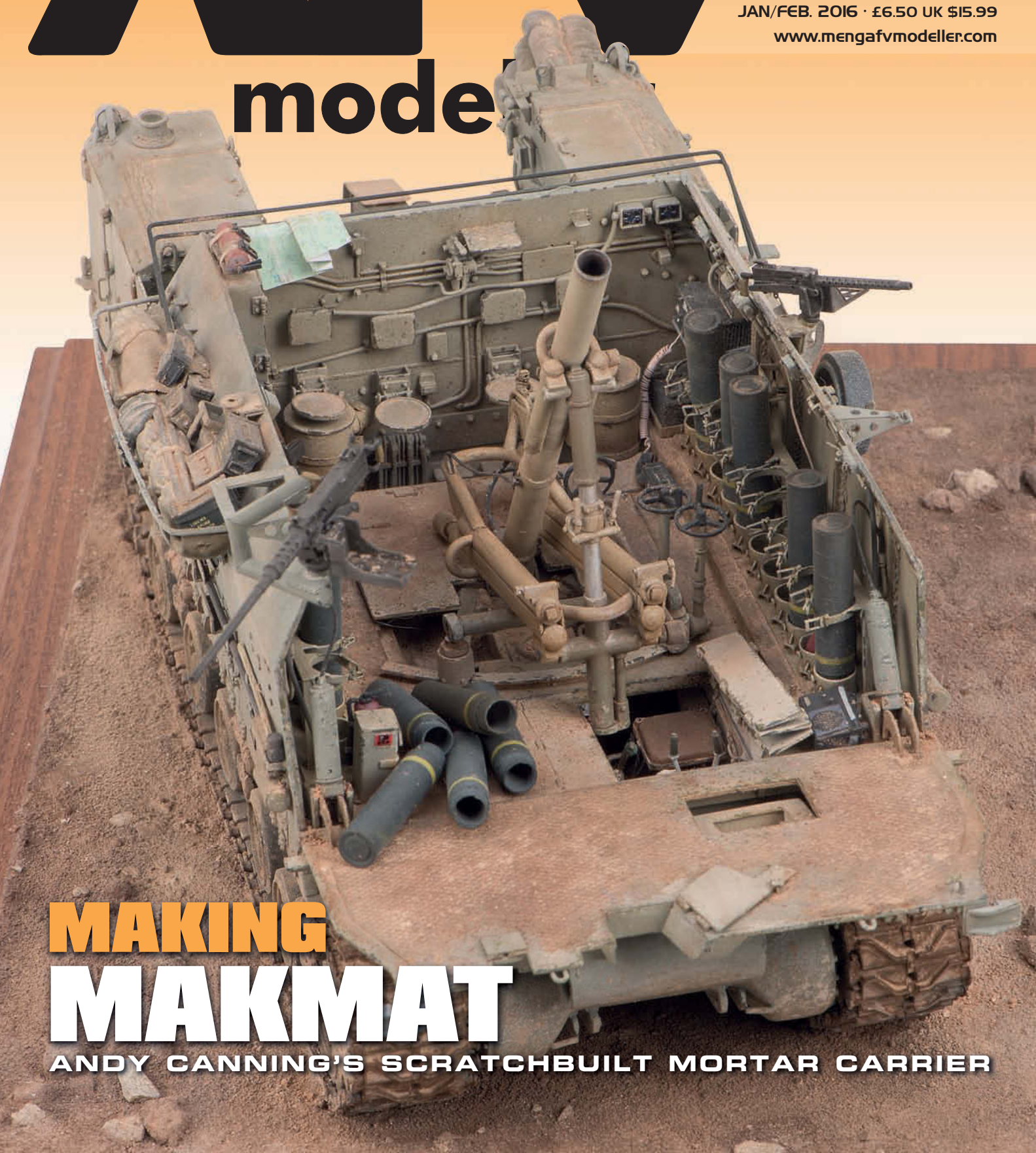
AFV

86

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model



MAKING MAKMAT

ANDY CANNING'S SCRATCHBUILT MORTAR CARRIER

RUSSIAN ZSU-23-4 SHILKA SELF-PROPELLED ANTI-AIRCRAFT GUN

俄罗斯 ZSU-23-4
“石勒喀” 自行高射炮



- MODEL OPTIONS: ZSU-23-4V1/ZSU-23-4M/ZSU-23-4M2/ZSU-23-4MZ
- AMMO FEED TRAY AND DRIVER'S COMPARTMENT INTERIORS INCLUDED
- MOVABLE TORSION BAR SUSPENSION
- EASY-TO-ASSEMBLE CEMENT-FREE SINGLE PIN WORKABLE TRACKS
- CLEAR PERISCOPE AND OPTICAL EQUIPMENT PARTS
- THE QUAD ANTI-AIRCRAFT GUN BARRELS MOVE TOGETHER
- PRECISION PE PARTS INCLUDED

1/35
SCALE



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**Seasonal Good Wishes to all our
Readers from all at AFV Modeller.**

Meng AFV Modeller is published Bimonthly by
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ISSN 2059-4305



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WHIPPET UP!

MENG MODELS MK.A WHIPPET

BUILT BY ANDY CANNING
PAINTED BY DAVID PARKER

The Whippet was conceived to be a lighter, and faster armoured vehicle to be used in conjunction with the heavier tanks already being produced. As such, the Whippet didn't mount any heavy main guns, but instead, four machine guns, in ball mounts, in what must have been a claustrophobic, cramped and noisy crew space!

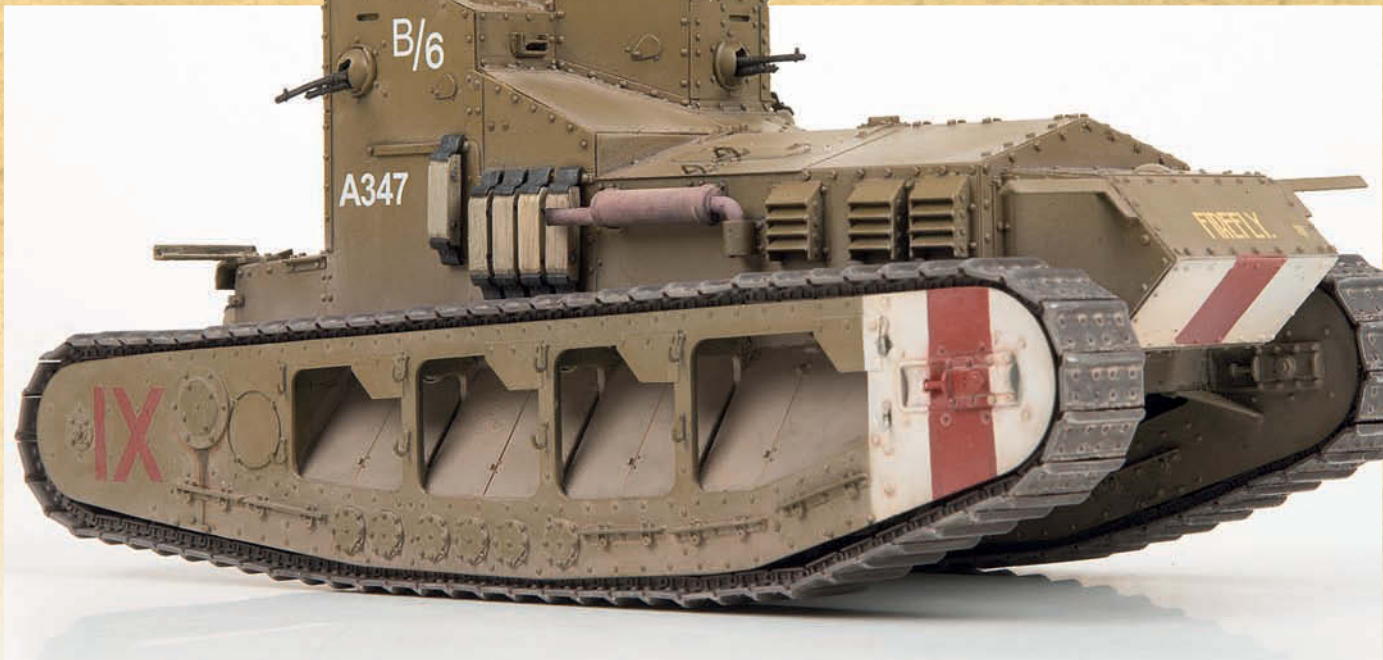
CONSTRUCTION

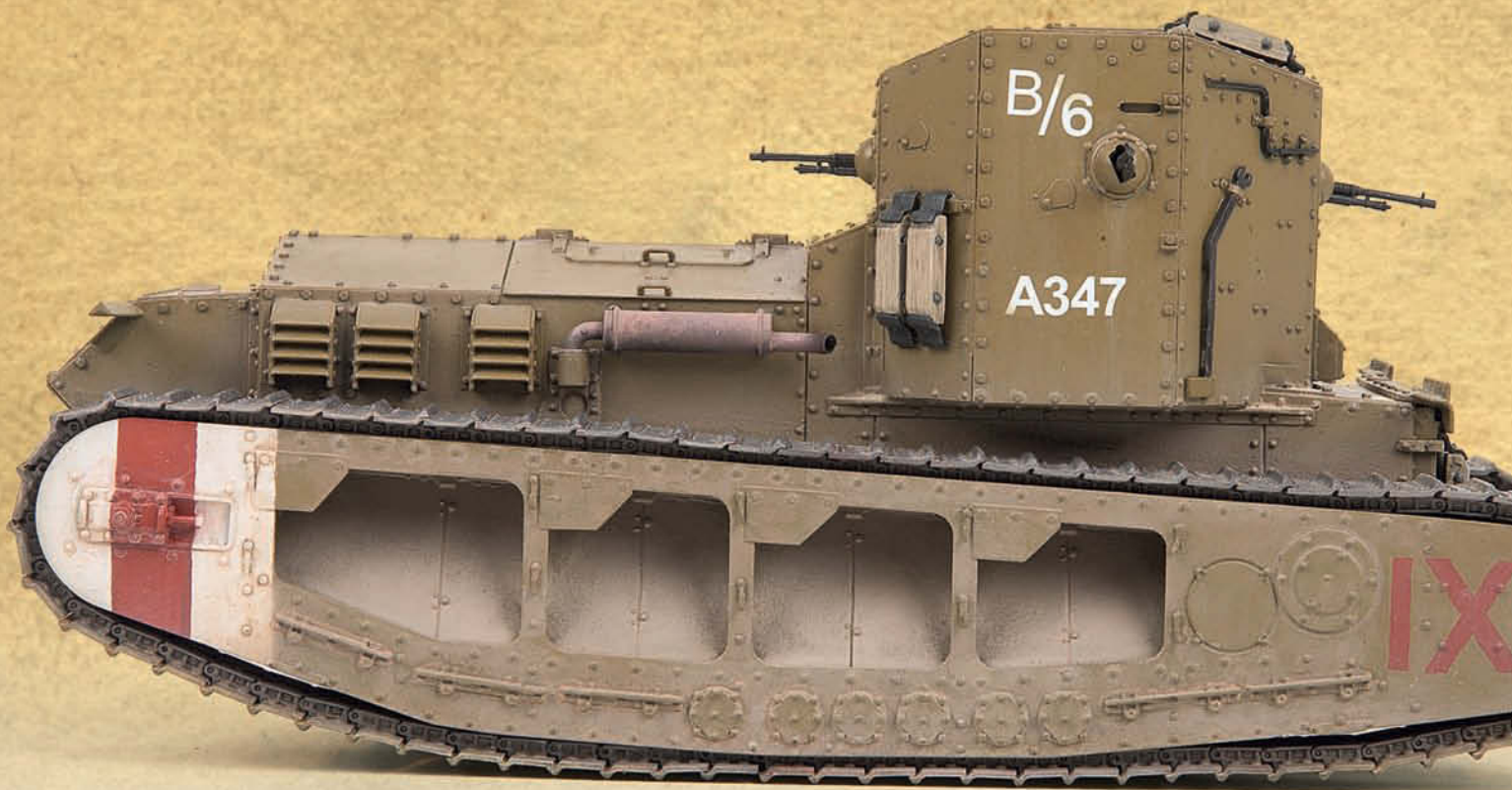
Meng.....if there was a literal translation; it must go something like...

"Thoughtfully engineered model kits"

Others may go for part count or overly complex instructions but Meng has a fair degree of 'Tamiya logic' to it, albeit with the quality and attention to detail we all crave.



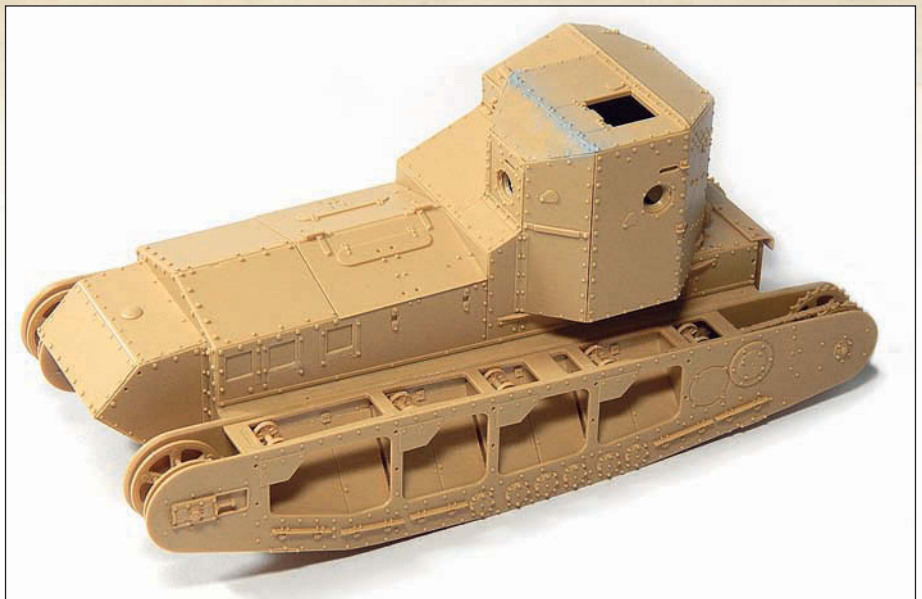




The kit itself comprises several sand coloured sprues for the body of the vehicle and with the tracks moulded in black plastic. This is a delightfully simple kit with only sixteen steps in the assembly sequence.

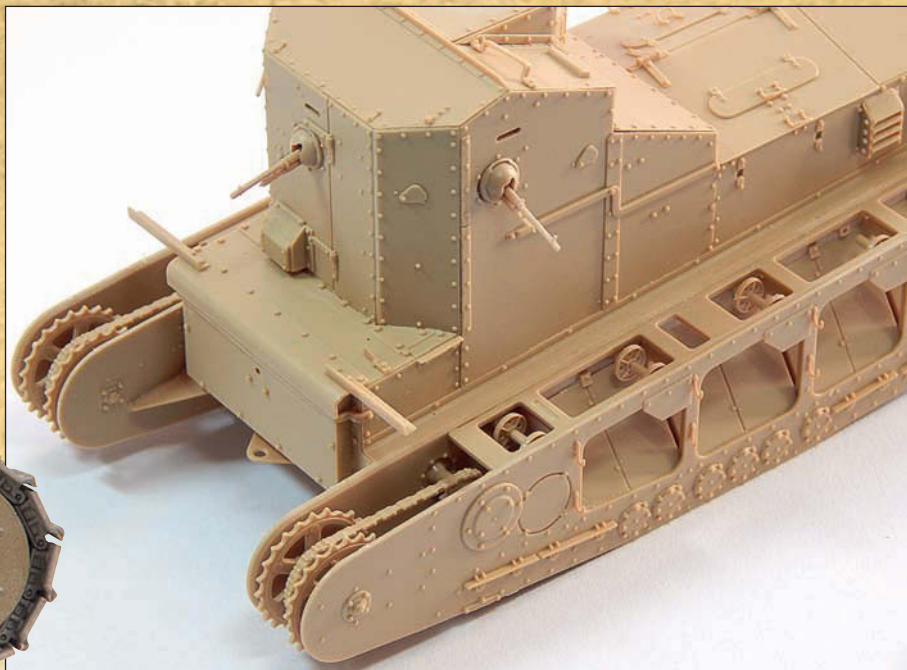
It went together simply and quickly, with the large hull upper moulding, and some additional elements fitted initially. Meng used some clever, but simple folding panels with moulded groove's on the reverse face for the construction of the multi-panelled crew cab. This allowed me to gently flex the multi-panelled parts to near the desired angles, and then cement them to the roof panel. These all aligned nicely, and with only one small gap to fill, for the cab, on the top. Before I did this however, I glued the interior gun rings for the MG's.

From there, with the multi panelled cab constructed, it was glued into place at the back of the hull. Folding panels are also a feature of the construction of the wedge-shaped nose of the tank. Next I started on the track sponsons. These went together with no trouble, apart from paying attention to the wheel arrangement, and then the alignments before closing up the two halves. Once dry, they are then attached to the main hull, forming a really solid structure. From there, I added the additional details, such as the tow cable hooks, MG's, some grab handles and 3 small engine louvers to each side of the hull, as per the instructions.



The basic structure comes together very quickly and is now ready for the finer details to be added.





The tracks are beautifully simple. They have just three small attachment points to clean off, and then they literally snap together. Its not a tremendously strong connection, and can pull apart easily, but when handled with care, pretty good !

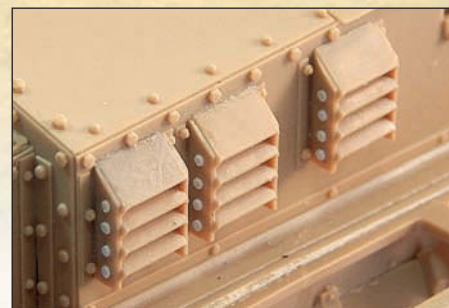
My only modifications were to drill out the ends of the exhausts for a thinner more scale appearance and I added the bolt head detail missing from the sides of the engine bay louvres. The kit does not feature any interior detail except on the inside of the crew door. This is moulded in the closed position but could be opened without too much difficulty if required.



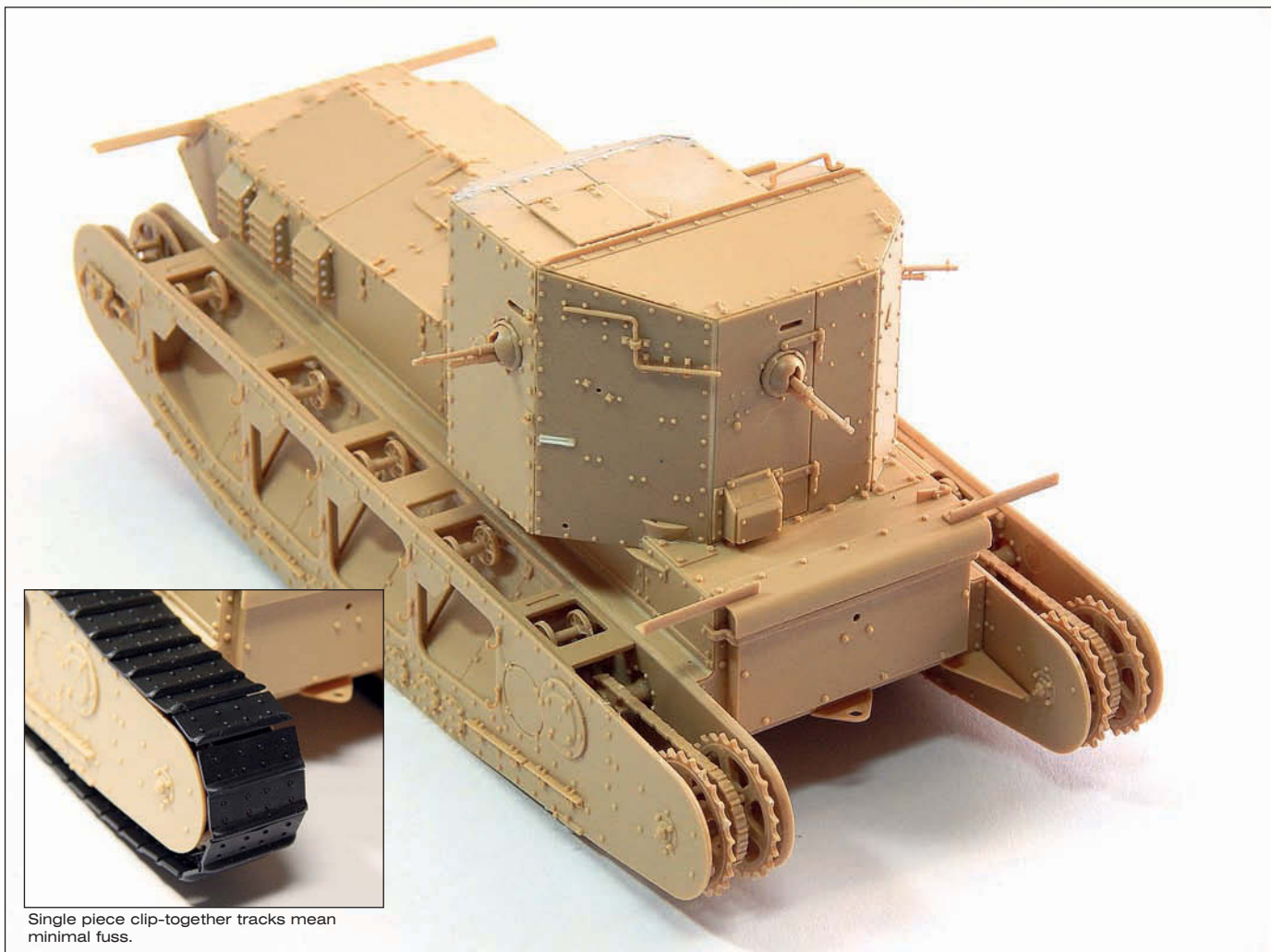
There was a small gap on the roof that I had to fill.



The exhaust pipe seen here before it was modified.



Bolt details added to the louvres.

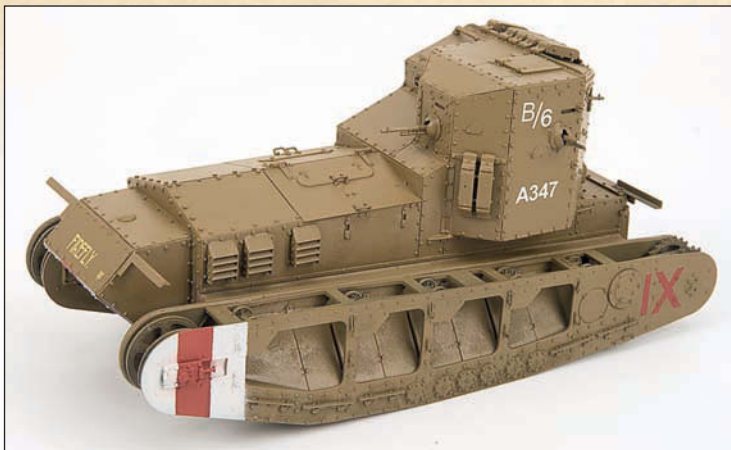


Single piece clip-together tracks mean minimal fuss.

PAINTING

When Andy passed the Whippet on to me speed was the key as our print deadline was looming so without too much planning I selected one of the more colourful paint schemes (in terms of markings) from the kit decals and laid down Mr Finishing Surfacers 1500 Black as a primer. For my base green I turned to Gunze again and mixed a Khaki tone using H81, with a touch of H58 and H 72. With this dry almost immediately I moved onto the red and white striped nose markings. These were masked and sprayed with Gunze white with a small amount of brown added to dull the white. Spraying the red over the uneven bolt head detail on the nose was never going to be perfect so some touch up was

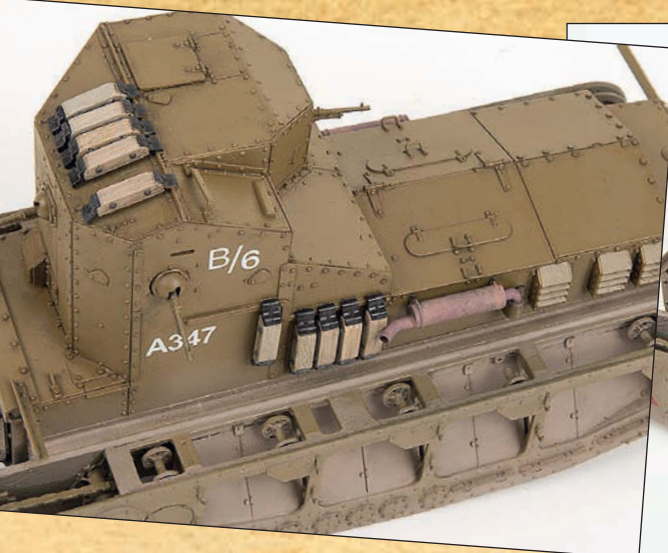
needed. I used a red oxide primer instead of a pure bright red for this and to brush paint the large 'IX' on the sponson. The other markings are from the decal sheet and applied directly onto the Mr color finish without varnish - no time to varnish! Time now to paint the details like the wooden grouser blocks. these were picked out in different pale wood tones and the metal fixtures finished in Mr Metal Color Dark iron. I used oil paints and a thin brush to apply wood grain details to the wooden parts and staining around the bolt heads. The exhausts were painted separately before being fitted to the hull. Starting with a dark black brown I stippled warmer shades over the exhaust using a pinky brown and mixing in some purple too to add a violet shade to the



finished look.

Onto weathering now and I wanted a dirty finish rather than muddy so I applied an acrylic wash over the sponsons, toning down the colours but not obscuring the markings. Over the remainder of the vehicle I applied a dark oil wash to pick out the bolt and rivet detail. This is always such a satisfying process as all the details really stand out as a result. To continue I wanted to add some accumulated dust so I decided to try a new product for this from Lifecolor. 'Liquid Pigments' are a set of adjustable washes which can be brushed or airbrushed as you would normally but they come with a transparent remover





liquid which allows you to lift off the wash or adjust the density or uniformity of the finish. I began by airbrushing the colour over the mud chutes in the sponsons, the edges of the sponsons and into the corners and recesses of the deck plates where dust would collect. Then using a soft brush with the remover I cleaned back selected areas or scuffed up the finish in other areas. I found it to work really well and I will certainly be wanting to experiment further with Lifecolor's Liquid Pigments as I think they have considerable potential.

Final touches now and I added a few subtle rain streaks running down the sides of the crew cab. These were done with a pale mud oil paint to match the dried mud on the rest of the model. I used the same technique - wetting the panel, adding spots of oil paint and then blending it with a flat brush to add some subtle streaks to the engine deck panels too. Mr Metal Color Dark iron was used for the weapons and black pigments were brushed around the lip of the exhausts. I added an oil stain running from one of the sponson inspection covers.





Time to attend to the tracks which were given a dark brown base followed by a grey brown top coat wash. I then brush painted a wash of the Lifecolor Liquid Pigments over the tracks on both sides and left it to dry. I also sprayed a misting of the same Liquid pigments along the underside edges of the tracks. Mr Metal Color Stainless was dry brushed across the raised contact areas of the tracks to complete them. Once positioned around the sponson they were simply clipped together to complete the model.

WHIPPED INTO A FRENZY?

Andy sums up the kit - "A great kit to build, of an interesting WW1 subject, that goes together well, with little or no fit or finish issues and It's also very wallet-friendly !



Mk.A WHIPPET



Mk.A WHIPPET

IN DETAIL PHOTOS BY BOB GRIMSTER







August 2015

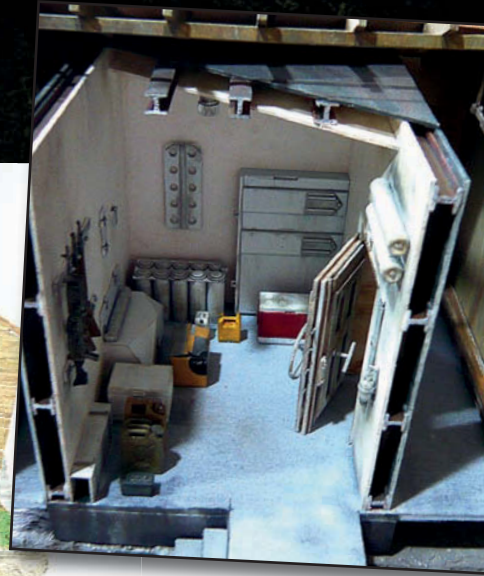
first
Lorenzo
Delucchi

MENG has invited modellers to participate in the 'MENG's MOST LIKED' Monthly On-line Model Contest with some great prizes on offer. There's no limit on the subject but it must be a Meng kit. You can submit all models or dioramas containing MENG kits to contest@meng-model.com. The entries will be posted on MENG's Facebook page and the top three models with the most 'Likes' are announced as the monthly winners, with Meng kits as prizes. There's a very special annual overall winners award too with a prize of \$2000! Visit here for more contest details and rules: <http://www.meng-model.com/new.php?id=480>





August 2015
second
YC Chung
???



August 2015
third
Christos
Athanasiou



Panzerkampfwagen

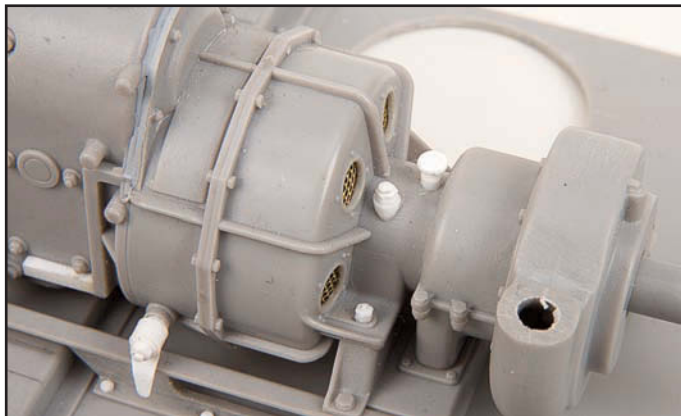
David Parker builds Trumpeter's 1:16 kit

W

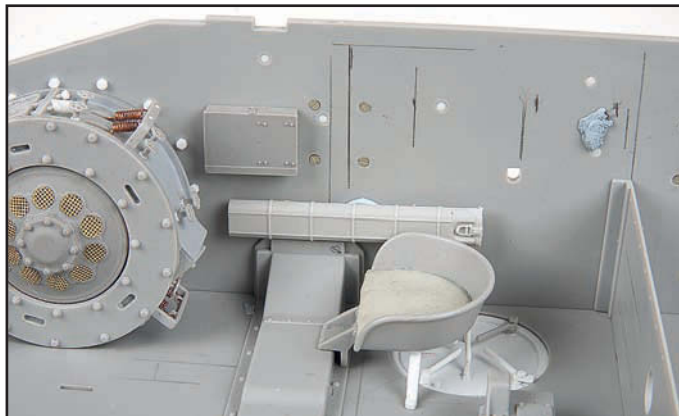
Part Four

Part four of the build sees my attention turned to detailing the hull walls in the bow where once again there is plenty to do. As usual research takes up quite some time as I try to piece together how these areas looked by combining the parts that remain in the various preserved vehicles. One aspect that is still unclear is the wiring diagram for the assorted electrical boxes on the right hand

wall, with partial cables remaining in some vehicles I will need to take time to work this out. As the cables will not be fitted until this area is painted I could leave this until later. On the Driver's side of the hull I was able to add the throttle linkage and the choke control which just leaves the drive shafts, instrument panel and some cable conduits to tackle before the bow is mostly complete.



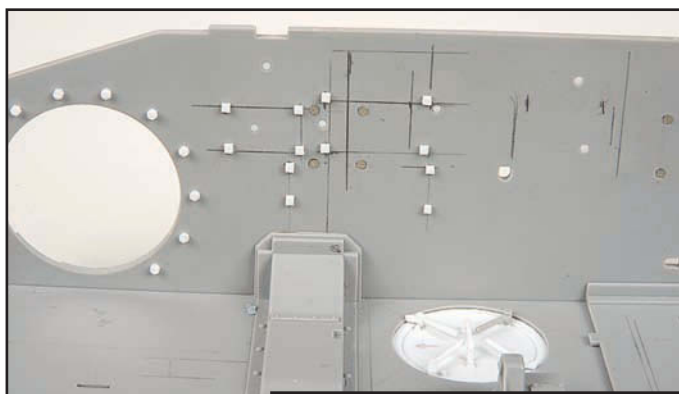
I added these small details to the back of the gearbox, small but important as one of the fittings carries a cable up the Driver's instrument panel.



On next to the right hand side of the hull, an area that for some reason is stripped of detail on all the preserved vehicles so some research is needed to piece together the arrangement. Here I am testing an idea that the spare MG barrel case might have been stowed horizontally. Positions for other parts are being pencilled in using the four screw heads for the return roller as a guide.



Above Here is the hull wall in an Ausf.H showing the Radio Operator's back rest with the transformer rack tipped on its side below it. The assorted square lugs on the wall mark the fixing locations for fittings and cables on the wall. Studying different vehicles showed the position of the MG Werkzeug box and the communications switch box under the small shelf type cover. This is provided in the kit but is the wrong shape.



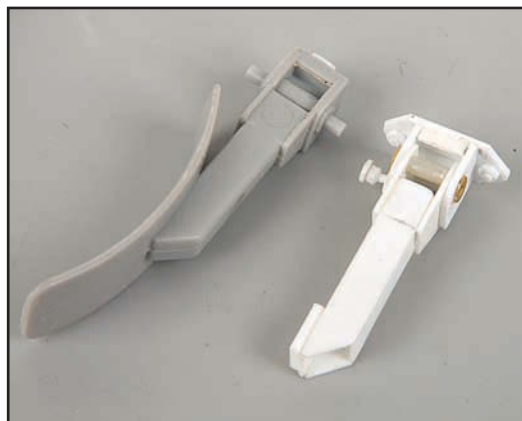
Above Squares of plastic are applied to the wall corresponding to the actual positions and the new switch box is constructed from laminated plastic sheet **Right**



14 The step/shelf/guard was assembled next with sizes established from the photos of the real thing. It appears that the stepped upper edge may be to carry a cable running to the transformer on the right but this will need more research.

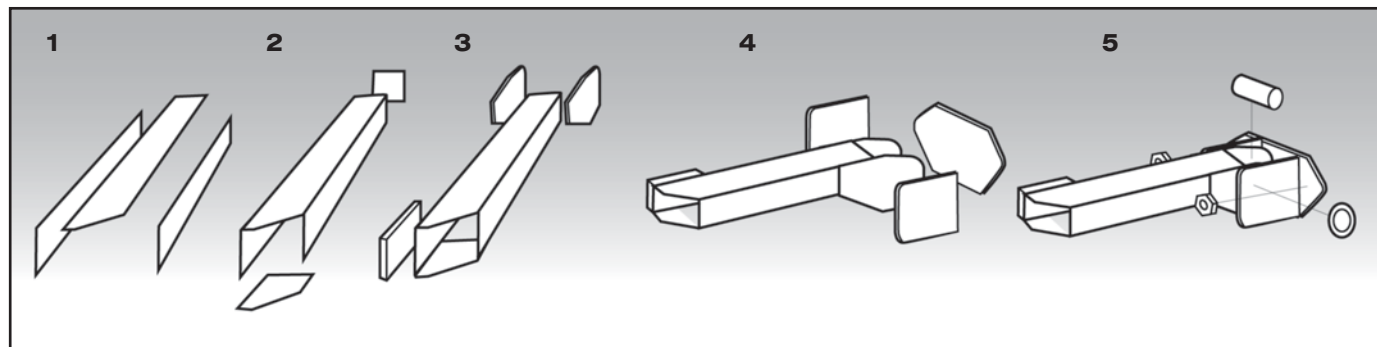


I took the opportunity to detail the suspension tunnel fittings with rivet and screw head details.



The Radio Operator's hinged back rest is seen here minus the padded cushion but is otherwise intact. The kit replicates this, also without padding but happily correctly scaled. Nevertheless there is room to improve and to create the hollow structure and open hinged area.

Here the kit seat back is compared to my new scratchbuilt example, ready to have the back rest added. It also has the correct mounting bracket, missing from the kit part.



I have had some requests to explain the methodology of scratchbuilding parts for the Panzer IV. Using the seat back rest as an example I have put together these diagrams to show the steps. In this case I was able to use the kit part as a guide for the size of parts which helps. **1** The outline shape of the arm is assembled with three strips of plastic to make a 'C' shaped trough. **2** A square piece of plastic is used to blank off the pivoting end and an angled piece of plastic joins the open end. **3** A pair of identical hinge

'wings' are fitted to each side of the base of the arm and a thicker mounting pad for the back rest is added to the other end. **4** The hinge bracket and base plate are assembled next. The brackets and base are glued together with the correct width to accept the arm, which then slides into position and is glued. **5** Small details like the bolts, photoetched rings, internal rod and the locking button are then added to complete the arm.



The completed back rest arm and the kit part with the back rest which has been sanded down to thin the edges

I left the back rest attached to the arm to allow me to hold it while making the padded cushion. Magic Sculp was spread over the back rest to an even thickness and the excess putty was trimmed off with a scalpel. The putty was smoothed with rubber tipped brushes and the stitching seam added around the edge.



Once the putty was dry I primed the back rest to check the finished look and buffed the padding to bring out the very subtle creases in the padding. The rest was then removed from the kit arm and fitted to my new arm and test

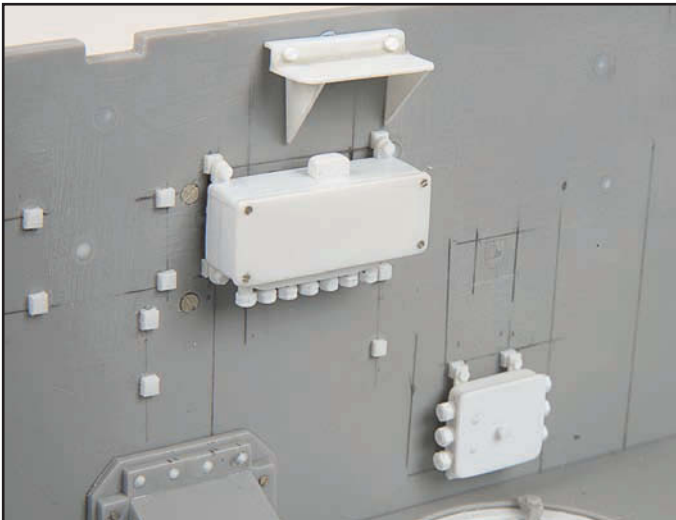
fitted into the hull. I used the kit location point to position the arm but later realised that it is sitting a little too low on the wall.



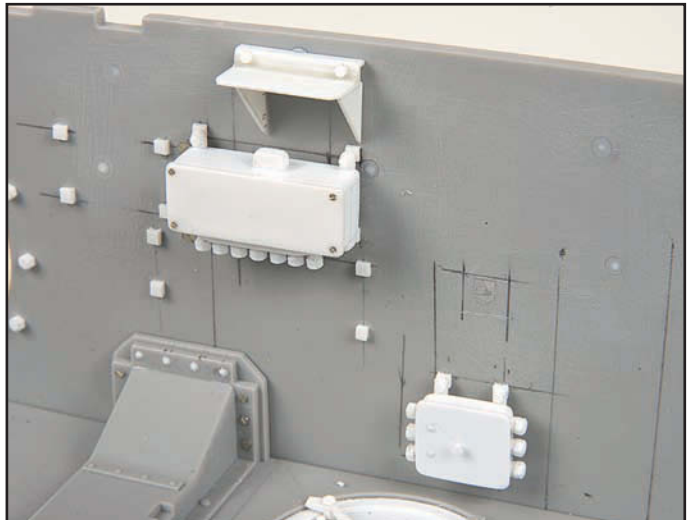
Test fitting the other components in and around the new parts is always important. In this case it showed me that the small junction box on the wall and below the seat back support was overscale.



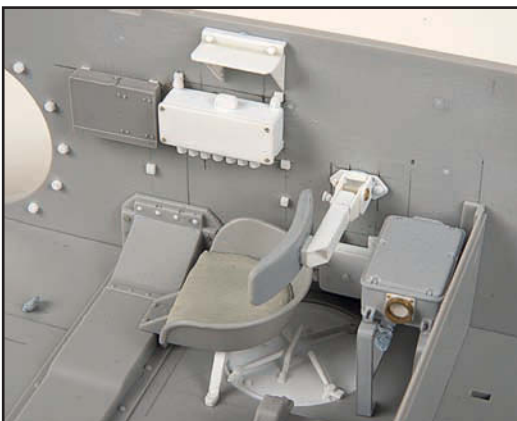
When this happens you just have to start again! The new box at the top is compared here with my original one, stripped of most of its smaller parts to use on the new one.



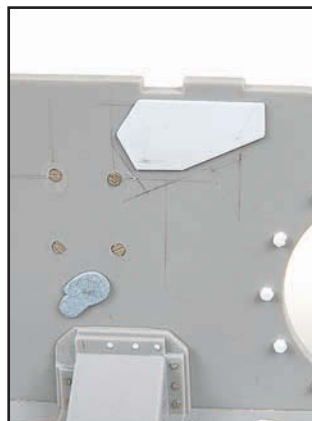
The communications switch box was completed with the row of cable inlets along the base and the tiny recessed ABER etched screw heads on the fascia. Above it the 'shelf' had been completed with a puttied curved lip added



along with bolt head details. The new junction box is test fitted onto its square mounting lugs in preparation for planning out the routes of the connecting cables.



Another test fit of the other components in and around the Radio Operator's position. It is important to continually check the fit of the different parts as building parts in isolation can lead to all sorts of problems.



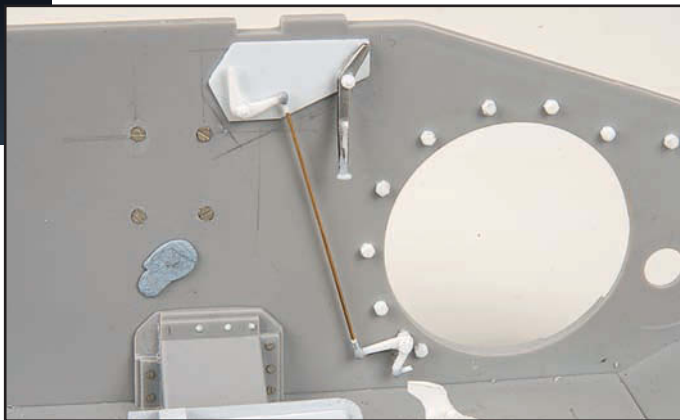
Switching to the other side of the hull I needed to add the throttle linkage starting with this bracket which sits behind the fusebox panel. In this picture of the real thing you can see the control rods running along the hull side, supported by wooden blocks. The protective cover for this has been removed.



16 To make the pivot connector bracket I cut the basic shape from plastic sheet but for the choke lever I used solder wire which I squashed flat between some pliers. This allowed me to easily create the bent leg of the handle.



The ball connectors 1 for the rods were made by dipping the end of some plastic rod into Mr Surfacer - two or three coats achieved the correct size.



The lower pivot connector **2** was made in the same way and fixed the hull wall. Albion Alloys brass rod was cut to fit between the two and dry fitted into holes in the ball connectors. The rod which connects to the throttle pedal is hidden behind the brake drum so I have not yet decided if I should spend time detailing this area.



The guard cover is missing from the kit - it provides partial sections but not this front section. I cut a strip of plastic to match the kit guard parts and added the bolt detail.



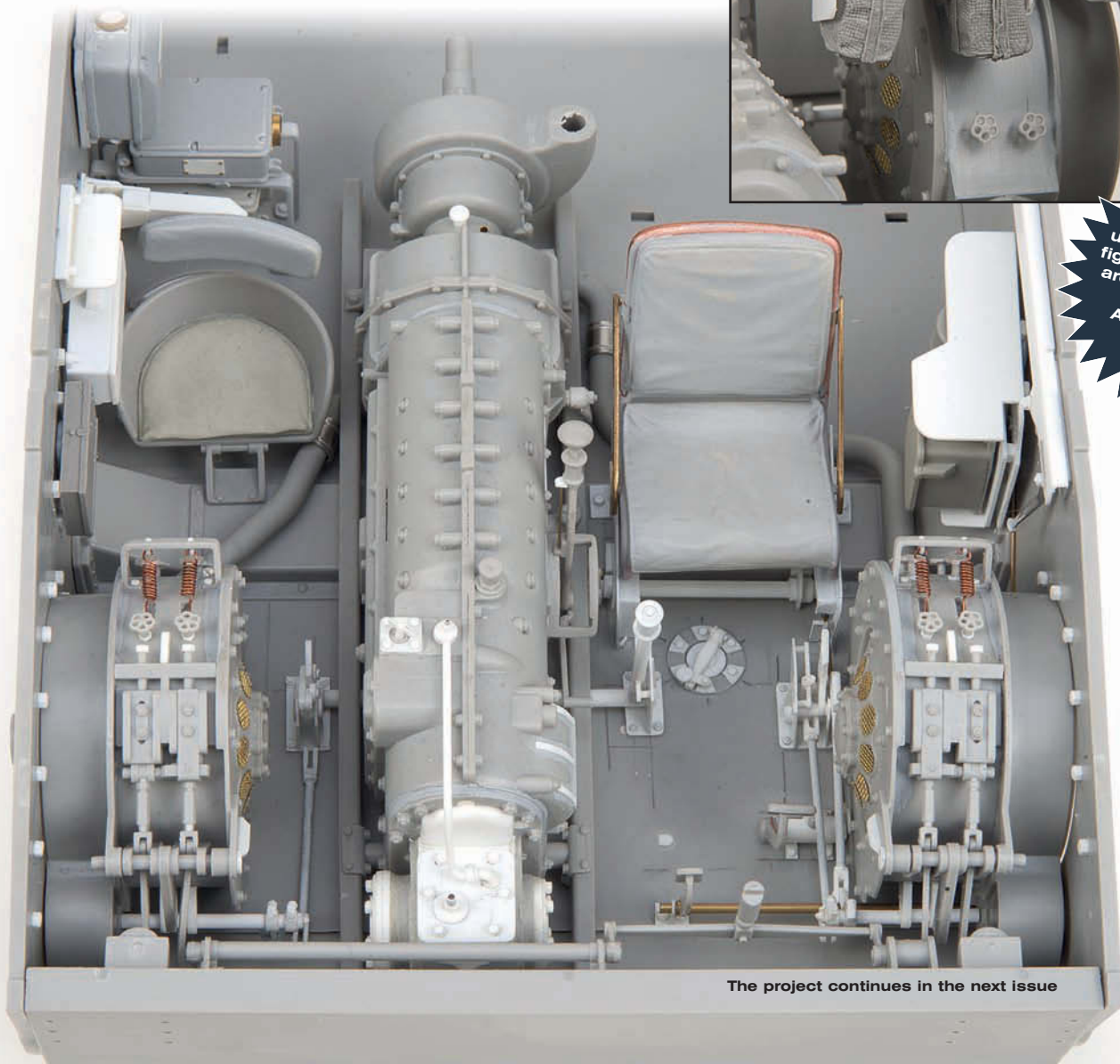
I used a burr in my motor tool to cut away a section of the cover where it overlaps the wall plate so that the choke and throttle controls sit inside the cover. **Below** a test fit of the bow parts.



Below the bow MG is a rack to hold spare ammunition bags. I detailed the lip of the glacis plate with bolt heads and constructed the rack. The hanging rails were made from metal foil and the rack was 'bolted' into place. A couple of our resin sacks were then test fitted.



Resin detail upgrades and the figure mannequins are now available from the AFV Modeller web-shop.



The project continues in the next issue

MAKMAT

ISRAEL DEFENSE FORCES 160MM MORTAR CARRIER





MODELLED & DESCRIBED BY ANDY CANNING

Having always been a fan of IDF armour, this seemed like the logical step for my next build project. IDF armour appeals to me, as almost everything will involve a degree of detail / conversion work. When I started to research this vehicle, and discovered just how few images existed in books, I was directed to a 'walk around' that another IDF armour fan had posted. This covered pretty much every angle of the Makmat, and allowed me to start thinking through how I was going to tackle this project.



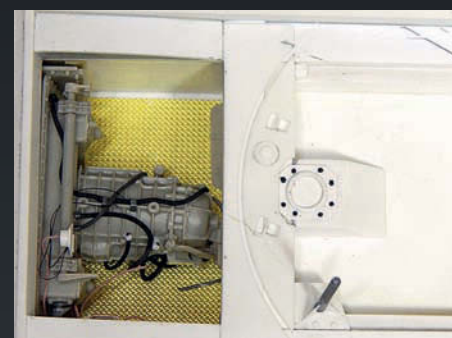
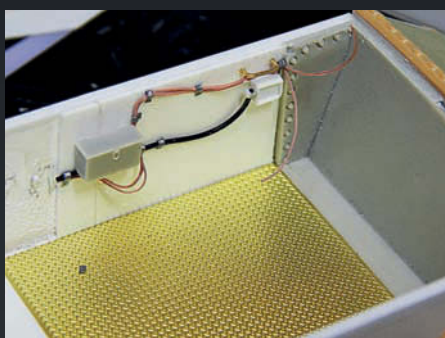
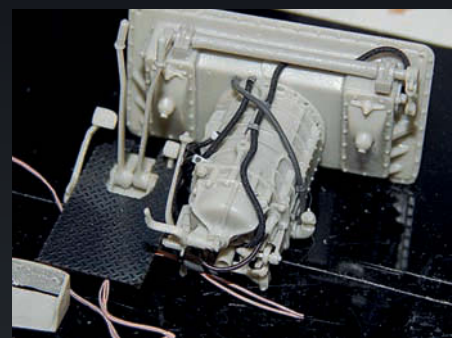
One thing that I was lacking however, was any sort of drawing / scale plan, so I had to rely on my eye, and a little trial and error, when it came to cutting the plasticard!

I used the TAMIYA M51 as my donor kit. The suspension, and wheels, along with the cast transmission cover were used from the kit. The hull tub was scratchbuilt from laminated plasticard, using the width of the TAMIYA parts as a guide, and then working out the length of the elongated hull tub from there. There was a fair bit of guess work involved here. I was working from a couple of reasonably square, side-on images, and then working out lengths, and widths of things, from a known base line. That base line was a single HVSS bogie with its wheels on. I assumed that the TAMIYA designers would have this reasonably correct, so I could work from this, and the images I had, and it seemed to work! Everything looked correct to me.

When cutting any major component, such as a hull side, or floor plate, I invariably cut a little bigger to allow for some trimming back, in the fitment of these elements. Again, this involved a fair bit of trial and error, and a lot of 20 thou plasticard!

Tub

Once the tub was built, and I was comfortable with its scale size, I started on the vehicle floor. This had a fairly deep recess for the mortar's base plate to sit, and it took me three attempts to get this right after a lot of dry fitting. I was then able to use an old Verlinden M4 transmission / gearbox, re-worked a little and to scratch build the driver's station, seat and control lever's etc. The interior of the tub was then primed, painted and weathered, as I wanted to have the driver's station open in my finished model. An off white mixed from TAMIYA acrylics was used, and then a couple of light washes, some selected chipping and some layered pigments completed this area.

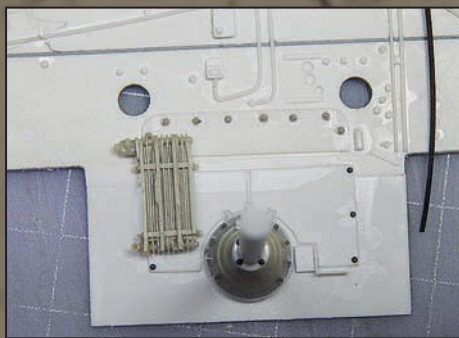
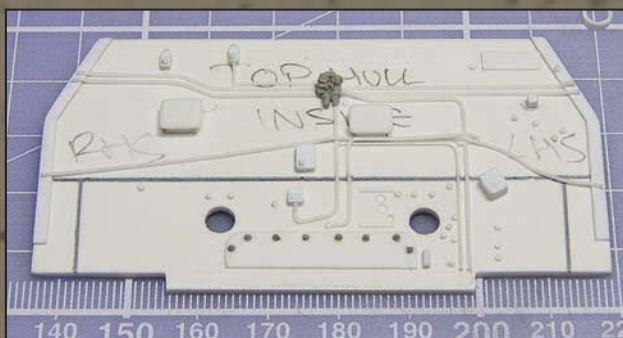


Firewall

The next stage was the firewall between the engine bay, and the fighting compartment. Again, this took a couple of attempts to get right and even then, once it was installed, I had to do some further adjustments. Working from the photos and walk around images I had, I then started

scratch building all sorts of components, from a drive shaft housing, to the big air cleaners / filters - everything. I started to detail the firewall and cut / drill holes, as seen in the pictures I had, admittedly, not always knowing what they were for. I used some Albion Alloys brass rod, plastic strip, and rod to then replicate the plumbing



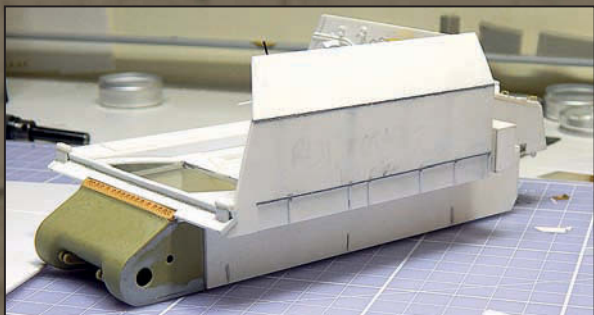
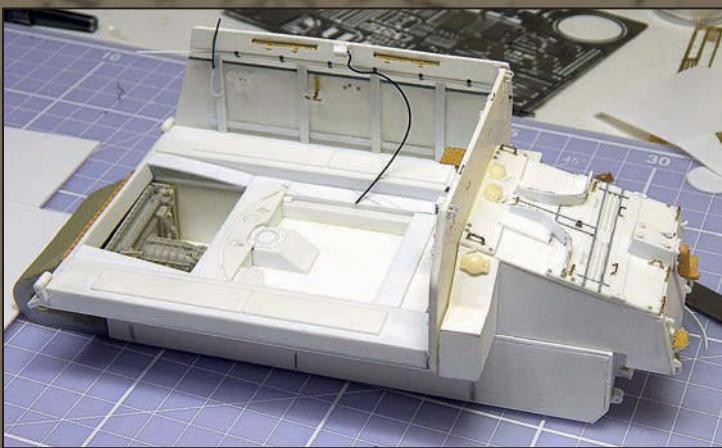
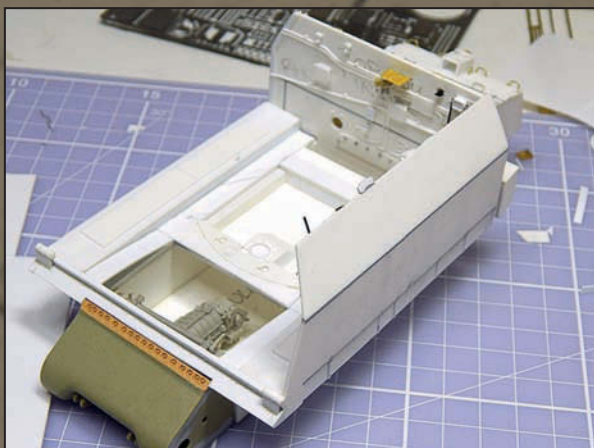


here. Seat brackets and the seats themselves, where fashioned from plastic stock, as where the small 'comms' boxes. The two radiators, on the firewall I found in the spares box (CMK items, from memory), and from there, I fixed the firewall in place. A little bit of trimming later, I was 'happy' that everything looked correct.

Hull

With the firewall in place, I was then able to cut the hull sides. These have a flat profile, that then bends inwards, so I had to ensure that my measurements where generous, to allow any trimming back. I got these bits right first go, and then double checked from working on the vehicle floor, and firewall I had made, to scaling from the images I had. I was 2mm or so out.

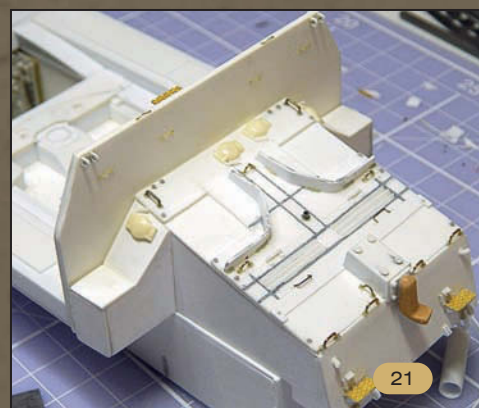
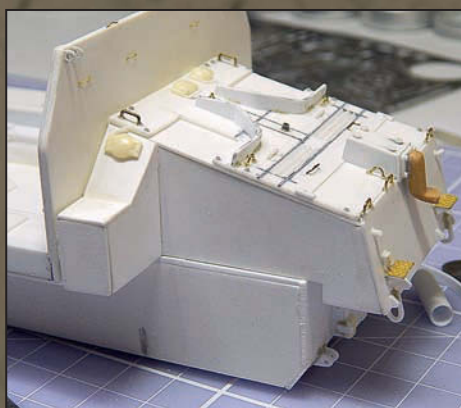
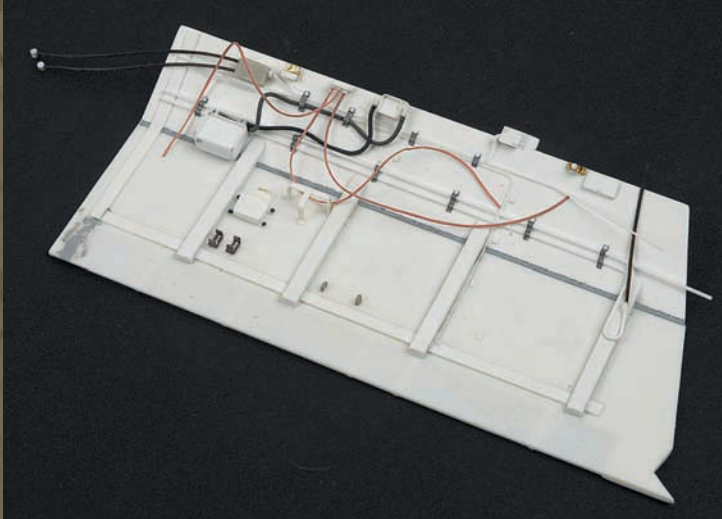
Some lamination, and filling allowed me to correct this small error. The sides where then detailed up, with all the various fittings, tool attachment points and other details required. The .30 cal mounts where scratchbuilt, along with the .50 cal mounting system. On the inside of each hull plate, there was some structural reinforcement (on the actual vehicle) which I used some plastic strip / rod to replicate, along with a variety



of hull fittings and plumbing. I left these semi-completed parts separate, until I had the interior of the fighting compartment built and painted.

Engine deck

The basic shape of the engine deck, caused me a bit of confusion initially. Once I worked out the angles, and realised where I was going wrong, I had the basic components cut and everything starting to take shape. I braced the interior of the engine bay with some 3mm diameter tube and plastic stock. The deck assembly was then fixed to the hull and firewall - with a little trimming and filling. I then started to get some of the detail work ready for the engine deck, with various panels, hinges, louvered covers etc. all needing to be fabricated from plasticard. Another two pieces of the donor kit which were used here were the cast engine access doors. These where re-textured with Mr Surfacer, and then along with the rest of the engine deck detail, set aside.



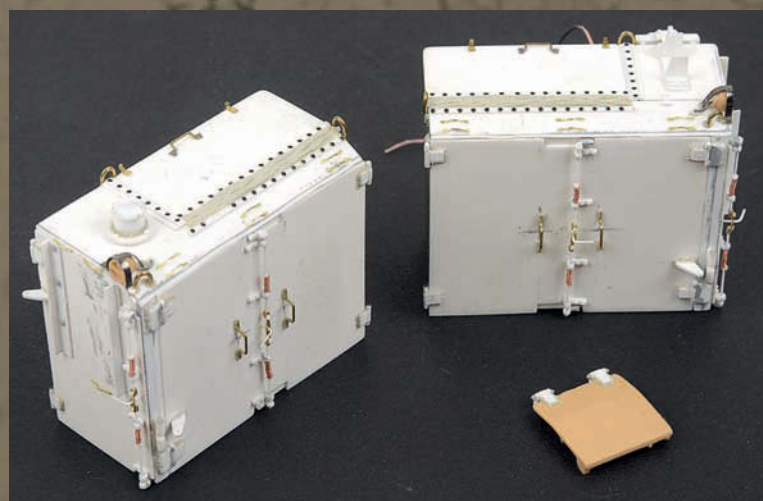
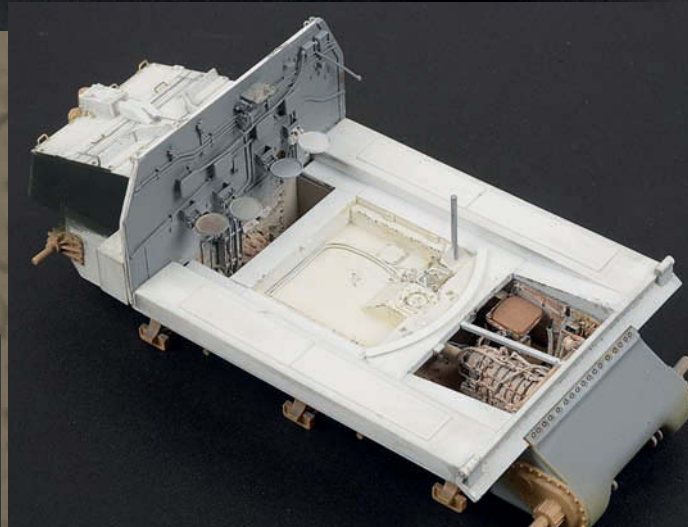
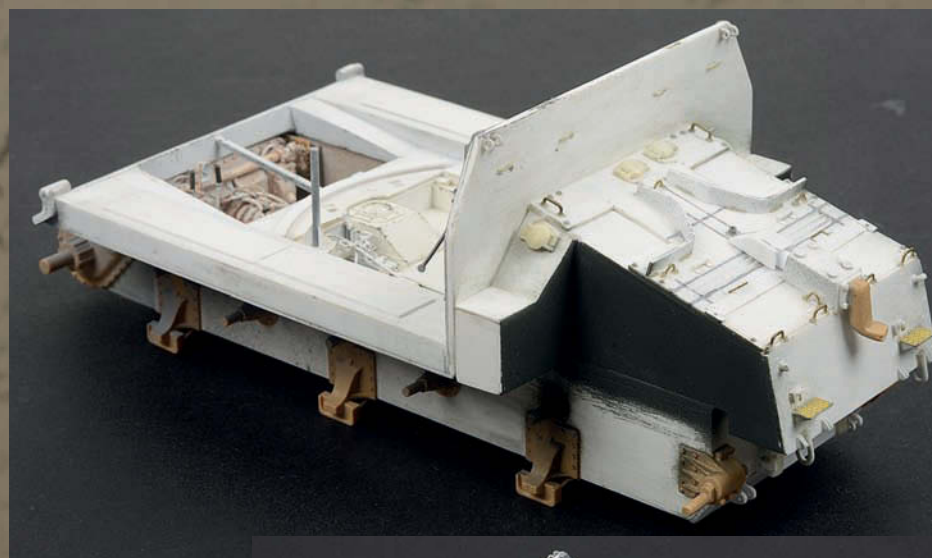
At this point I decided to airbrush the sides of the engine deck, black. This was done to create a shadow, between them and the stowage bins that would be attached with spacers, as on the actual vehicle.

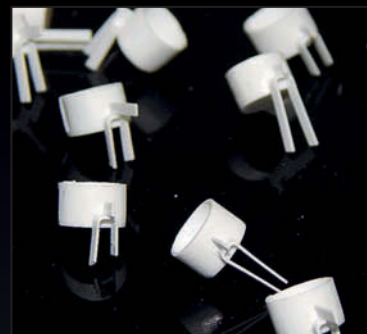
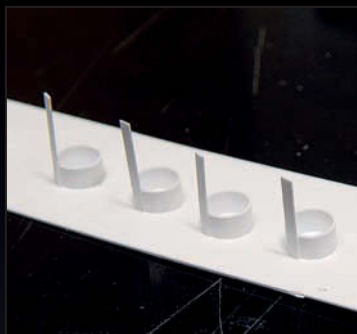
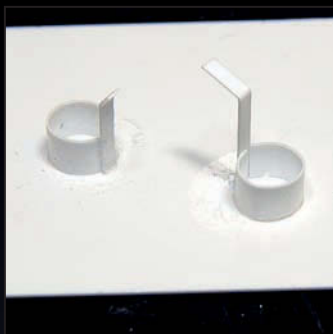
Rear Stowage Bins

These were much, much more complex than I had initially thought they were going to be. I ended up making the basic shape three times before I was happy with their size, then started to get the door, profiled edge, and additional detail added. Hinges were made from plastic rod and strip, and weld seams from Magic Sculp. Albion Alloys brass rod was used for handles and part of the locking / latch mechanism of the doors on these bins. The springs were made from some thin diameter wire which I wound around some brass rod.

Fighting Compartment

Now things get interesting! This is an extremely crowded space, with a multitude of stowage brackets, ammo



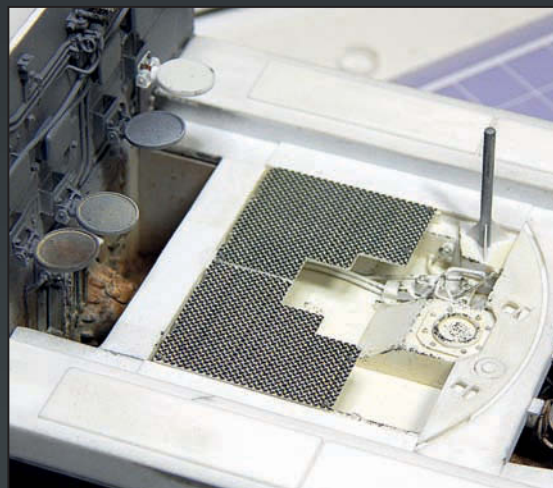
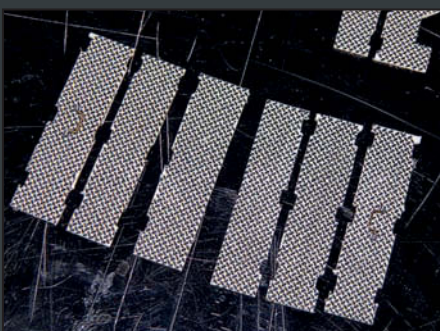
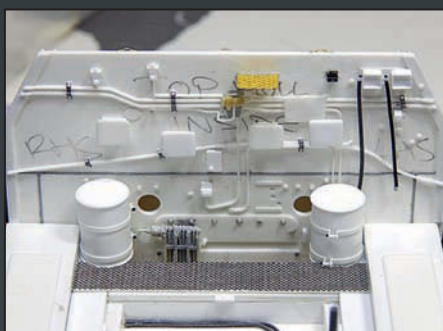
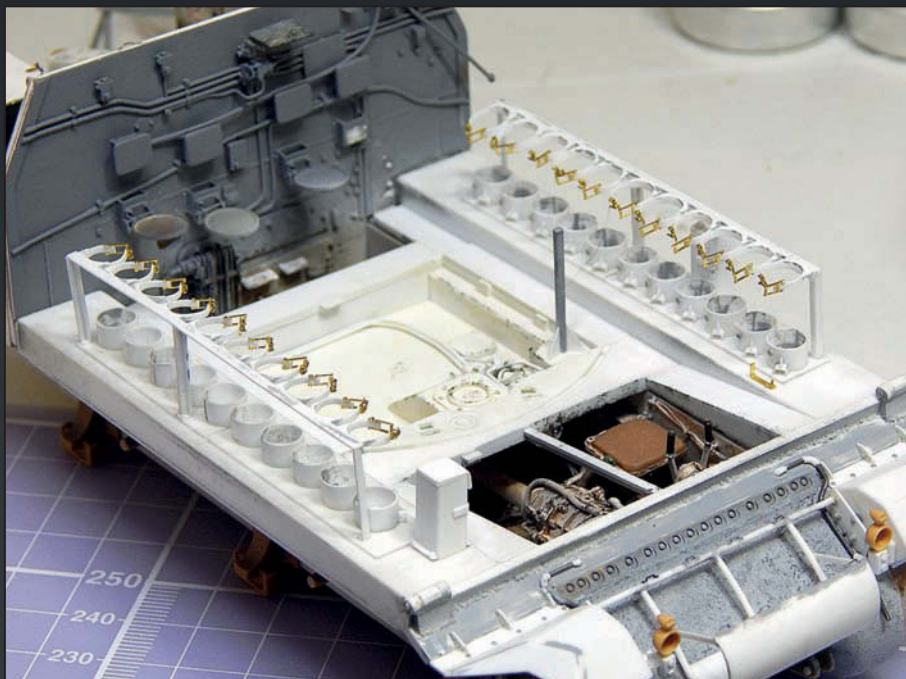


racks, plumbing and a 160mm mortar. The ammo racks for the 160mm mortar rounds were made from plastic strip and plasticard. I wrapped an appropriate dimension of strip around a dowel, and then dunked in some very hot water for a few seconds before immediately running the cold tap over it. This then shaped the plastic strip around the dowel, like a large loose spring, and allowed me to form the

ammo tube bases on the rack system. The upper brackets were formed in a similar manner, with the clasps coming from an old ET Models etch set 'Modern Russian Armour Clasps'. Again, it took a couple of attempts to get these to all work together, and ultimately fit in place.

The floor was made from plasticard with some Archer Fine Transfers tread pattern

Surface Detail resin decals for the floor plates. I was pleased with how these worked. The curved mortar alignment guide and actual base plate were scratch-built with a laminated plasticard, Magic Sculp, and Grant Line bolts.



Front Armoured Plate

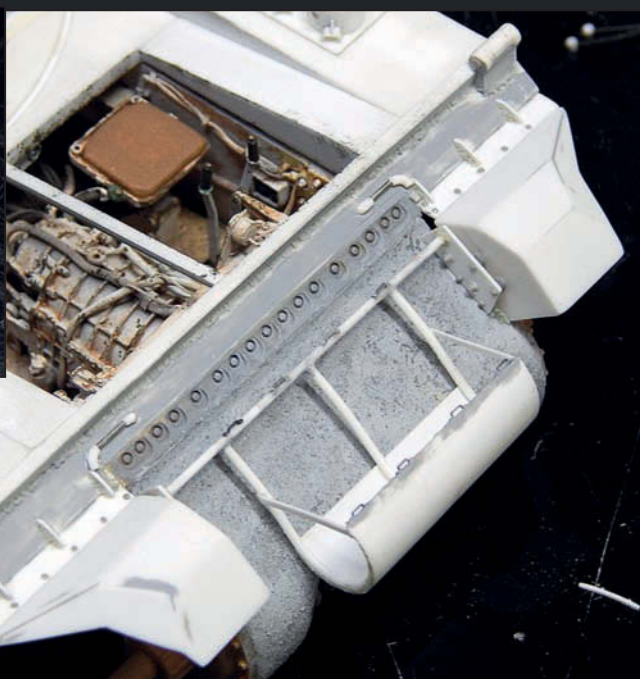
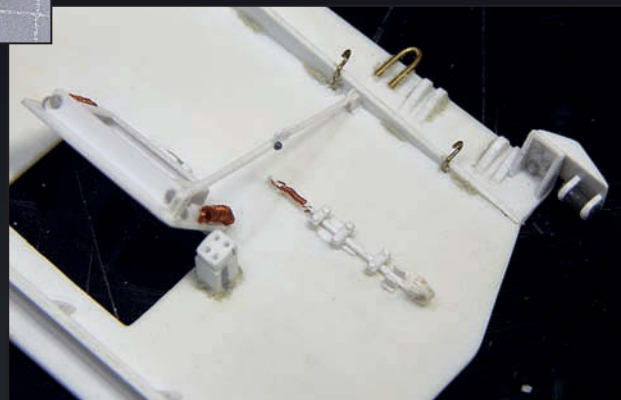
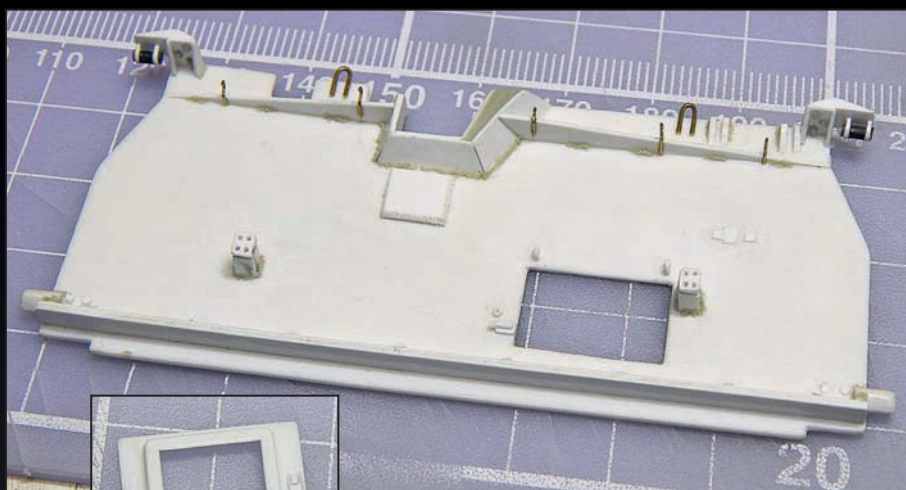
I managed this in one attempt!

I used some tread pattern for the interior of the plate, cut to replicate the shape of the main component. Everything here was scratch-built, from the driver's visor, and mount, to the heavy duty hinges and armoured top lip.

Lower Front Hull and Fenders

The lower front of the hull used the TAMIYA cast transmission cover from the donor kit (as mentioned previously).

No drama there....unlike the front fenders, which are a totally unique shape and design. These were made from plasticard, and had their joints reinforced, on the underside, with plastic rod. It took



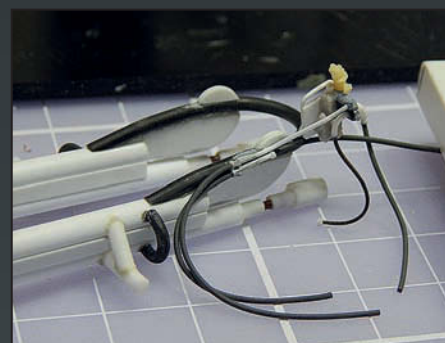
two attempts to get them correct.

The stowage basket, on the transmission cover, was fashioned from Albion Alloys brass rod, and plastic rod, along with some heat-formed plasticard.

SOLTAM 160mm Mortar

I had some pretty decent images to work from here, both of a dismounted mortar, and one on the vehicle. A variety of plastic tube, and rod, Albion Alloys brass rod, and tube, along with some odd shapes from the spares box and plastic strip was all used in the mortar's construction.

The actual length of the mortar tube was estimated from the images I had to hand, along with some 'scale guesswork'. Being the centre piece of the vehicle, it came out well I think.





Stowage

Stowage was kept relatively modest. Bed rolls, tarps, and packs were various pieces of Blast Models stowage sets, that I had on hand and use for all sorts of projects.

These were combined with some Magic Sculp tarps laid down initially to allow the resin stowage parts to have a natural sit. Resin .30 and .50 ammo cans from the spares box were also used along with some pioneer tools.







Painting

I had decided as usual, to mix my own batch of IDF sand grey. In this case, I actually mixed up 3 shades. A dark, mid and a light. I then used them, working from the top down, starting with the lightest tone. This vehicle is very 'slab sided' so just a touch of colour variation was required. Chipping was kept to a minimum, as these

vehicles were pretty fresh in 1973, whereas I could do a little bit more with dust and general muck.

A variety of washes using both oils, pigments and acrylics were used, gently building up effects, and layers on the body work, moving down to the tracks, and tying in with the groundwork. I finished with some

buff oil paint washes, to again emphasise the dusty environment. Even in the GOLAN Heights, dust gets everywhere. I added some filters of grey and brown, to again show a little variation with some of the panels, doors etc without going overboard.





TIGER 203

LOST AND FOUND

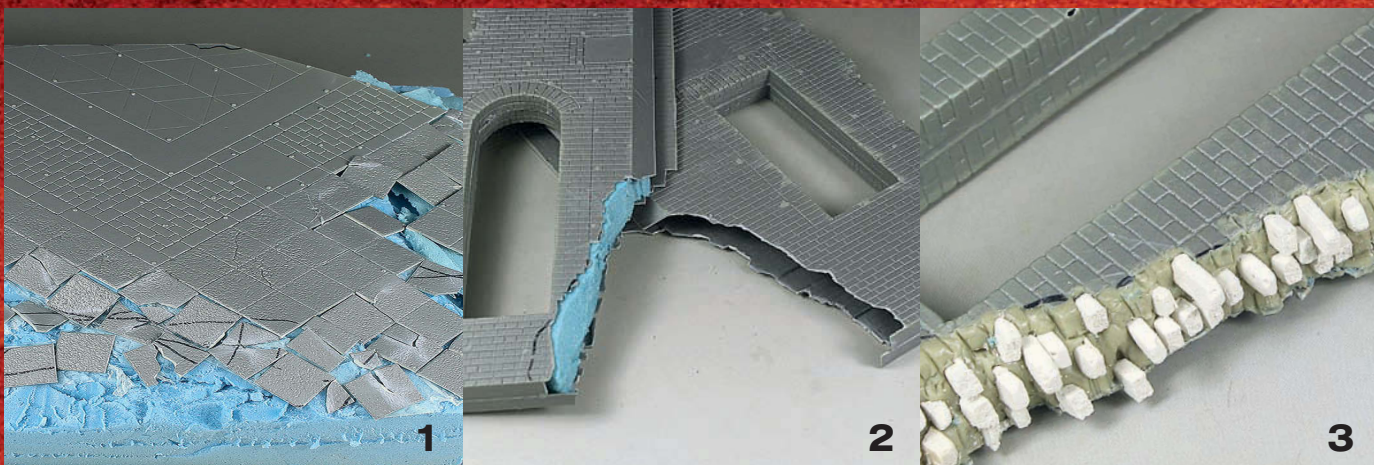
The diorama is inspired by the third battle of Kharkov, also known as the Manstein's Kharkov counter offensive, undertaken by the SS-Panzerkorps against the Red Army between 19 February and 15 March 1943. The German counterstrike led to the destruction of approximately 52 Soviet divisions and the recapture of the cities of Kharkov and Belgorod. It was also the last victory that the German Army had on the Eastern front.

Based on such background, I was planning to create a tiny little scene that happened right after the SS forces recaptured the city from the hands of the Red Army. To be honest, since this work was built for fun, the idea and layout are not necessarily historically rigorous (which reflected in the diorama), but hopefully our dear readers will grasp the basic idea, and enjoy rest of the actual "modelling part" of the diorama. To demonstrate, there are two SS standing on an abandoned Tiger tank, which they just retrieved from the hands of the Red Army who ambushed and captured this Tiger during the previous engagement around a factory. The Officer is briefing the Grenadier on their next deployment.



MODELLED BY BAYIN WU 1:35





1 Starting with the base layout, the basic structure of the factory is a Miniart building kit. I cut the plastic floor in several parts and made them sit on top of the blue foam. The tiles are also torn and glued randomly on the base.

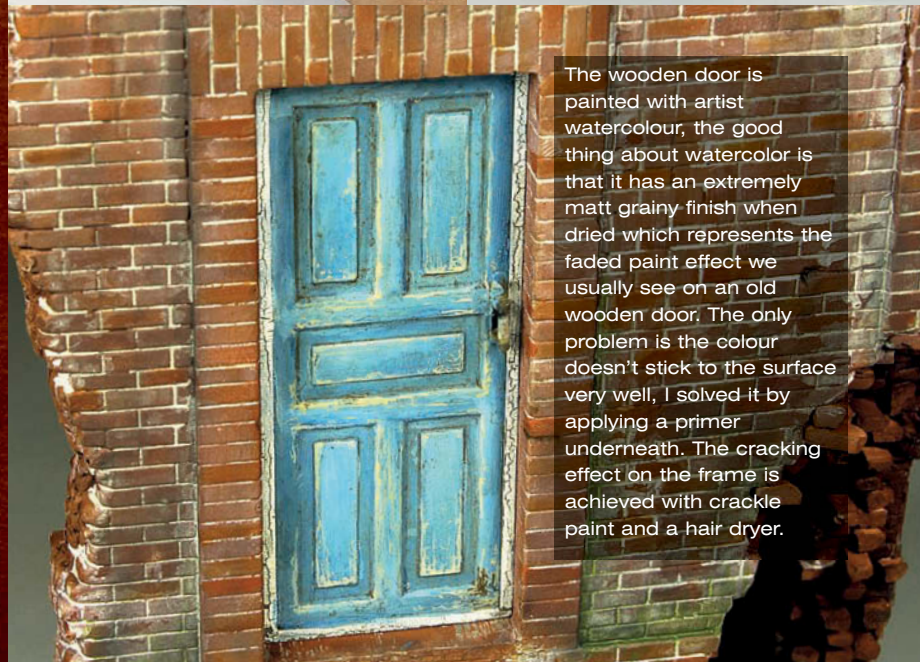
2 For the main building walls, I cut a big opening which demonstrates the damage occurred when the tiger crashed onto the wall. The hollow walls were stuffed with foam.

3 To complete the damaged wall, I cast some 1:35 bricks with plaster, and pressed them into the putty that I applied onto the blue foam.

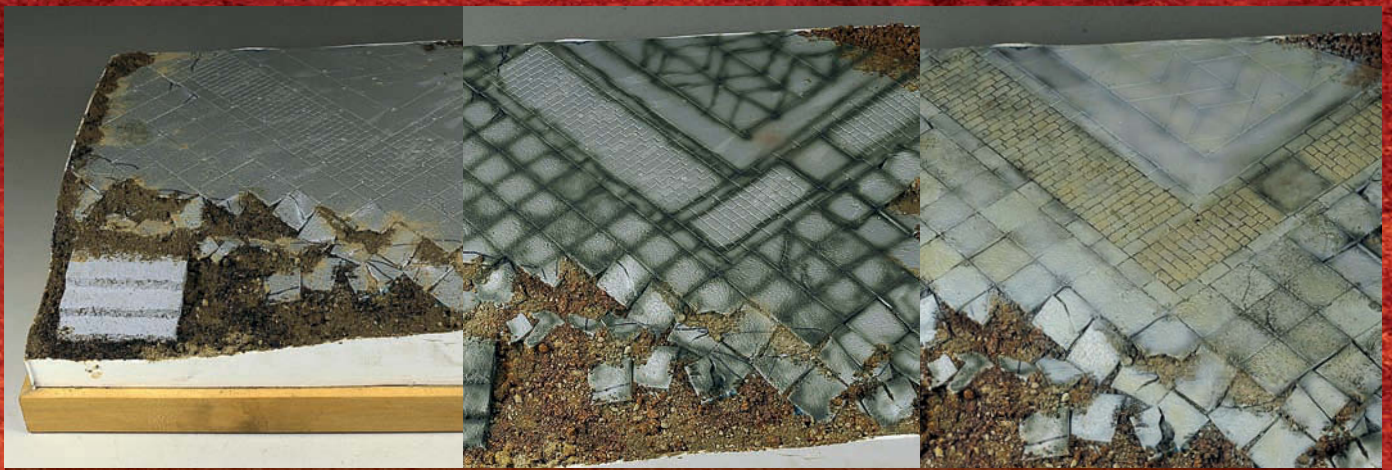
4 The walls were primed and sprayed with a light ochre base colour, some bricks as well as the corners are picked out with deeper tones. Then I applied several washes with oils to make the details more interesting and stand out.

5 Here is the step that makes the walls come alive. I brushed diluted white oil colour in the brick mortar as well as on some brick surfaces. Then I used cotton bud to remove some of the unwanted oils. The key here is to keep the randomness of the volume and depth of the white lines and spots.

6 The weathering of the building was achieved in three steps. First I used the airbrush to add shadows and burned, smoke effects to the walls, then some streaking effects are added to certain areas with oil paints, and finally, painting the moss in some corners by using light olive green oils.



The wooden door is painted with artist watercolour, the good thing about watercolor is that it has an extremely matt grainy finish when dried which represents the faded paint effect we usually see on an old wooden door. The only problem is the colour doesn't stick to the surface very well, I solved it by applying a primer underneath. The cracking effect on the frame is achieved with crackle paint and a hair dryer.



Moving back to the ground work, in order to fill the visual gap on the left side between the higher and lower ground, I added three steps made from corkboard,

and then covered the exposed blue foam with the mixture of real dirt, sand and stones, which are fixed with PVA glue. While the glue is drying, I started to paint

the factory floor. All the tile gaps and lines were airbrushed with matt black, and followed by several different tones of grey.



On the paving I applied a dark brown wash and sprinkled various pigments on the tiles before the wash dried. Waiting until the wash absorbed all the pigments I removed excess wash with a paper towel. The pigments alone with the wash show

effective dust and dirt detail among the tiles. This process can be repeated several times. Here you can see the effect of the pigment wash. Pleased with the results, I began to add more details on top of the

paving. Selected areas were covered with plaster bricks and fixed with Ammo's Sand and Gravel fixer. Once all the details were secured, they were coloured with the airbrush.



The window frames are painted using the same watercolor and crackle paint that I used on the wooden door. The broken glass is made of thin clear acrylic sheet.

The ventilation ducts are crucial parts of the whole diorama layout. It reflects the rough environment of the winter frontline. The original duct parts are relatively thick and boring, so I made a lot of textures with a knife, grinder and some grey putty. Then I applied several layers of hairspray chipping and pigments. The final rusty burned out effect is very realistic.



The telegraph pole is also from Miniart, a light gray base colour along with some rusty washes was be good enough for a nice faded metallic finish.



At this point the base was almost ready. It's now time to deal with the vehicle and the figures. There's a bit story about the Tiger, which is actually my refurbishment of an veteran build that was done by my good friend L.Y Zhang many, many years ago. He sent this model to me as a gift in 2012. Both the painting and weathering were showing their age, so I decided to repaint and reuse the model in this diorama. (This is also where some artistic licence kicks-in, the Tiger in Kharkov should not have any zimmerit!) Since the model is very old and delicate, it's not practical to remove the paint entirely. I ended up painting the new base colour (dark sand) directly onto its original paint, which fortunately was a light coating. I followed with a standard coat of hairspray and acrylic 'white wash'. As you can see, the entire upper-hull and turret was covered with the new paint and then

scrubbed with water and a stiff brush. All the panel lines and weld seams were pinwashed with enamel light brown. The zimmerit is not washed at this stage. The new unit number was added with a fine pointed brush and also areas where the zimmerit has peeled away with a red primer colour. In order to create greater contrast, certain areas like fenders and panel joints are emphasized with pure white.

Applying washes on zimmerit is another important process that can make a huge difference to the final look. Since the zimmerit can hold lots of washes very quickly do it with caution, the washes will make the entire model very dull and dark, especially on a white base. So when applying the wash, dilute well and only add it to the areas where the dust and dirt would accumulate. Repeat this process several times, using different

tones of washes.

The fine details like delicate chips and tools were then hand painted. Dark brown pigments were added to the lower areas, I then spread the pigments with a dry brush, fixer was not needed here. I refurbished the wheels and tracks, as we can see from the pictures. The original wheels were coved with a thick mud that was very hard to remove, not really a problem with an Eastern front subject so I decided to create wet and dry effects. To do this, I added real dirt onto the wheel surfaces with Sand and Gravel fixer, and then enriched the effect by adding different shades of dirt pigments, dark splashes and oil stains. The track is simply treated with selected pigments and a wash so that the tones are harmonious with the wheels.

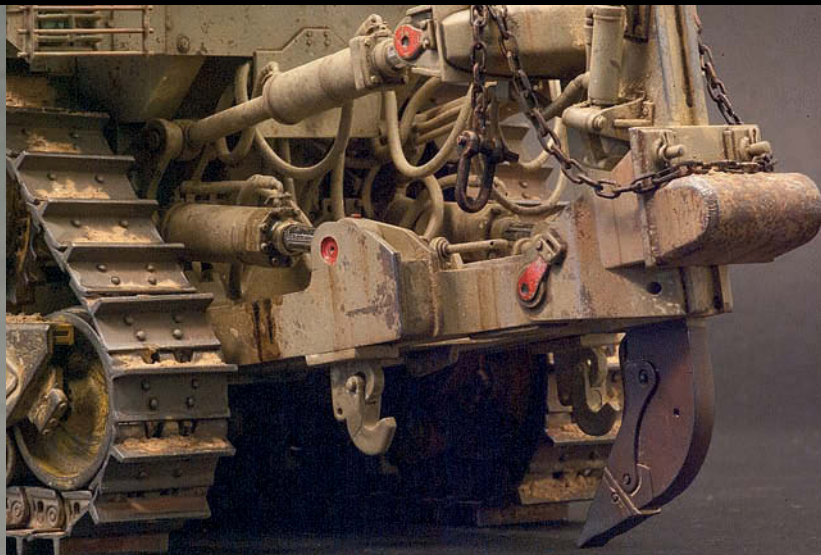






With all of the separate elements complete there was only a few touches left before the finish line, such as adding spent shells, electric cables, dead leaves, posters, the discarded truck wheels and a scattering of snow. When all of these elements were blended naturally I could say my diorama was complete. Though some tricks I haven't covered due to limited space, I hope my fellow modellers have found some useful tips they might try themselves. Thanks a million for those who advised me during the project, and as always, happy modelling!





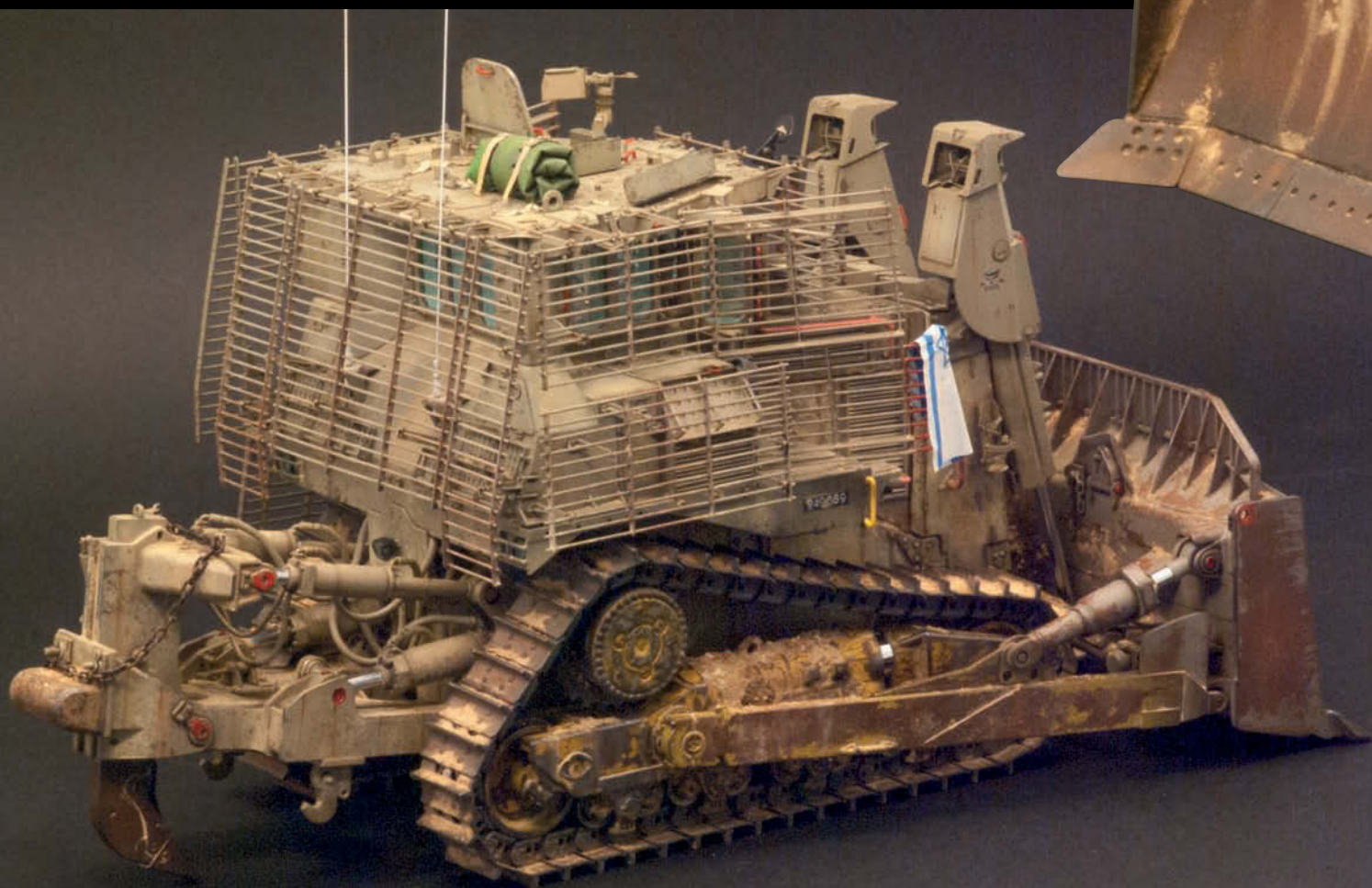
The first time I saw the D9R Caterpillar was some years ago, when Vajra Miniature produced a resin kit of it. I have always been an IDF modelling fan but at the time had no plans to build a Caterpillar, especially as a big resin project. Everything changed however when a new D9R from MENG was released.

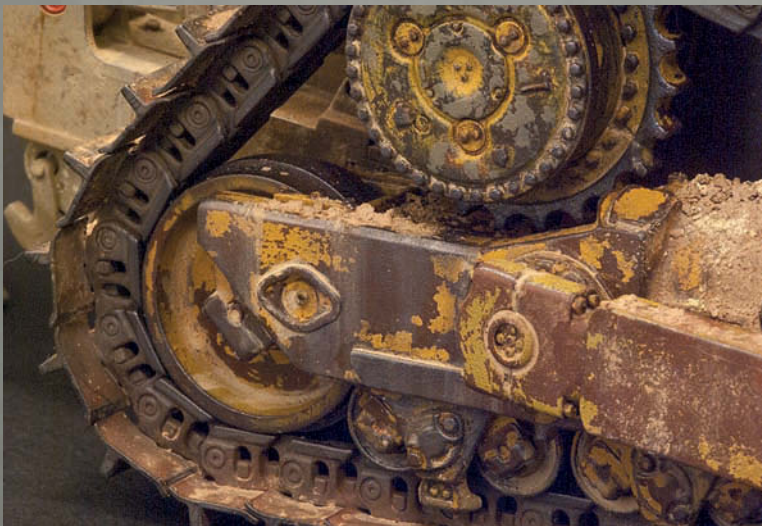
The kit is absolutely outstanding! And when finished is a big, impressive model. Anyway, as is my usual style of modelling, I decided to improve the level of detail even further. Many of the details were added from scratch, and above all, I decided to work with the dedicated set of photoetch from Voyager to produce a bar armour version.

CATERPILLAR

D9R

GUIDO ADORNO PUSHES MENG'S 1:35 IDF 'DOZER TO THE LIMIT





DETAILED DOZER

I rarely follow the building steps as the instructions suggest preferring a random approach to my models but not this time. Planning an accurate build process was something important in order to add several new details I had in my mind. Building this kit requires attention and skills, but MENG's designers have done great work as the model can easily built in many subassemblies: crew compartment with interior parts, hull, running gear, blade and ripper. Each of these parts has been detailed and improved. A very useful reference was the D9R book Desert Eagle

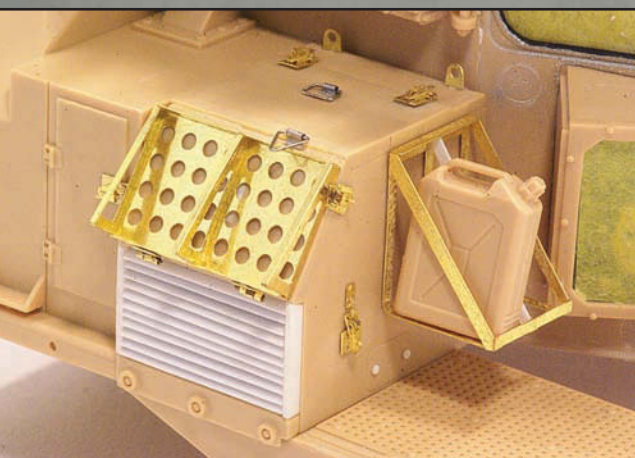
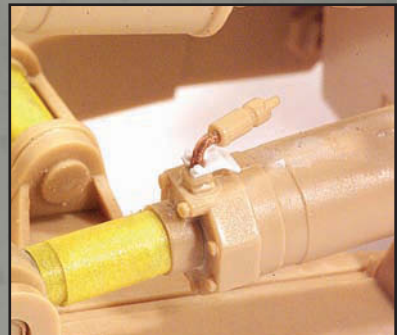
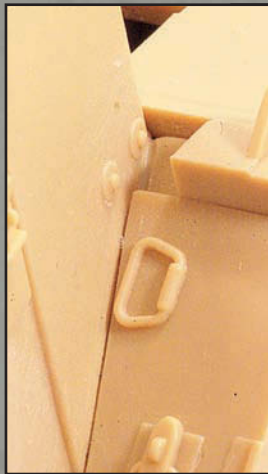
Publishing along with images found on the Internet.

MENG did an amazing job with the cab interior. I added just some wiring and a new hatch from plasticard. Much of these updates will be barely visible at the end of the project....but I know it's there ! All the hatches were glued in open positions so that there's a better view of what's inside. Externally the cab has a trapezoidal shape. I decided to cut off all the moulded hinges, replacing them with Voyager ones. I also replaced all the handles using steel wire

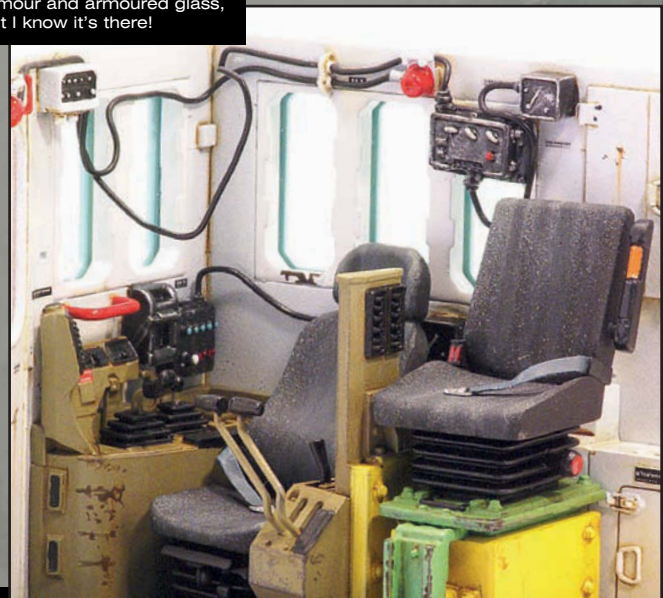
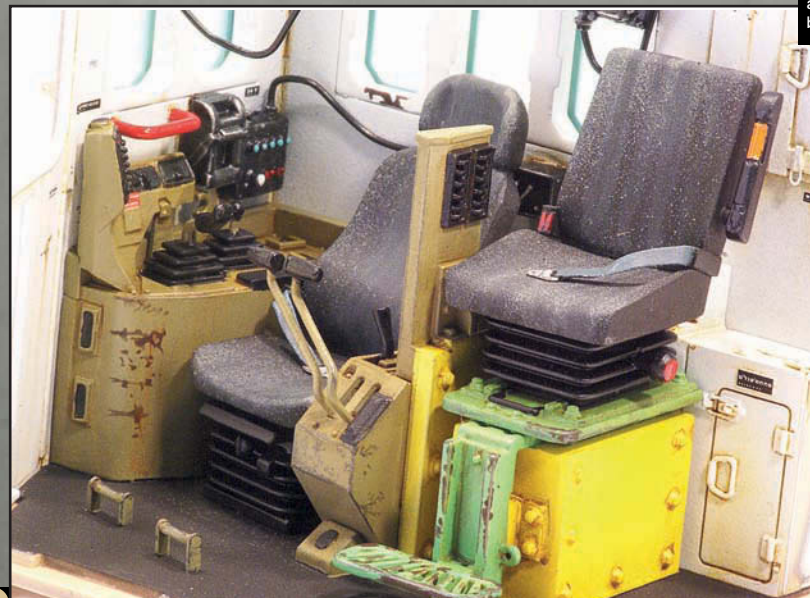
and there are so many !

All the horizontal surfaces have been covered with the anti-slip texture. I wet each area with a PVA glue and water mix by brush and then sprinkled a 110 micron aluminium oxide powder over it.

On the turret roof are some rectangular hatches moulded in a closed position. I decided to open one of them, building it's inner shape with plasticard and adding some PE tools. I was not satisfied with all the engine grille slats, I took the decision to replace all of them, using thin Evergreen strips which seemed to take forever! On



Not much of the interior can be seen through the bar armour and armoured glass, but I know it's there!

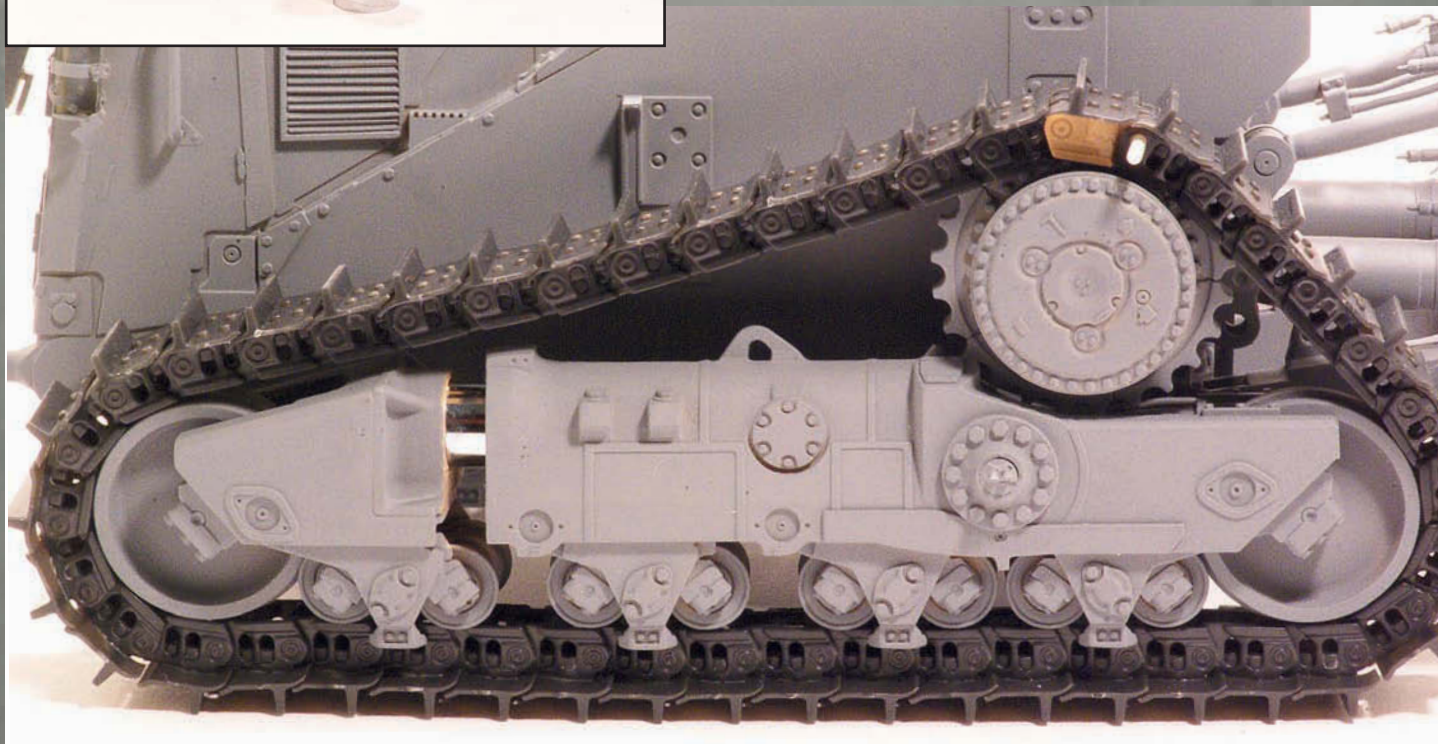


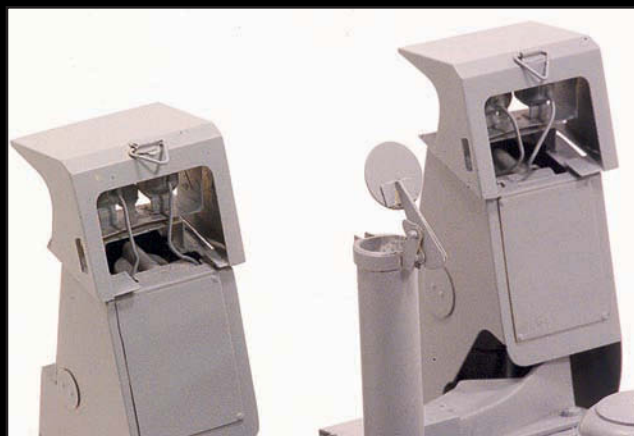
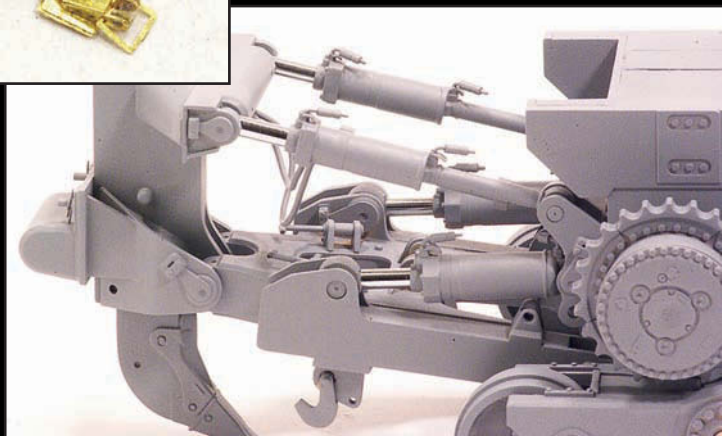
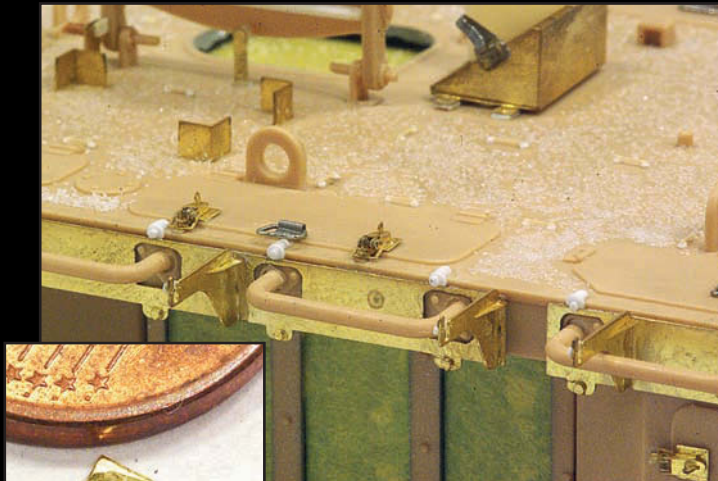
the cab's right side there is a rectangular box, I think an air ducting? This has been totally reworked, using PE and new louvers in plastic card.

MENG perfectly reproduced all the pistons that allow both blade and ripper movements. There are six in total. For a better appearance I decided to replace them using telescopic segments from an old radio antenna. These were left in their chromed metal finish which adds a nice touch of realism.



I worked a little surgery on the suspension. On the real vehicle it works thanks to a large piston that runs horizontally inside of it. As with the other pistons, this was replaced too with a chrome antenna segment. As well as a realistic touch it allows fine adjustment to allow the tracks to sit how I wanted. The instructions ask you to use a specific number of links which I found left the tracks touching all the running gear. I tried using a link less but found it difficult then to close the final link. This modification is a good solution if you want to fine-tune the track sag.

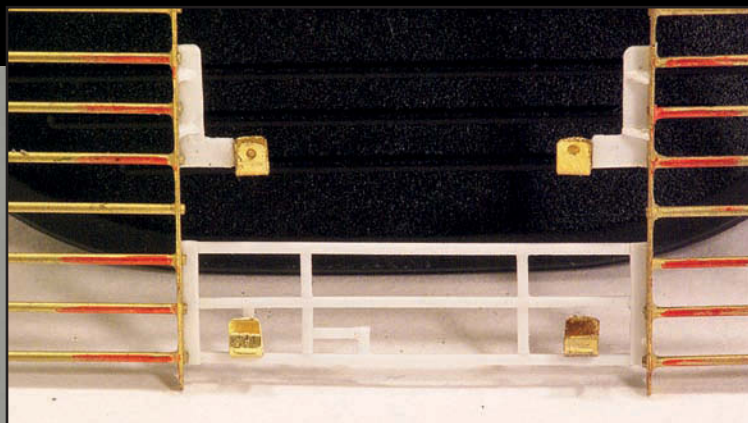




PHOTOETCH FRENZY

The PE set from Voyager has seemingly endless numbers of pieces to add to the kit or to replace some of the plastic parts. Crazy, but think I used all of them! For example all the hinges are more or less 0.4 X 0.4 mm and each one needs four parts, and there were dozens! Much more visible PE parts are those for the blade's hydraulic mechanism and front lights...absolutely in scale thickness! All the side and rear footboards are provided in this set and they are workable as Voyager gives us their hinges too as separate parts.

Something 'special' was working with the bar armour (or slat armour) I added to the model. Building it has been the trickiest and longest modelling work I've ever done. Everything for building them is provided in the Voyager set, but I was obliged to make some jigs to perfectly align them, I don't know how many parts and rods I glued together, but I do know I won't be building any more models with slat armour for a long time! Voyager instructions are clear enough but was necessary to do many dry tests before gluing them all together. Making one mistake in the early steps of their building means having no chances to properly fix them at the end! A nightmare for sure, but luckily all went well with them and the final appearance of the model reminds me of a sci-fi vehicle.



PAINTING THE BEAST



After all of that photoetch I was looking forward to painting the beast. I usually start using Tamiya Grey Primer as base. Preshading is my second step with enamel semigloss black. The classic IDF brown / grey was obtained with Humbrol 84, starting with a pure first coat and continuing with lighter shades. This work has been done all over the model except for the blade, the ripper and the running gear. As I wanted to represent an operative D9, decided to work on those parts in order to create a chipped and weathered look. The D9R book from Desert Eagle was very helpful reference and I decided to represent a specific vehicle from the book...a D9R from 'Pillar of Defence'. That vehicle displays a particular look with

chipped paint and rusty tones with original yellow civilian paint finishes on the running gear and lower parts while the blade and part of the ripper appear to have a totally rusty appearance. I used several techniques to obtain this look. Salt (sprinkled onto a dampened surface), hairspray and chipping fluid. I used the fluid from AK and was really satisfied with it. I always enhance a raw metal finish by rubbing the edges with a 2B pencil, I do like how it reproduces a polished metal look. More weathering steps were done using a pin wash with Raw Umber oil colour along with some fading effects with Burnt Siena, Raw Umber and Paine Grey. AK Engine Grime and Fuel Stains were liberally applied over parts of the hood and

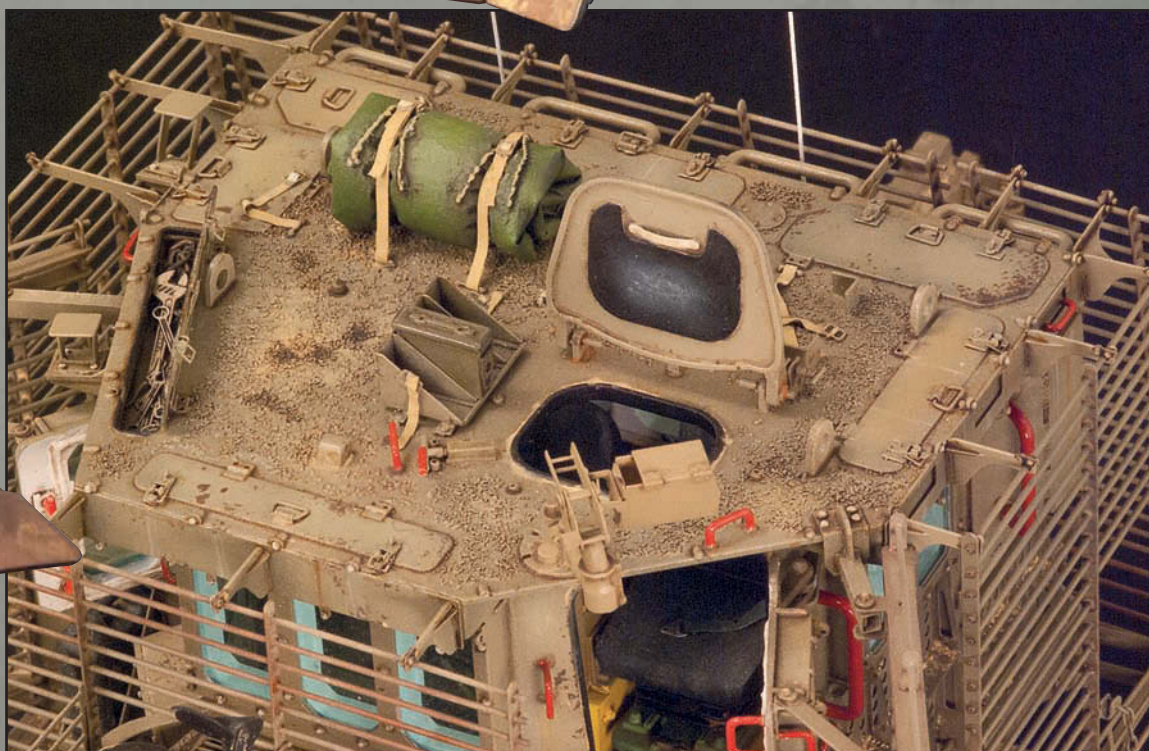
the running gear. My final steps were to apply several pigments. On the blade and the running gear this was built up in layers to replicate the original photos of this vehicle. Everything has been fixed with generous doses of pigments fixer. My very last touch was the ID plate. This was built from scratch using PE number from Royal Model in order to exactly reproduce the D9R in the photographs.

The final look of this model is absolutely amazing, so impressive, ugly, massive and threatening!

I feel I pushed my modelling skills to the limit but have been suitably rewarded!



CATERPILLAR
D9R





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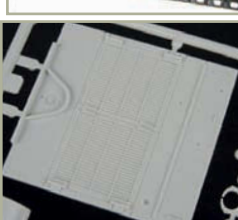
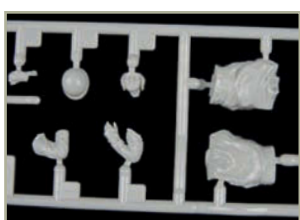
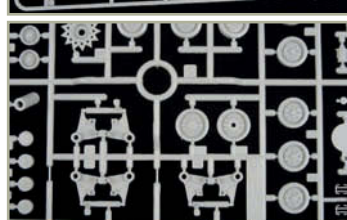
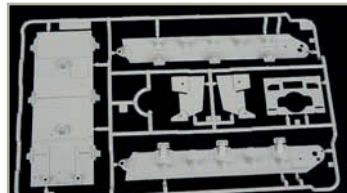
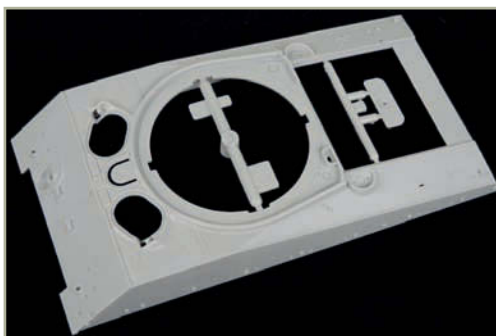
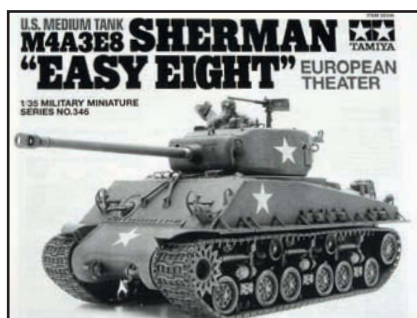
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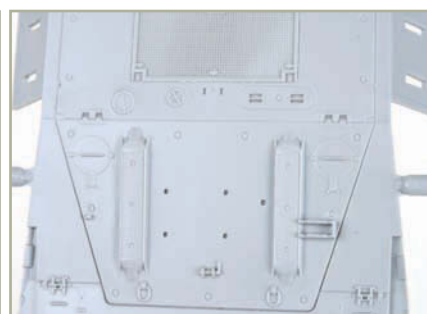
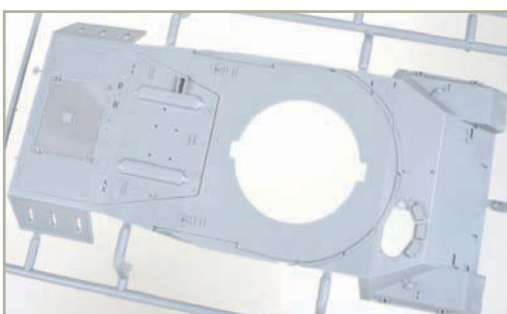
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Tamiya 1:35 M4A3E8 Sherman

A surprise release from Tamiya here with their version of the Easy Eight Sherman in this test-shot moulding sample. The kit appears to utilise the HVSS from the 2011 M51 Super Sherman kit which I recall does the job well with minimal assembly pain. The hull tub is flat panel assembly, similar to Tasca and there is a new upper hull with cast textured front hatch insert. raised welds are present but quite subtle. The turret has a cast texture and separate pistol port. The cupola features separate clear periscopes but all the hatch handles have solid moulded handles. The 1998 .50 Cal is really long overdue

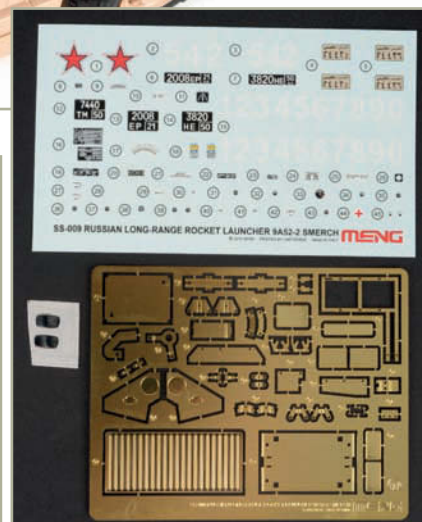
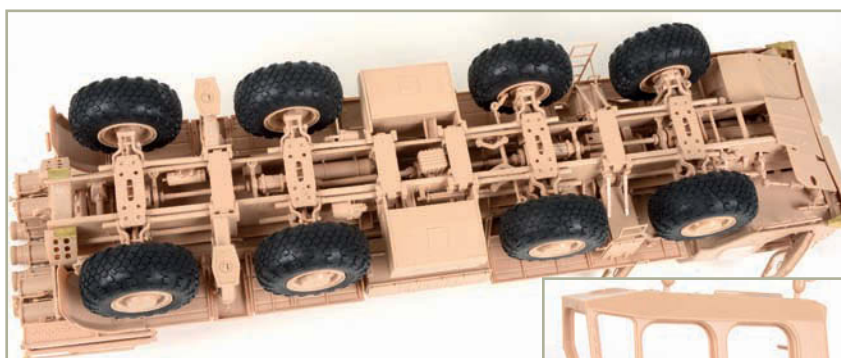
a refresh as it looks crude by current standards and i have to say that the whole kit seems to lack the crispness that I usually associate with Tamiya. There is a single commander figure leaning over the cupola and a couple of jerrycans for the rear stowage rack. Tracks are rubber band style and show signs bowing in where they are tensioned over the sprockets in Tamiya's photos. Sadly I think this kit falls short and although it will be easy to build it lacks definition and that level of detail seen in modern AFV kits. My choice for the M4A3E8 would still be the Tasca/Asuka kit every time.



Revell 1:35 Leopard 1

Another gap in the Leopard family is plugged by Revell's brand new Leopard 1 which models the first of the Leopards with options to model German, Dutch and Belgian vehicles. The kit features a multi-panel hull tub and optional upper hull side panels and rear hull panel. The running gear shows crisp detail with bolt head detail on the reverse of the roadwheels and pips around the tires. Rubber band tracks will not please many so an alternative will be required. On the upper hull the surface detail looks good with subtle anti-slip plate on the track guards and crisp hinge details. Weld beads on all the joints are absent and the moulded engine deck fan screen is a disappointing substitute for what should be a photetched part. Toy-like moulded on chains for the rubber mantlet stoppers will also need to be removed. A choice of two patterns of exhaust

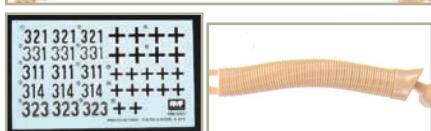
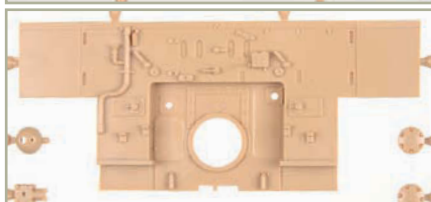
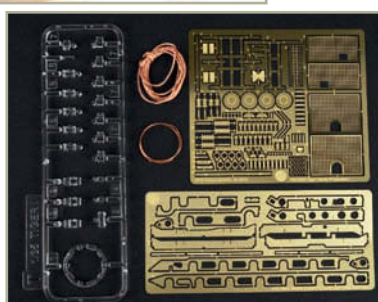
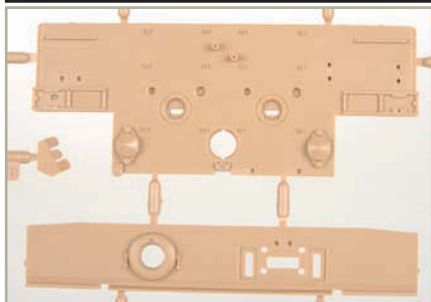
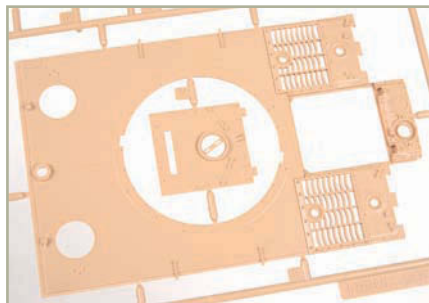
grilles are included and these look very good! The turret features quite a vigorous stippled cast texture which is also carried over to the mantlet and rangefinder covers and completely fails to replicate the very smooth finish of the real turret and mantlet and will require quite a bit of work to correct. The pistol port is a separate part but not designed to be opened. The turret basket looks reasonable but heavy in some areas and of course there is a choice of smoke grenades, antenna and turret MG to suit the different nationalities. The mantlet cover is subtly creased but restricts you to one fixed elevation for the gun. A kit with considerable potential if you are prepared to polish up one or two areas. Revell model kits are available from all good toy and model retailers. For details visit www.revell.de/en



Meng 1:35 9A52-2 Smerch

This has to be the most spectacular Meng kit to date! The huge box indicates that this won't be a quick weekend project with 27 sprues and additional separately moulded parts, vinyl tires, two photoetched frets and reflective film for the mirrors. It is detail all the way with a fully detailed chassis with no less than the first 25 stages of the instruction booklet devoted to its assembly! This includes a full engine, gearbox and drivetrain. Big chunky vinyl tires are the default choice but Meng have also released a great set of replacement weighted resin wheels with integral hubs if you want to upgrade. Once you have the huge chassis assembled it is on the the rear bed for the missile launcher and the outrigger arms which can be modelled in stowed or deployed positions. Up front, the side of the engine bay with oil cooler and battery rack is all replicated and the Driver's cab is another little gem with very detailed interior and clever touches like the former to allow you to shape the photoetched cage for the roof-mounted lamp. Its the same story with the launch cab with all the launch controls and radio equipment making it another

mini-model within the overall kit. Separate engine covers mean that you can expose all that internal detail in the engine bay and you can add the optional cold weather covers for the radiator grilles which are moulded in a flexible plastic. The rocket tubes are moulded in two halves and broken down into sections. Rocket nose cones are provided for a fully loaded scenario or you can leave them empty. Flexible plastic launch cables are provided for the base of each tube and the same plastic is used for optional covers for each of the rocket tubes. The rocket tubes can of course be modelled in the stowed or deployed position. A choice of six different marking schemes is supplied along with a nylon tow rope and those realistic mirror reflectors. This is such an impressive kit both in terms of its size and the sheer complexity of the subject. It won't be a kit to rush, but one to savour and with a wide choice of colour schemes to work with it promises to be very popular. Look out for our full build feature on the Smerch in a future Issue!



Rye Field Model 1:35 Tiger 1 With Interior

New boys Rye Field Model have bravely aimed high with their new Tiger 1 kits and this second release features an ambitious complete interior. The kit is designed to model a vehicle operating with S.Pz.Abt. 503 with their unique turret bin design. The standard bin is also included in the kit which will allow a wider subject choice but this is not supported by the decal sheet. The overall standard of the kit is absolutely excellent with sharp detail and credible textures with the most delicate rendition of the Continental markings on the tires and mix of cast and machined textures on the multiple mantlets provided in the kit. The high level of detail is continued on the complex interior with photoetched frames for the hull floor and all the internal stowage like the various equipment boxes, spare MG barrel cases, gyrocompass and MG ammunition bags. Even open bags are provided for the bow and co-ax MGs! In the engine bay the level of detail is also excellent although there is some pipework missing, most notably the pipes for the cooling system and the drive system for the cooling fans but certainly a

very credible rendition of what is a very crowded space. If you wanted to model a cut away Tiger or a maintenance scenario with the turret removed this is absolutely ideal. Externally it looks like the kit has been designed to allow for further versions? Variations in tool stowage positions are dealt with by having holes in the hull plate that you will have to drill and of course you get photoetched deck screens and optional tool clasps. Tracks are individual link, very sharply moulded with batch moulded track pins and individually moulded teeth to be added. Another pleasing touch is the inclusion of a spare tire-less roadwheel and separate tire as well as a jerrycan rack for the rear of the hull. Two styles of Fiefler filter are supplied along with the distinctive textured hoses as well as two styles of loader's hatch and track changing cable. Overall a very exciting and high quality new kit from this new company which more than holds it own against the Dragon Tiger 1 kits and in some ways surpasses them. Our thanks to Rye Field Model for the sample kit. www.ryefield-model.com



RP Toolz

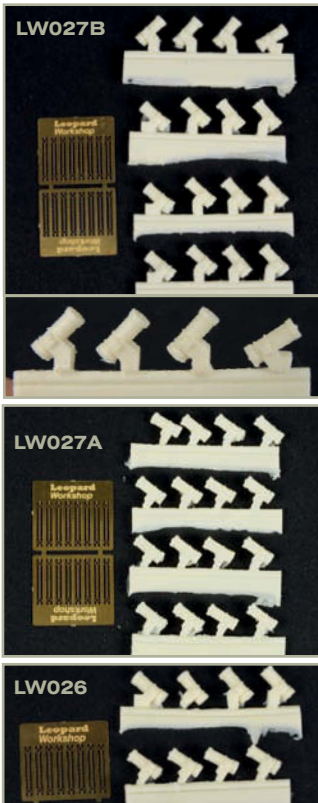
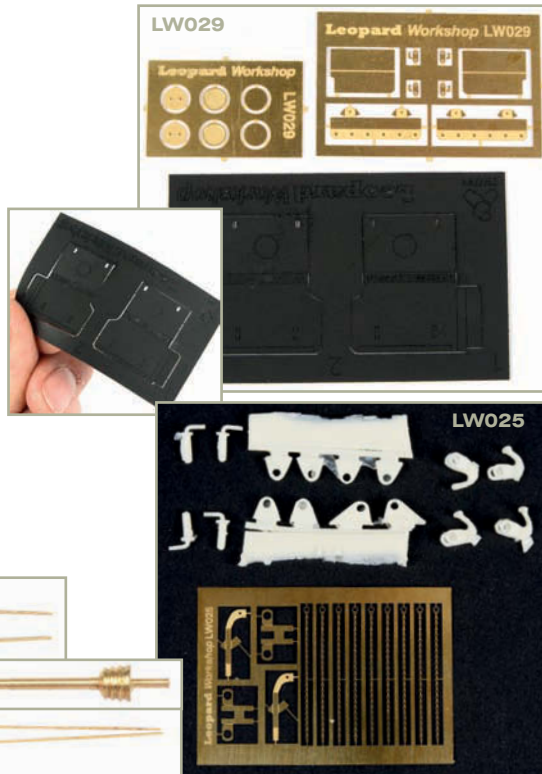
More high quality tools from Hungarian manufacturer RP to make any detailing or scratch building a pleasure. The new photoetch folding tool has a nice weighty base with anti-slip to the underside. Three clamping screws act on a sprung clamp with an excellent selection of folding shapes. At 195mm long this

should cover any folding task in 1:35 or smaller. Another beautifully machined tool is this conical and stepped rolling tool, ideal for shaping photoetch and other materials. The anodised aluminium should last a lifetime. RP Toolz are certainly a sound investment due to their quality. www.rptoolz.com

Weird Armies Reign 1:35 Tank Crew

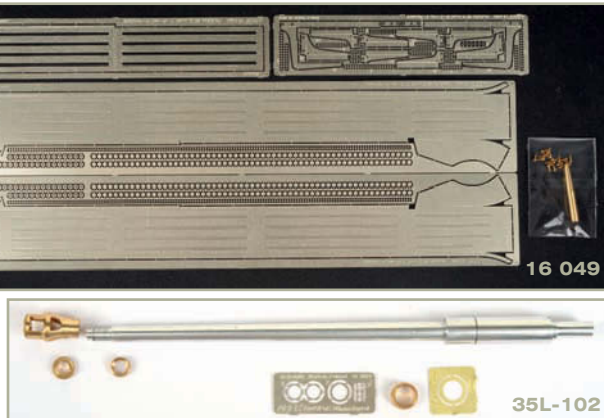
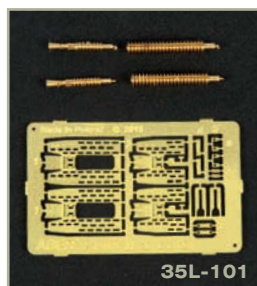
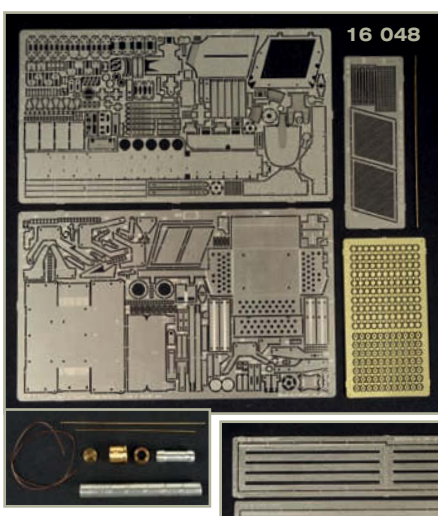
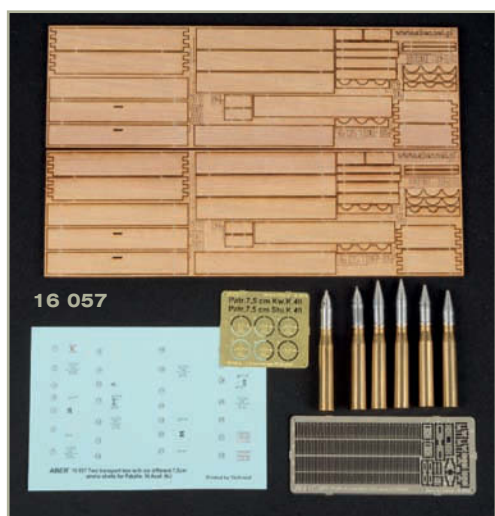


A new range of figures from Greece offer something a little different, touching on the '1946 Russian' theme they have a post-apocalyptic appearance and would work a treat with any of the recent Russian prototype tanks we've seen released. Sculpting and casting is really nice and these should be a joy to paint. www.facebook.com/WARminiatures



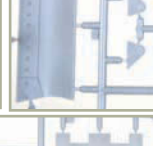
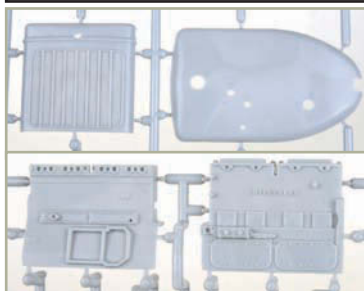
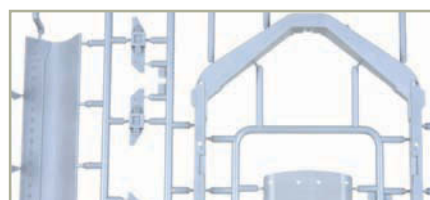
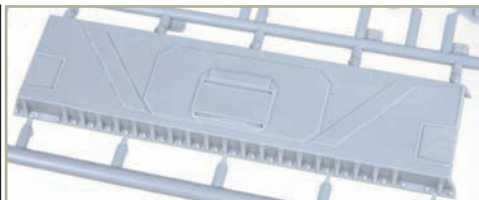
We have more exciting upgrades for the Leopard fan from Leopard Workshop beginning with a decal set LW020 for Norwegian Leopard 1A5NO to work with the Legend conversion set for the Meng 1A5 kit. The set provides markings for a choice of 8 different vehicles and comes with a photo guide and camo marking diagram. Kits always struggle with the rear mudflaps so how about this excellent real rubber replacement LW029 for Leopard 1? The flaps are pre-cut and come with PE brackets and reflectors and can be modelled folded or

unfolded! LW025 is a replacement set of working tow hooks with bonus MG travel locks for the turret MG mount, again solving another weak area of Loepard kits. Smoke grenades next with three new sets to suit Leopard 1&2 and helpfully they come with the small chains absent from most kits. Finally there are two stunning new antenna sets in turned brass and designed to fit Bundeswehr vehicles. Details of these and the rest of the range can be found at and ordered from www.leopardclub.ca



Aber have been busy again with an assortment of new releases and we begin with 16 057 which is a set of two shell cases with 7.5cm ammunition to suit the Panzer IV Ausf G to J. This attractive set features laser cut wood panels to form the box (complete with PE nails) and six turned brass shells with separate turned aluminium projectiles. PE base plates complete the shells along with a decal sheet for the shell stencils and there is a PE stencil to spray the designation on the lid of the box. Still in 1:16 and for the Panda Pz.Kpfw. 38(t) set 16 048 is a basic detail set. this provides new engine deck hinges, convoy light, tool stowage clasps & straps, tool box, turned brass & aluminium turret

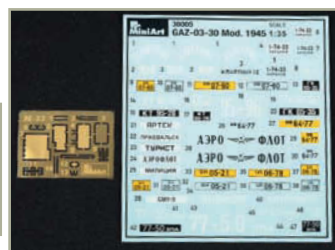
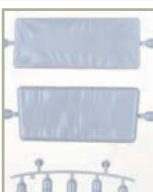
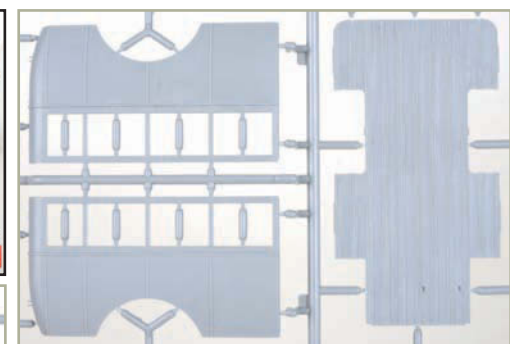
periscope, engine deck vent grilles and complete new smoke grenade rack. You can load up the rack with 16 101 which is a set of five turned brass smoke grenades with decal sheet. To go with this set 16 049 is a set of new 38(t) track guards with jig and brass tool to emboss the ribs. 16 068B is a set of 200 track pins to use with the Trumpeter Panzer IV kits. 16 100 is a set of generic 1.5mm hexagonal bolts. moving to 1:35 and replacement gun barrels with set 35L-101 being replacement MG barrels for the 38(t)/Marder III. 35L102 is an 8.8cm barrel for Tiger B and late Jagdpanther. 35L-163 is a set of 2 23mm barrels for the Zu-23-2 anti-aircraft gun. 35L-173 is a Soviet 76.2 barrel for the ZiS-3 gun.



MiniArt 1:35 U.S. Armoured Bulldozer

Inspired by the IDF D9 in this issue? Our first look at one of MiniArt's Caterpillars gives a very good first impression with beautifully fine moulding, but there's no denying the complexity of this kit with almost 800 parts! The very nature of a bulldozer will always make for a complicated assembly but MiniArt are to be commended on their excellent, clear instruction booklet. This version of the kit has an enclosed armoured cab, often seen in images late in WWII, but interior detail can still be shown off with posable doors and hatches.

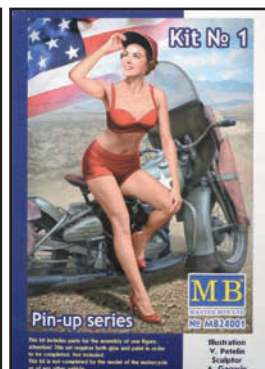
Twenty steps of the plans are dedicated to the huge diesel engine and transmission with some stunning attention to detail (and tiny parts!). The complete running gear each side (with workable track links) is designed to be joined to the main chassis / engine which will greatly help the painting process with the blade assembly added last. One set of marking to depict a 'dozer in Germany at the end of the war is included which conjours-up some great diorama ideas. A very highly detailed, top quality kit but not for the faint hearted!



MiniArt 1:35 U.S. Armoured Bulldozer

Another kit from MiniArt based on their superb GAZ chassis, this bus version has massive diorama potential in either military or civilian colours. This series of GAZ trucks are very finely detailed with a high parts-count resulting in beautiful finesse from the box. The multi-part chassis features a fully detailed engine and gearbox with the wheels handled in a 'sandwich' assembly assuring sharp tyre tread detail. The

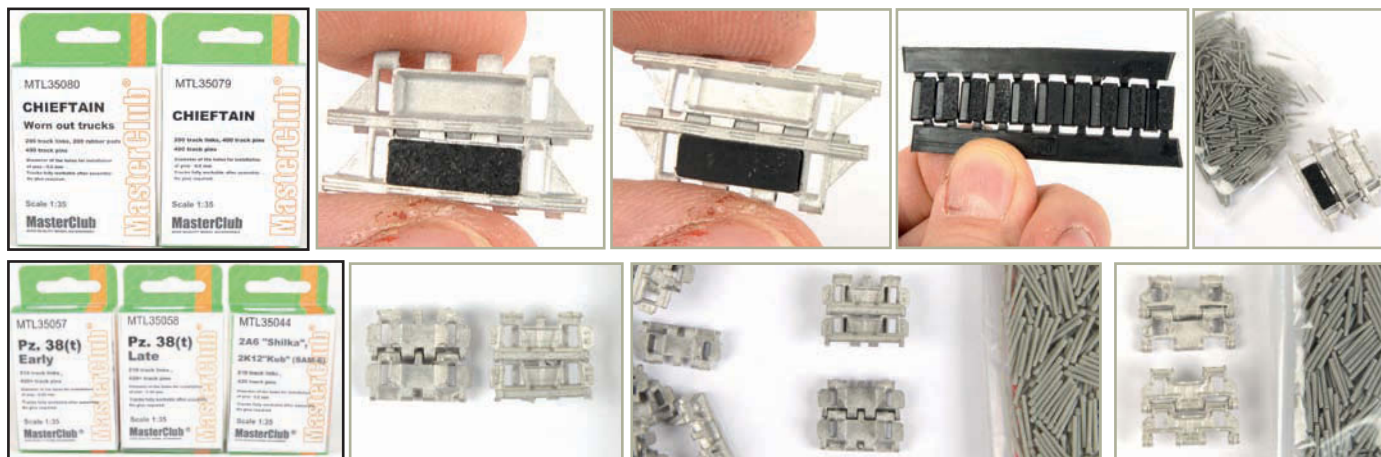
new bus body has been designed to avoid any awkward filling of ejector pin marks which are absent throughout, a full interior of nicely detailed seats and cab internals are easily viewed through some well moulded thin, clear glazing. A multitude of colour options and markings are offered from the 1940s to '50s rounding off a welcome version of this kit from MiniArt, a demanding little build but with great results.



Master Box 1:24 Pin-up Series

Not our usual flavour, but with a bit of a tenuous link to military subjects are these rather fetching pin-up girls depicted as 1:24 figures. Sculpting and moulding is as we've got used to from MB; top quality, and in this larger scale the finesse is even better (even if the single sprue is lost inside the over-sized box!). No.1 is depicted in the beautiful box-art leaning against a Harley (do MB have a kit planned?), No.2 girl is clutching the star-spangled banner and No.3 is in a U.S. Army get-up wielding a skeleton-stock M1 carbine. Very nicely done figures if you fancy something a little different.

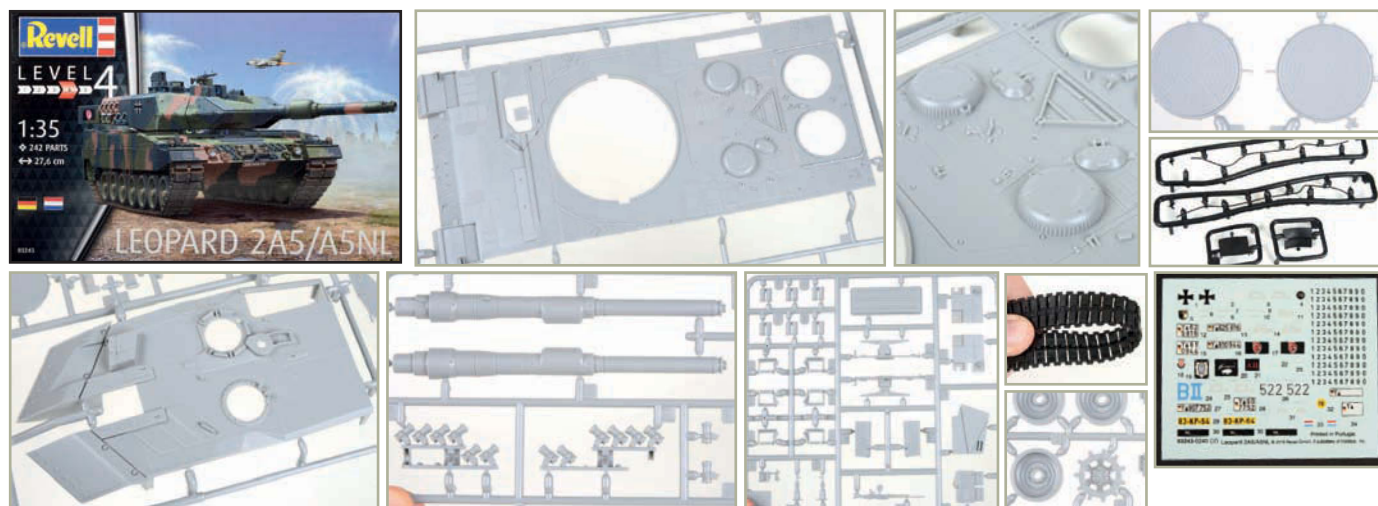




MasterClub 1:35 Track Sets

Many modern kits have excellent tracks included now so the aftermarket guys need to step up their game to entice modellers to part with their cash. Master Club have certainly done this with these multi-media new releases. We've recently been impressed with some resin tracks we used from Master Club but these white metal versions look to equal the high levels of detail with the benefit of the robust nature of pinned together links. The pins themselves are in resin having the bonus of detailed ends. New sets for early and late 38(t) and 'Shilka' (good timing for the recently announced new kit of the Russian AA monster) are available now

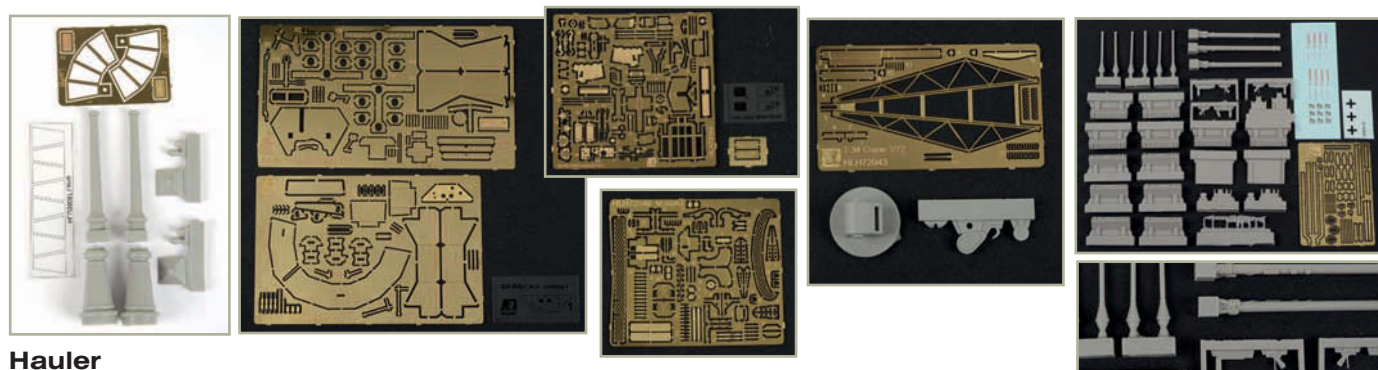
but the most impressive are for the Chieftain, again well-timed for the anticipated MENG release and Takom's British MBT. These are really very clever with two options available of used and worn rubber pads or factory fresh versions. Painting will be made so much easier with the pads being added after finishing the metal links. Again, resin pins are utilised for what must be the ultimate in detailed tracks. www.masterclub.ru has more details of their product range, the website is in a mixture of English and Russian but also has details of international dealers.



Revell 1:35 Leopard 2A5/A5 NL

Another modern big-cat from Revell, this kit sharing the majority of it's contents with the 2A6 / A6M release. The first welcome sight is the grey styrene which shows the detail so much better than dark green often used by Revell. This seems to be across the board now from Revell with their new releases along with full colour instruction booklets. Amongst the sprues familiar to Leopard modellers is a new one containing the gun barrel and smoke discharger units specific to this version in both German and Dutch

guises and another of specific Dutch fittings. The kit holds no surprises being very typically 'Revell' providing good levels of detail and a very solid base for some further refining should that be your thing. Rubber band tracks are decent for the material but most of us would look to replacements which won't break the bank considering the budget-price of the kit. Revell model kits are available from all good toy and model retailers. For details visit www.revell.de/en



Hauler

Nothing in Hauler's favourite 1:48 this time so we'll start with 1:72. HLH72043 is a conversion for any T-34 replacing the turret with a resin and photoetch crane, HLH72044 is a sensible photoetch set for MK72's Sd.Kfz 250/1 Ausf.B and more of the same with HLH72046 for Revell's tidy little M-60 A3. Up to 1:35 with HLU35084 for MiniArt's BA-64, a very usable photoetched detailing set and HLU35087, a resin and photoetch kit of two vintage street

lamps. HLU35086 is an interesting conversion for any Bren Gun Carrier (presumably aimed at the highly detailed Riich kit) to create a captured Panzerjäger. Highly detailed resin and photoetched parts will create a carrier bristling with panzerknackers! Delicately detailed decals are a nice finishing touch to the set. www.hauler.cz has more details and suppliers Worldwide of their high quality accessories.



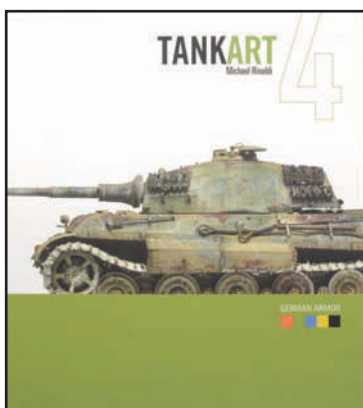
History of the Totenkopf Panther Abteilung

By Ian Michael Wood
Published by Peko Publishing
Hardback Portrait format 180 pages
ISBN 978-615-80072-7-6
www.panzerwrecks.com



This book covers the formation of the Totenkopf armoured Abteilung in mid 1942 but mostly covers the unit history from 1944 until the end of the War. It is based on the unit history / war diary with almost daily updates on the status of the regiment and the problems of supply and obtaining equipment and vehicles to train with. Deployment to Poland in July 1944 is covered with details of the combat that the regiment was engaged in, often with small first hand accounts from the troops. In October 1944 the unit was transferred to fight in Hungary and the war diary entries continue to record the action.

Moments of drama like the survival of the Driver and Radio Operator after the turret was blown off their Panther and they bailed out of the still rolling hull are recorded but it is a story of continual retreat and the struggle to keep vehicles combat ready before the end of hostilities and the surrender. For the modeller looking for photo reference there is little on offer with just 33 images, covering training in France through to the Panthers in the field in January 1945. Certainly an interesting study with 6 appendices covering things like vehicle losses and operational status.



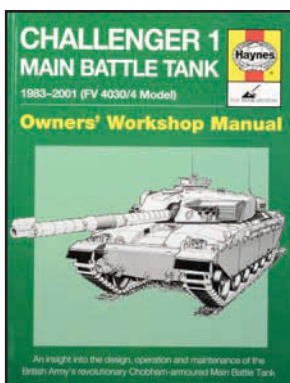
Tank Art 4

By Michael Rinaldi
Published by Rinaldi Studio Press
Softback format, 224 pages
ISBN 978-0-9883363-4-8
www.rinaldistudiopress.com



Number 4 in Mr Rinaldi's successful Tank Art series revisits the ever popular subject of WWII German armour. In this new volume, in-depth studies cover some of the more tricky finishes including whitewash (in 1:35 and 1:72) and the terrifying disc pattern! Some excellent step-by-step visuals are presented in the 'Technique Proficiency' sections covering Panzer grey and more generic techniques such as pin-washes and blending, the images are accompanied by very readable and friendly descriptive text.

Michael presents five new projects with diverse finishes and a guest appearance from the award winning modeller Mario Eens with his captured Char B-2 project. We're very keen on high quality, large format images (as we hope you've noticed!?) and this book delivers just that with top-quality design and production values, Michael's reflective words added into the mix make for a very enjoyable read. An excellent series of books.



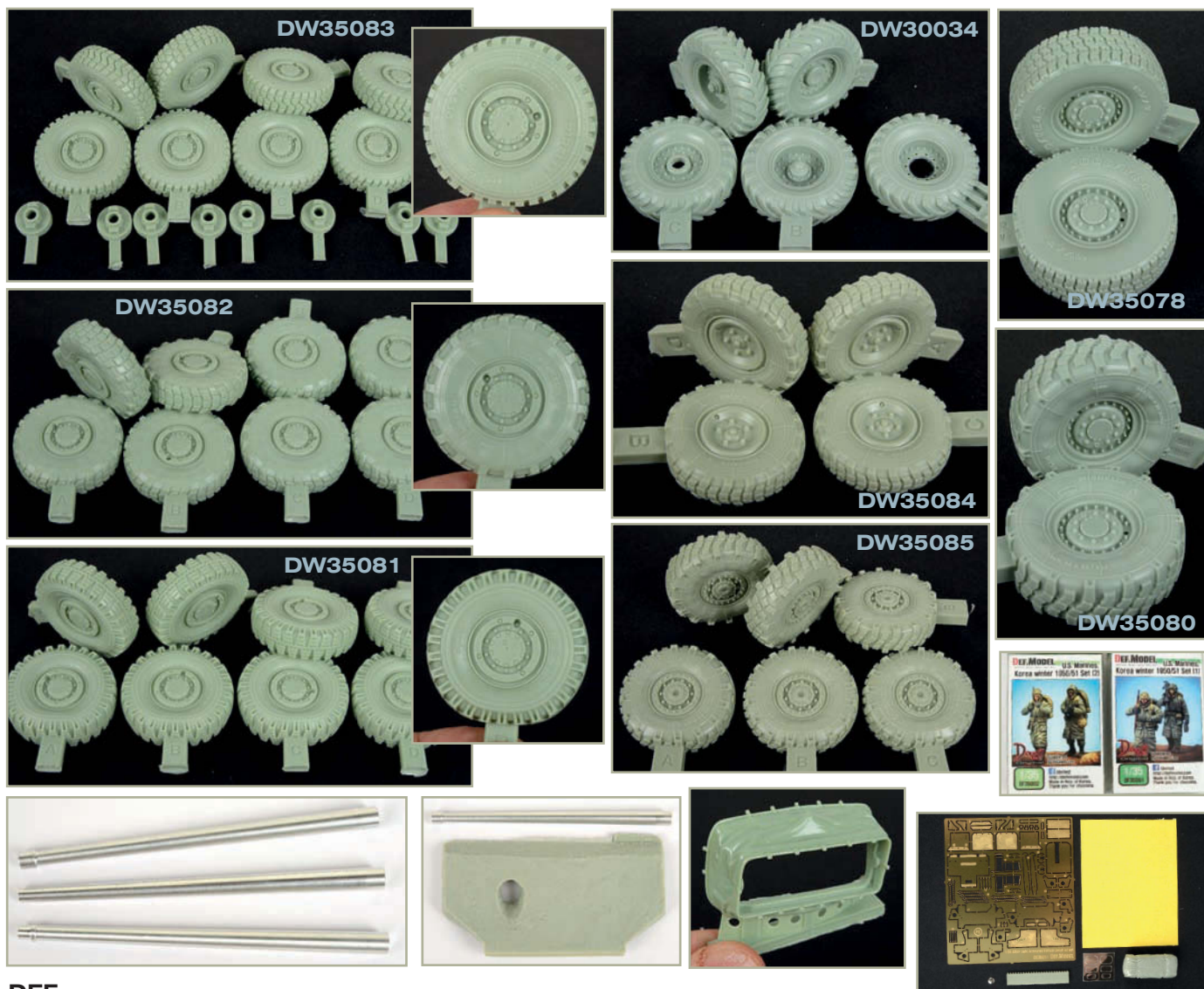
Haynes Owners' Workshop Manual

By Lieutenant Colonel Dick Taylor
RTR
Published by Haynes
Hardback format, 156 pages
ISBN 978 0857338150



For many of us Haynes manuals have a certain air of nostalgia about them with many a garage or garden shed housing oily finger-printed copies. I remember seeing the Tiger I release thinking it may be a little tongue-in-cheek but actually proved to be a very serious and usable modelling reference. As the Tiger manual, this one dedicated to the Chally 1 has been produced in cooperation with the Tank Museum. An introduction outlining the 'accidental' replacement for the Chieftain starts

what is a very easy to read and enjoyable look at the vehicle with some superb modelling reference in the form of factory diagrams, close-up detail images and development studies. Chapters on variants and combat history are excellent for modellers with some informative accounts from servicemen and images from Bosnia, Kosovo and the Gulf providing great finishing reference. An excellent affordable reference, highly recommended.



DEF

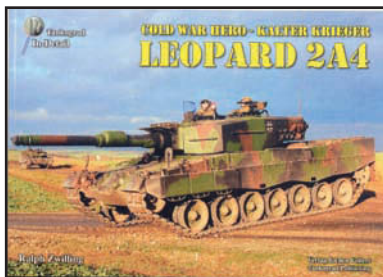
It's great to see DEF's new release schedule shows no sign of slowing down, these are some of the highest quality aftermarket sets on the market. Anyone planning either Takom's or Revell's SpPz Luchs is spoilt for choice with three wheel sets. All contain separate hubs and superbly detailed tyres- you just need to choose your favourite tread pattern. More wheels for AFV Club's Dorchester or Matador with set DW30034 (including the spare) and DW35085 is a set for Tiger Model's AMX-10RCR and DW35084 for Tiger's Panhard VBL. Sets of two sagged-tyre wheels are new for the U.S.LMTVT from Trumpeter, DW35078 is 'set1' with Michelin tyres and 'set2' DW35080 feature Goodyears. All of DEF's wheel sets come with self adhesive masks. If an Easy-

Eight Sherman is on your 'to do' list here's a choice of three barrels in turned aluminium. DM35049 is an M1, DM35051 is an M1A2 and DM35050 is the M1A1C. Barrels are also suitable for other 76mm Shermans, check your reference. The M1A1C barrel is included in a concrete armour set for the Asuka (Tasca) Jumbo, DM35052. Also for the 'E8' Sherman is a beautiful mantlet cover in resin, DM35053. To compliment your Sherman why not place it in the Korean War with these figure sets sculpted by Douglas Lee? Two pairs of Marines in cold weather gear will set the scene perfectly and are very cleanly cast in resin. Finally, DE35011 is a detail set in resin and photoetch for Tamiya's JGSDF LAV. www.defmodel.com will help you to find a dealer closest to you.



Stalingrad

Always amongst our very favourite figures are from the most talented of sculptors, Alexander Zelenkov, under his Stalingrad brand. Superb additions to any WWII scene are S-3113 European Refugee, a typically dressed gentleman carrying cases and S-3114 depicting a woman and child pushing a period-perfect pram stuffed with belongings. S-3122 could maybe a little controversial to some as the set depicts two late war German casualties which must rate as the most convincing lifeless figures we've seen. A selection of personal equipment is included to scatter around as so often seen in period photographs. S-3123 looks designed to interact with the fallen Germans, a Russian soldier examining some papers. Another superb selection to add to Stalingrad's inspirational range, have a look over at www.stalingrad.diorama.ru



Cold War Hero- Leopard 2A4

Ralph Zwilling

Published by Tankograd

Softback format, 96 pages,

English / German text

ISBN 978 3 936519 419

This new release in Tankograd's 'In-Detail' series lives up to the description with an excellent modelling reference of the 2A4. An introduction details different batch features and specifications followed by some nice overall vehicle images of German Leopards with some great weathering inspiration. The majority of the content covers up-close details of the vehicles in a traditional walk-around format covering all

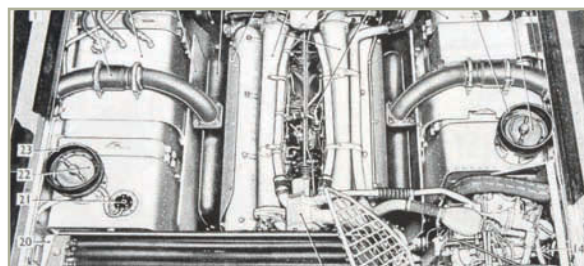
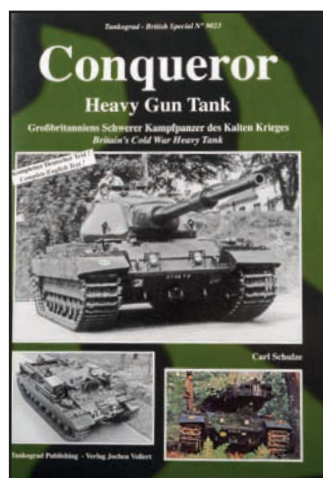
areas that modellers may want to make a few detail tweaks with large, clear images. An excellent series of photos of the removed power-pack and engine bay will get many thinking (especially with MENG's treatment of their kit) and very comprehensive interior reference section should you look to leave hatches open. A great one-stop visual reference for any 2A4 project.

AMMO of Mig

Some new sets of AMMO's ready to airbrush or brush acrylics have been released. A.MIG 7129 is certainly useful for modern subjects with a set of six (mostly metallic) colours for ammunition, the likes of metallic warhead blue you're unlikely to have to hand at the moment! The 'black & white' post shading technique pioneered by Jose Luis Lopez is presented in kit A.MIG 7128 of colours (well, black and white!) with suitable reducers and varnishes including 'washable' finishes which can be adjusted with applications of water. A.MIG 7148 is a handy compilation of the four main German colours of WWII including a red-brown primer.

A nice touch of finesse to a vignette or diorama are these laser-cut pre-coloured paper plants which replicate the shape of both Hart's tongue (A.MIG 8455) and Common Sedge (A.MIG 8456), both would work well in any arid groundwork and each set could produce 3-5 plants depending on the density of leaves.

www.migjimenez is the place to visit to keep up with the rapid rate of new releases.



Tankograd British Special, Conqueror Heavy Gun Tank

Carl Schulze

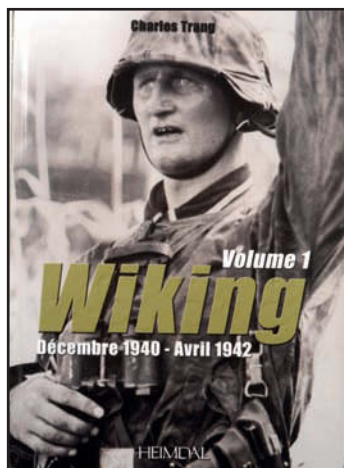
Published by Tankograd

Softback format, 646 pages,

English / German text

The BAOR's defence against the cold-war threat of the IS-3 was the enormous Conqueror, with the recent Dragon kit exhibiting a few reported errors this book will help the detailer somewhat with some good images. That said, the content certainly leans towards a more development and technical approach and lacks any in-depth walk around style detail images. A very useful section for the modeller is the reproduced user manual

images featuring engine and interior detail. Aside from the gun tank there's some great images of the ARV version (available from Accurate Armour in 1:35) which is a beast of a vehicle! A good selection of period colour images with prove good finishing reference, it's interesting to see how incredibly dark the green is. A good addition to any post-war British armour enthusiasts library.



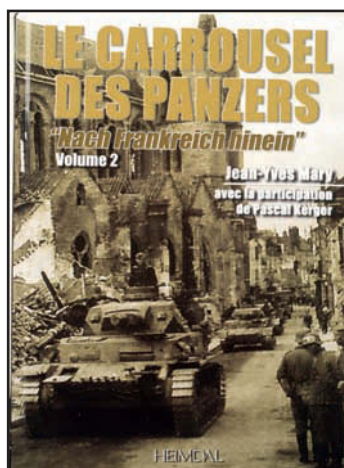
Wiking Volume 1 December 1940-April 1942

By Charles Trang
Published by Heimdal
Hardback format, 420 pages, French text
ISBN 978-2-84048-346-5
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Wiking were the only SS armoured division to fight exclusively on the Eastern Front in WWII, largely perhaps due to the vast number of volunteers from different nations keen to fight Bolshevism. This in-depth and detailed study starts in 1940. Although my French is schoolboy at best there's enough visual content in the form of hundreds of period photographs, many of which appear

to be from private collections, giving some superb modelling inspiration, although there's nothing featured of heavy armoured vehicles other than KO'd Russian tanks. A very detailed documentation of the division which has two volumes to follow, a worthy addition to any German armour historian's library even if French isn't your first language.

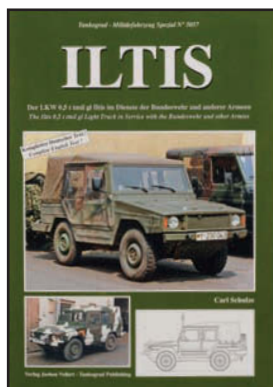


Le Carrousel Des Panzers "Nach Frankreich hinein" Volume 2

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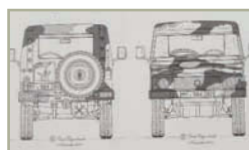


A historical study of some of the lesser known battles as the retreating French were pursued by the Germans trying to thwart any remaining French plans to avoid annihilation of her army. Again, enough of the contents is of a visual nature if French isn't your first language and Heimdal always produce superb and well researched 'then and now' images. From a modelling perspective there's a lot to offer enthusiasts of French armour (mostly disabled) and early German armour with hundreds of images you're unlikely to have seen previously, many we would have like to have seen in a larger format as they're so good.



Tankograd Special, Iltis

Carl Schulze
Published by Tankograd
Softback format, 64 pages, English / German text



A new edition to Tankograd's Militärfahrzeug series (No.5057) features the Iltis 0.5t mil light truck in military service. This popular 'Euro' Jeep design was eventually manufactured in largest numbers by VW in the late 70s and 80s, the only 1:35 kit that springs to mind is from Resicast. The book provides technical data (including some factory diagrams), scale plan drawings, close-

up walk around images and a great selection of service vehicles in colour, large format shots. Many different versions are covered in detail; medical mission (with scale plans), radar vehicle and MILAN anti-tank launcher amongst others with some very scruffy and hard-worked vehicles which make for good modelling subjects. A very good all-round reference from Tankograd as usual.



Durch Bruchswagen 2 Pz.Kpfw.

DW 2

Brach Models kit modelled by **Kristof Pulinckx**

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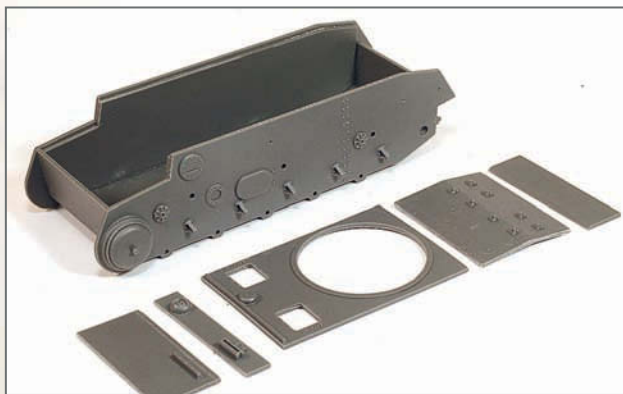
Actually I know this Durch Bruch Panzer 2 (break through tank 2) from a famous online tank combat game. And it's shape and size reminds most of a PZ III. I did a quick search on the internet but I found next to nothing about this tank. There are photos showing at least one prototype was built along with the DW1 which is seen being tested without a turret and also available as a Brach kit.

I decided to build this kit and depict it as prototype vehicle rusting away after the war somewhere in 1946.

Assembly

Brach Models Durch Bruch Panzer 2 is a full resin kit, consisting of a good deal of well cast parts with excellent details. Although it's a resin I must admit it's one of the best

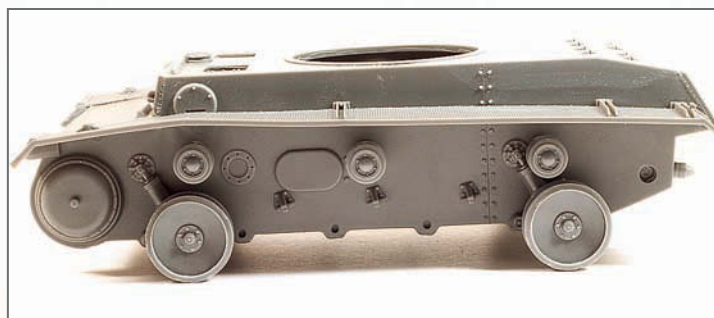
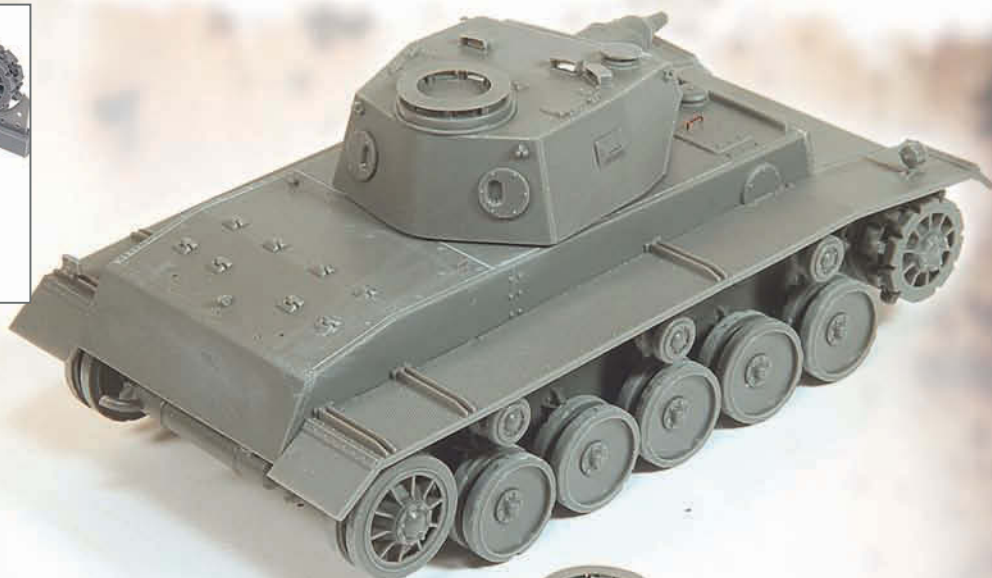




kits I have seen cast in resin. All the parts are straight and not deformed with not a single air bubble visible. Also the casting blocks attached to each part are cleverly placed and easy to remove with a sharp knife or a saw. This means that cleaning up parts will actually take the same amount of time as with regular plastic kit.

Construction starts with the lower hull which consists of the floor and two side panels. And the fit is excellent. Of course you have to use superglue when building a resin kit. Once the main hull is assembled there are some, (in my opinion too wide) seams around the engine deck. They are filled with Mr Surfacer, set to dry for about 10 minutes and the excess putty is removed using AK's Xtreme paint cleaner which is also aggressive enough to clean off the putty. Moving over to the turret, and the simple but clear instructions show that the turret is made of just a small number of parts and this was pretty straight forward. I really felt like I was building a decent plastic kit. The most tricky part of the construction is mounting the suspension units in place and make sure everything is perfectly aligned. I started by gluing the front swing arms in place first and this directly followed by the rearmost swing arms. This was done with the wheels in place so I could make sure all the wheels will touch the ground. The rest of the swing arms are installed





one by one in the same manner with the wheels dry fitted. Finally the mudguards are glued on and the final small details can be added. The cleaning and assembly of the tracks take up as much time as constructing the rest of the model. These tracks click together and no glue is needed. But they are fragile and need to be handled with care. The wheels, tracks and exhaust are not glued on yet to make life easier during the painting and weathering stages.

Painting

Before painting is highly recommend you clean all the parts in a soapy water to get rid of the grease from the casting process. The base colour of choice is German Tank grey which is a dark colour and so I decided to make it a few tones lighter by adding some white. You may think this could be too light but after weathering is will be darker again and I kept the scale effect of the colour also in mind. When the base colour is on the whole model was sprayed in a cloud pattern with an even lighter tone of grey. The model was put aside to dry overnight to let the acrylics paints thoroughly.

To break up the monotone grey colour large white numbers are added using dry decals, and at the same time some white German crosses are added as well. To protect the paint and the decals a good layer of Ultra Matt Varnish from AK is





sprayed on. When freshly applied the varnish has an 'orange peel' finish but when it dries it will become smooth, and believe me the result is ultra matt! This is just what we need for a vehicle that's been standing outside for quite some time.

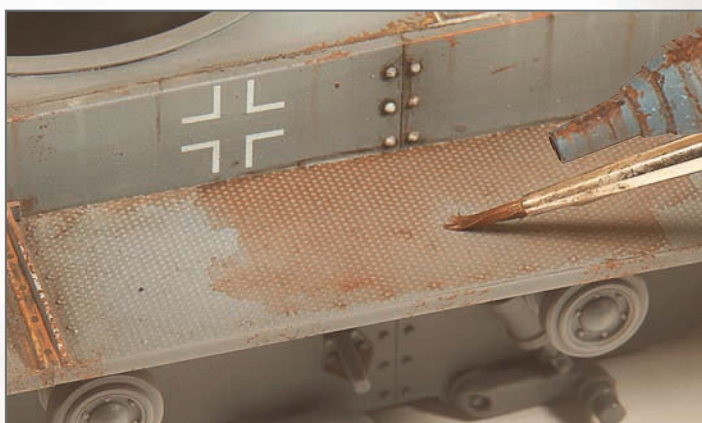
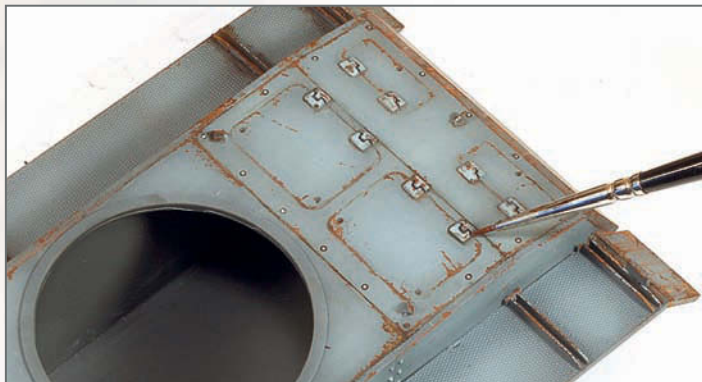
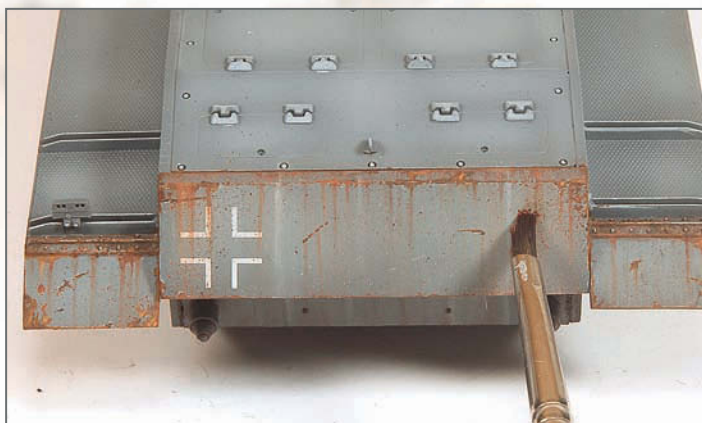
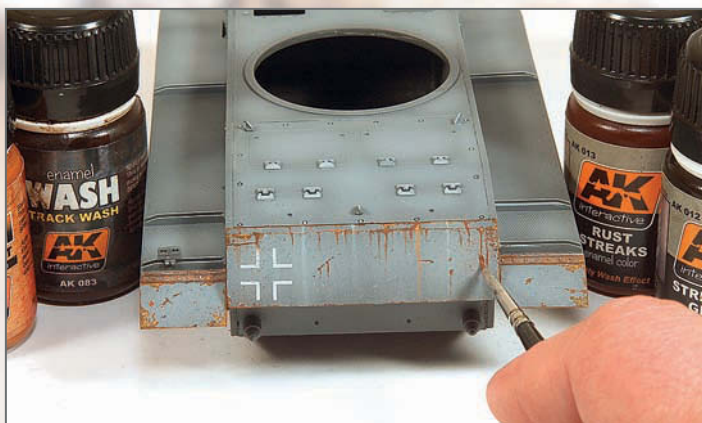
Weathering

I started by highlighting details such as hatches, small panels, hinges, vision ports in a lighter tone of the basecoat. This is all done by hand. The goal is to create even

more contrast. With the same colour the first paintchips are also painted on. This is to form a base for the rust chipping that will follow next. Most of the light grey chips are painted over with only a little bit of the light grey still visible. This is done by several rust tones and will create a nice 3D effect.

With dark brown and dark rust enamel tones from the AK-Interactive range the model is outlined resulting in much needed shadow effects. This also creates depth

and will change the look of the model dramatically. I continued with dirt and rust streaks. Several enamel rust colours are used and fine lines are actually painted on in the desired places and left to dry for about 10 minutes. Next a flat brush moist with White Spirit is used and the lines are carefully blended in. On the fenders light rust washes from heavily thinned rust coloured acrylics are applied to get some difference in tones. These dry fast and the process can be repeated when necessary.



To break up the monotone rust colours a contrasting dust colour in the form of AK's 022 Africa Dust Wash is used to partially outline the model again and dust streaks are also applied in the same manner as the rust streaks mentioned before. Large rust stains are painted on in areas where rust water would collect using the crusted rust effects from AK. These are applied straight from the bottle and applied where needed and immediately they are blended in to achieve the best effects. For more variation AK's mud and wet effects are mixed together and water stains are painted on. Dilute this mixture with White Spirit as otherwise the paints will be too thick and the effect will be lost. Also the form must be as natural as possible.

Wheels and Tracks

The rubber parts on the wheels are painted with a dark grey almost black colour in order to have contrast with the basecoat. The details on the wheels such as the bolts are again highlighted. This is followed by another round of





chipping. The tracks are painted with a mixture of several acrylic rust tones and when dry the rubber pads are hand painted in with the same colour used on the tires. Next the wheels and tracks receive a pigment wash made up from North Africa Dust and Europe earth thinned with White spirit. On the inner sides of the tracks more rust is applied on the running surfaces with

the crusted rust effects from AK. Normally when the vehicle is in use these parts are polished metal but of course when standing still they rust easily. The wheels are finished off with some oil leaks representing broken seals. When ready the wheels and tracks can be mounted on the model.

Conclusion

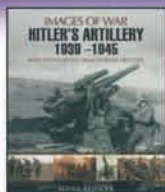
This was my first model from Brach Model but not my last. This resin kit builds as easy as a normal plastic kit and the fit of the parts is perfect. I opted for a slightly different approach by making it into an abandoned vehicle which gave me the freedom to really explore the rusted effects.



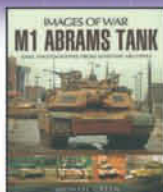
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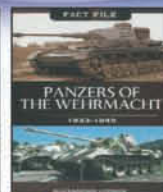
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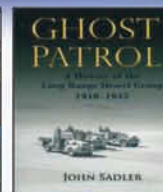
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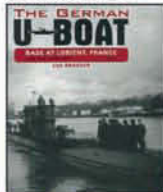
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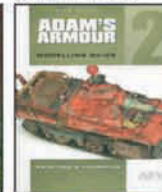
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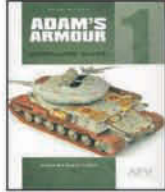
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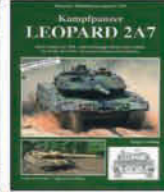
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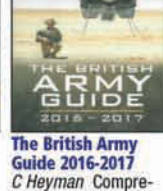
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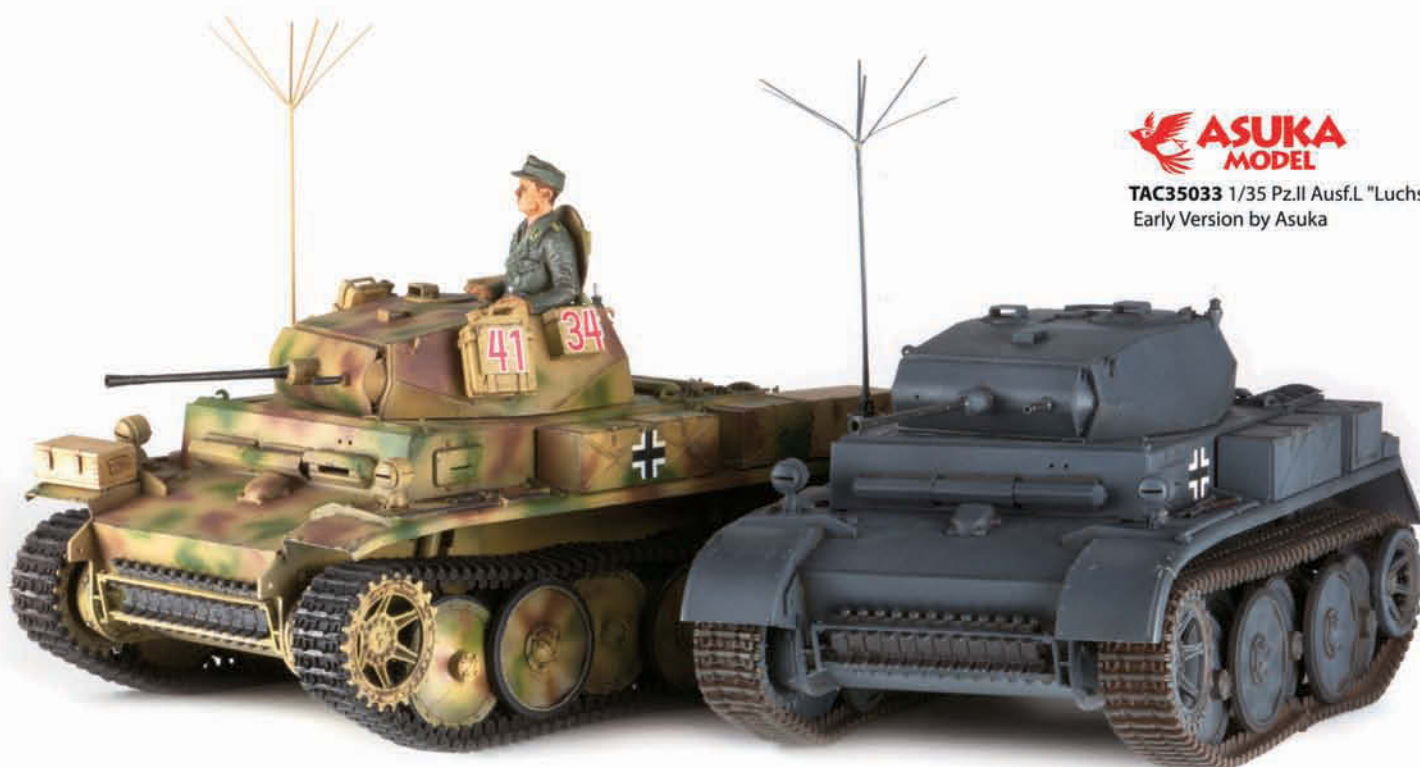
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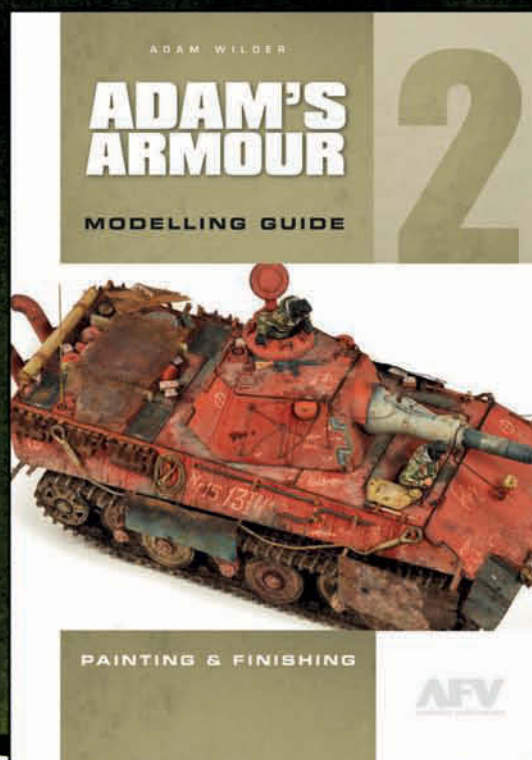
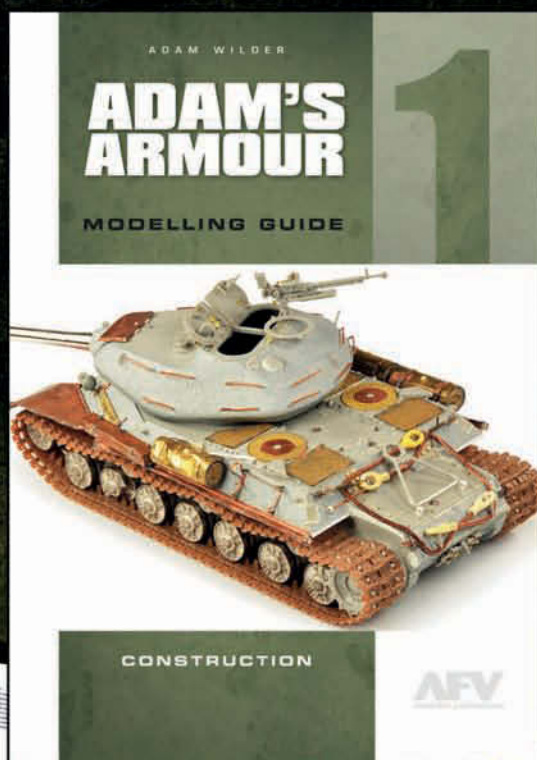
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