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(亨舍尔炮塔型)
KING TIGER

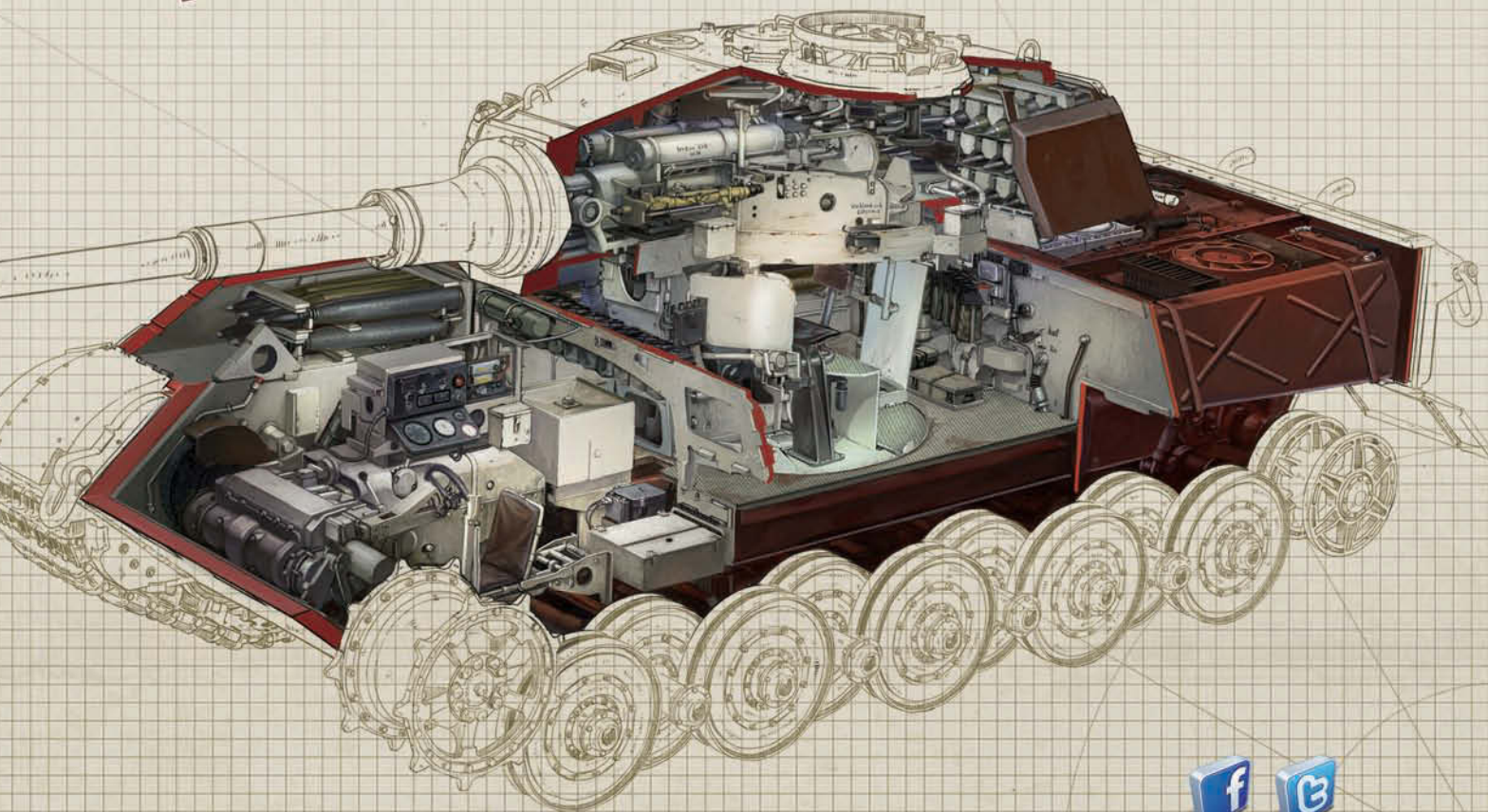
INTERIOR SET

THIS PRODUCT SHOULD BE USED WITH TS-031
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TORSION BAR SUSPENSION IS REALISTICALLY REPRODUCED
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- M** READY TO ASSEMBLE PRECISE MODEL KIT
- M** CEMENT AND PAINT NOT INCLUDED
- M** THIS IS NOT A TOY

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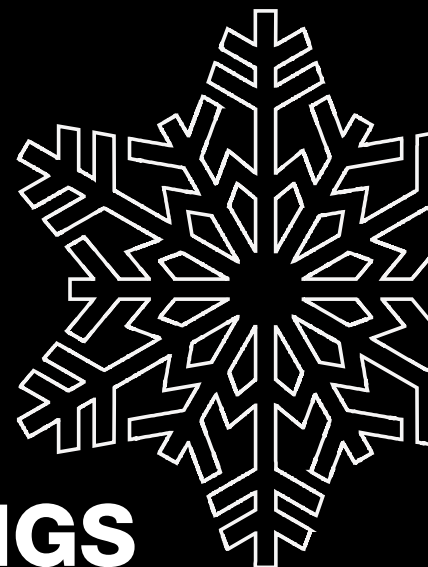
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SEASONS GREETINGS

Best Wishes from all of us at AFV Modeller

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MENG'S BRAND NEW BIG CAT



1:35

Much as the West German Armoured Divisions needed close air support protection provided by the Gepard, we modellers needed an up to date model of the Gepard to go with our recent releases of Leopards. Not surprisingly, the manufacturers (Meng and Takom) who have given us new moulds of Leopards have now each given us a model of the Gepard. This article will take a look at the Meng Gepard 1A1/A2.

Meng has listened to the criticisms of the suspension of their initial Leopard kit and improved the suspension for subsequent Leopards and the Gepard. This is especially important here since the suspension won't be hidden behind the side skirts as these weren't fitted for the most part on the Gepard (more on the skirts later). What follows will be a look at the build of the kit. I will try to address some of the issues that was found and what I did with them. I must say that the Meng kit is really good overall, but there are a few items that could use some attention on the lower hull. Before you start, you will need to decide on whether you want to build an A1 or A2. I chose the A2 due to the additional stowage boxes on the hull and turret.

GEPARD

Sean M Lynch
checks out the Cheetah



LETS GET ROLLING

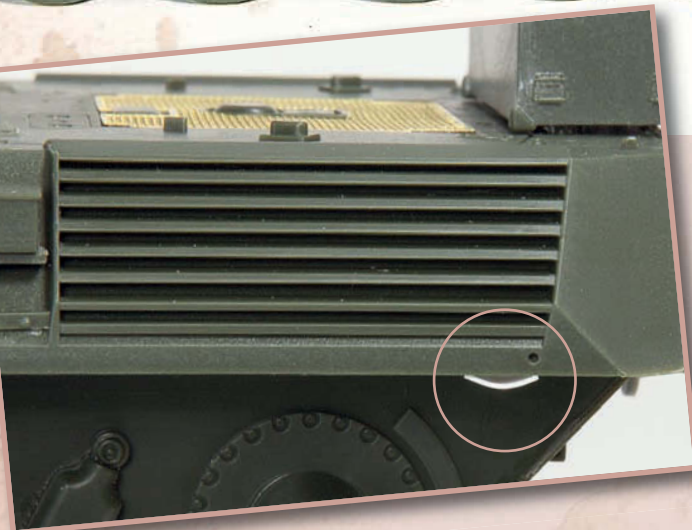
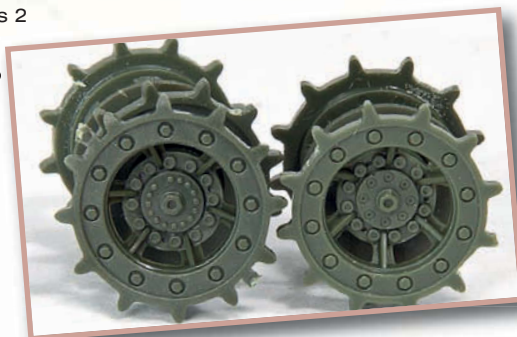
Whether or not the side skirts are on, the most noticeable item on the suspension will be the road wheels. The original Meng road wheel had been criticized for the tire being a bit too thick and not having detail on the rear face. Meng added detail to the rear face, but the poly cap doesn't permit complete accuracy. It is a tradeoff to have the poly cap, which I tend to prefer for ease of fit onto the suspension arms. The profile of the tires is not noticeable until you look real hard with a reference photo in front of you. While the road wheels can be lived with on the final product, an argument could be made to replace them with aftermarket wheels.

The suspension arms have have the correct inward angle and they are also two parts, which allows for the correct inner detail. Meng uses a torsion bar approach,

which allows for the suspension to be articulated if desired. Consequently some simplifications are made, by not connecting the shock absorbers to the suspension arms, however, this is not visible once the wheels are installed. The detail is good overall. Additionally, they have the correct spacing between the 3rd and 4th road wheels to account for the lengthened Gepard hull. One other thing to note is that there are two types of return rollers on the real vehicle. The inner rollers, numbers 2 and 4, should have face plate that is flush with the outer wheel so as not to interfere with the track guide teeth. The bottom of the lower hull also has the hull reinforcements for the APU.

There have been questions about the hub for the drive sprocket in the kit, which is a 15 bolt hub. Most photos

show that the Gepards used the 8 bolt hub. However, looking through photos in the Tankograd Flugabwehrpanzer der Bundeswehr 1956 – Heute, a few photos of in service Gepards with the 15 bolt hub can be observed. I had previously built the Meng Leopard 1A3/A4 which had both types of hubs available and didn't use the 8 bolt hub for that build. I used the spare front half of the sprocket with the 8 bolt hubs for the Gepard.



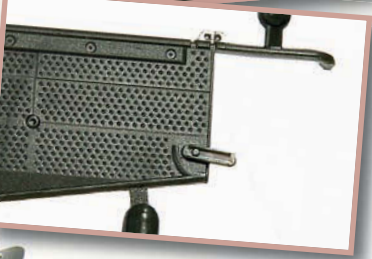
One of the complaints about Meng's first Leopard 1A3/A4 kit was the lack of depth to the rear exhaust grills. Meng have taken heed of this and here the exhaust grills have a convincing depth and spacing. One minor item that will be visible with skirts off is the presence of a curved bilge exhaust plate under each grill as well as under the crew heater exhaust port. This detail was easily added with a piece of plastic card cut and bent to the proper shape. I do have to admit that I forgot to add the bilge under the crew heater exhaust.

The one error found on the upper hull is the APU access hatch shape. This is incorrectly represented as rectangular and the rear side of the hatch should be at angle, which I roughly sketched out with a black marker. The existing molded line was filled with putty, sanded and the correct line scribed (I don't scribe very often and can use some more practice at it). This fix was relatively quick and easy.

What is clearly evident in the above photos is the anti-slip texture Meng molded onto the upper surfaces. This matches the reference photos and looks right for the scale.



Left The Gepard fielded the side skirts on the earliest versions until around 1978. Meng has provided the full skirts and indicates for them to be installed. However, these were not used on the A1 and A2 variants in German service. Only the front and rear mud guards were used. You will need the very front bar from the side skirts for the front mud guard. If you don't, there will be a gap between the hull and the guard.



...the best word to describe the turret is **impressive!**

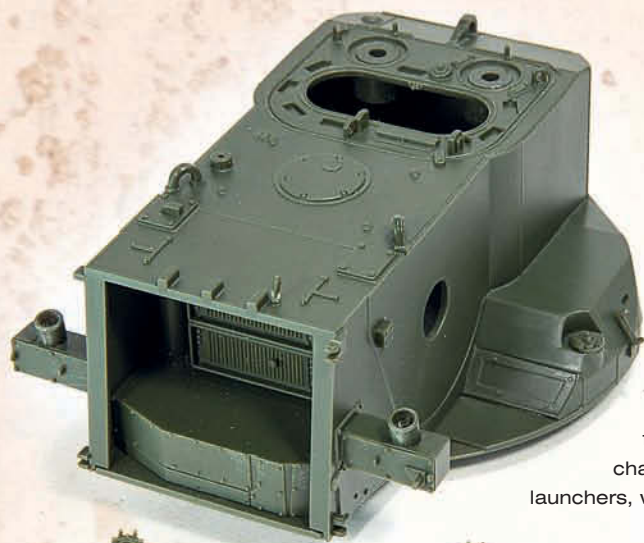
Meng has used moulding technology to great extent throughout the kit and moulded all the perforations in various plates and covers all the way through. The APU exhaust cover is no exception and at first glance looks great. However, the molded holes appear round instead of the actual square shape. This can be lived with, though I am sure some aftermarket company will release PE to correct this.

Meng has moulded some of the handles as solid. These were removed and replaced. Meng has done a very good job with the rear hull extension. If you are going to add the provided stowage bags you will need to drill holes in the rear hull. The stowage bags themselves are made of a flexible plastic material. This material can be glued with Tamiya Thin Cement. However, the soft material makes it hard to clean up and seam lines. I found that the best way to clean up any excess flash was to use steel wool. Some putty was used to clean up any flaws.

The kit provides just the right amount of PE for items such as the engine intake screen. Extra items such as clear plastic lenses and nylon string for a tow cable is provided. I decided that the nylon tow cable is just a bit too thick on instead used some spare copper cable. The distinctive tool box can be seen here. The molding of this toolbox as well as the others around the hull is excellent.



REACH FOR THE SKY



chains for the smoke grenade launchers, which are not included.

The rear compartment that houses the electronics for the Gepard can be shown open or closed. The internal components have a reasonable level of detail. The A2 variant gets a cooling unit added to the back of the turret.



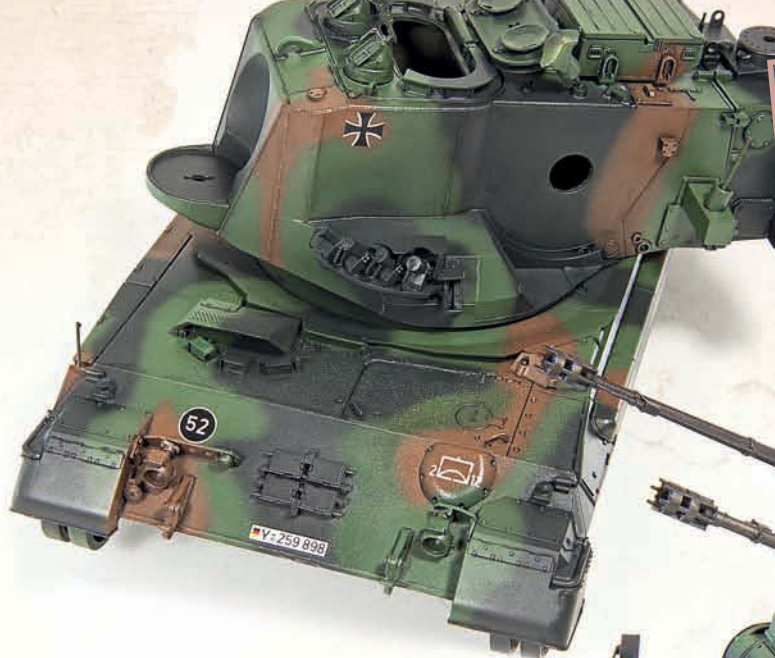
NATO TONES

The first parts painted were the clear parts. All optics and the warning light were base painted silver. These were then painted with transparent colours, blue for optics, red for the laser range finder and orange for the warning indicator. I left the headlight lenses clear. The periscopes were masked and installed. The first color painted was the green. I have found that a 50/50 mix of Vallejo Air Russian Green and Gunship Green creates a good match for Bundeswehr NATO green. Tamiya NATO Black and Red Brown were used to complete the camouflage scheme. The recommended scheme in the instructions was followed, with some adjustments made from observing reference photos.

Highlight details such as bolt heads were painted a lighter shade of the base colour. A gloss coat was applied and decals added. You do have four choices for decals, 2 for the A1 and 2 for the A2. I chose version B, 3rd Battery, 12th Armored Air-Defense Gun Battalion, Bundeswehr, Hardheim purely because it has a graffiti smiley face on the rear of the vehicle! A pin wash of AK Interactive's wash for NATO tanks really brings out the depth of the vehicle and starts to bring it to life.

A coat of Vallejo Satin varnish removed the glossy finish but still kept a warm tone to the paint and decals. Details such as the tail lights and tow cable were painted. All masks were removed. The front headlight interiors were painted silver. A piece of Mylar was punched out and installed behind the clear lenses. The kit provided mirrored lenses for the drivers review mirrors and these were installed at the same time. Graphite was rubbed on the gun barrels to give a metallic feel to them.





Images of the Gepard show them to be well maintained with very little scuffing to the paint work. I did want to show wear on the edges of the vehicle without going to the extreme of chipping. To accomplish this I turned to the old trick of dry brushing. In this case I used black Humbrol enamel dry brushed onto select edges to show some wear.

The references photos in the Tankograd title show Gepards in varying degrees of filth. I decided to combine the effects seen in a few photos for my rendition of the vehicle. I am an armor modeller, so of course this meant dirt and mud. To start I airbrushed Vallejo Chipping medium onto selected areas of the model. Once this dried I sprayed a mix of Tamiya Flat Earth and Buff over those areas. After allowing this to dry for around 20 minutes I stippled those area with short, stiff bristled brushed wetted with hot water. This created a broken, spattered effect to the first layer of dirt. A thinner mix of the Flat Earth and Buff was applied to areas of accumulations as well as over the chipped areas.



I wanted to add just a bit more of a random dust later to the vehicle. I decided to use some earth colored enamels, in particular Wilder Mud Spatter. This is painted in random patterns on the upper surfaces. After drying for around 10 minutes, they are stippled with a damp brush. This paint was also used to give a light wash to the no slip texture which would accumulate dirt. The Wilder paint was also used to create some rain streaks and was flicked onto the front surfaces with a brush to add some more mud spatter.

GEP



Areas of moisture were created by painting a mix of AK Interactive Water Effects and Wash Brown. The final step was to add some black pigment to the exhaust grills to simulate the exhaust stains.



ARD

AND FINALLY...

For such a complex-looking vehicle the parts count is relatively small with nice engineering and excellent detail that results in a quick and very enjoyable project straight from the box. Another great 'Big Cat' from Meng.



1:35



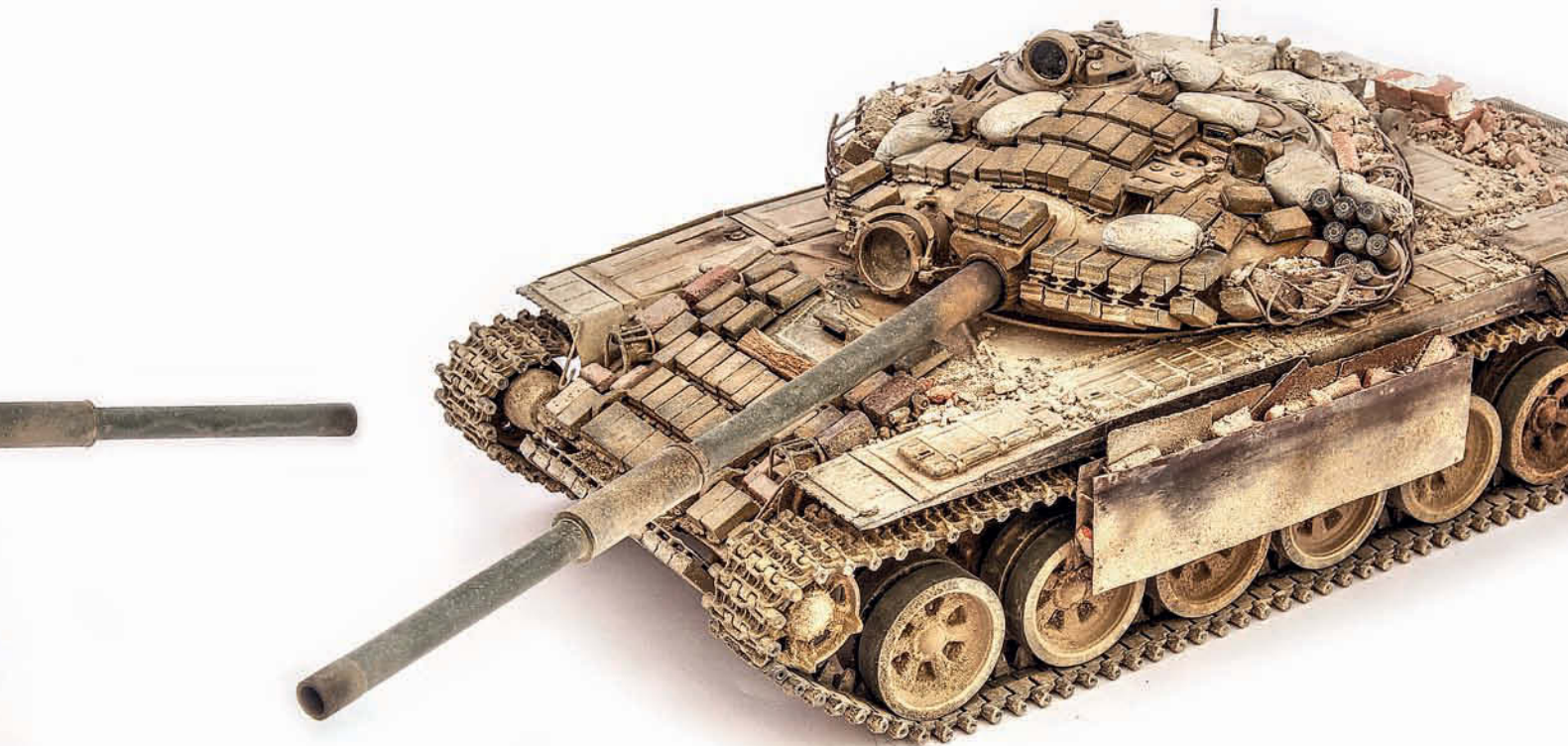
FABRIZIO PINCELLI GIVES
TAMIYA'S OLD T-72 A BEATING

T-72

streetfighter



SYRIAN CIVIL WAR 2012

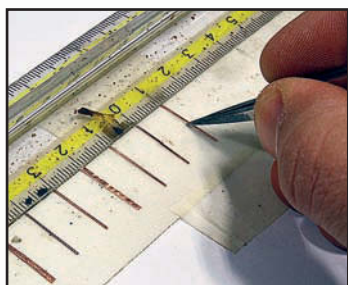


The T-72, after the T55, is the tank with most prolific production after WWII with figures of around 30,000 units. In Syria, the tank is famous for its participation in the Battle of Darayya

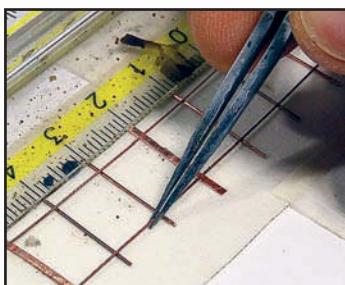
(2012), largely seen Worldwide on TV and where many videos show the turret blowing off because of an RPG hit. Precisely for this reason, all the T-72As were converted to T-72AVs in order to increase the protection

against RPGs by laying blocks of reactive armour; Kontakt-1 ERA. Thanks to their intensive use in the bitter street battles, many T-72AVs fought without side skirts and were still prone to RPG attack, there were many complaints from the Republican Guard. As with many conflicts throughout history, field applied protection started to be seen utilising whatever was at hand to save the crews and vehicles. These subjects have always captured the imagination of modellers...

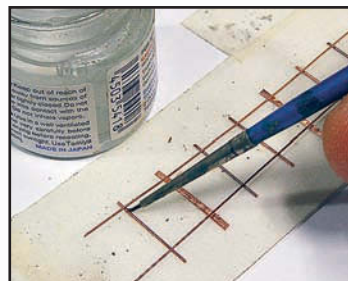




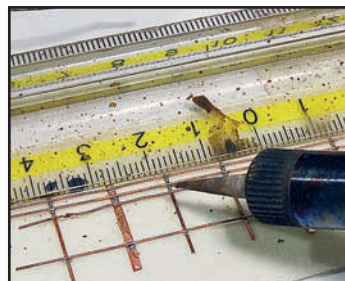
To construct the turret 'baskets' brass strip was laid onto upturned masking tape.



Brass rod was then placed into position aided by the sticky masking tape.



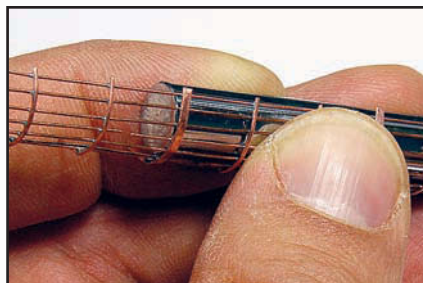
Flux was added with a fine brush...



and the solder 'welds' carefully added.

BASKET CASE

After seeing a photo that showed a T-72 with some 'homemade' protection I knew I just had to build it. After viewing all the features of AV versions, I decided to buy the blocks in photoetch, putting my patience to the test! The Tamiya veteran is the T-72M (ref. 35160) to which I added the Miniarm turret T-72AV (ref. B35050), Voyager detailing sets for the side skirts and ERA blocks (ref. PE35353, and PEA201 PEA205), the trusty Friulmodel tracks (ref. ATL-11) and finally the barrel without thermal protection from Magic Model (ref. MM3509). Wheels are spares from a Trumpeter kit.



Only the strength provided by soldering allowed the curve to be formed around an aluminium bar replicating the rough and ready look.

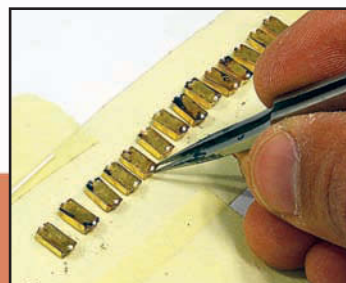
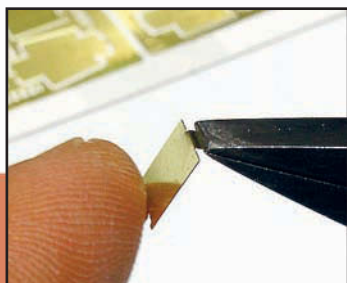


BLOCK PARTY

The Voyager ERA blocks were never going to be easy or quick to assemble but I hope the results are worth the time invested. I found some square-nosed pliers rather than a

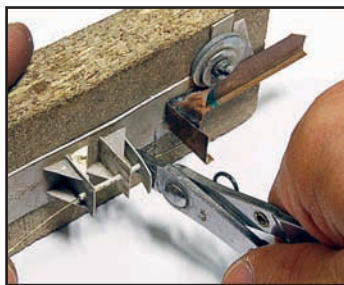
folding tool helped speed up the assembly and allowed greater control. Again, soldering would avoid any frustrating breakages further into the build.

Attachment fixings were cut from styrene rod and CA glued into place, reversed masking tape again providing a helping hand.





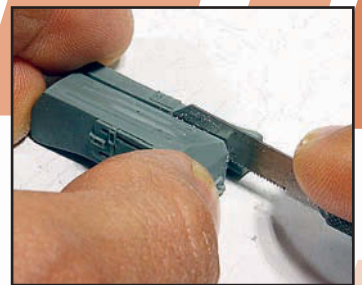
Frills are best treated to a 0.5mm drill run through the pin holes.



A home-made cutting jig speeds up the time to cut the wires to a constant length.



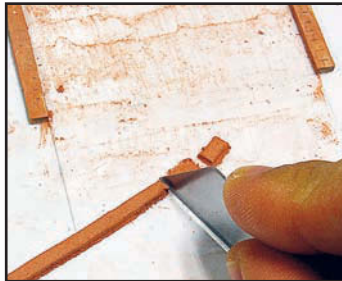
The pins slide easily into place, a dot of CA glue in the hole keeps them in place safely.



A razor saw ensures a neat cut on larger resin components.



The Das clay can be rolled to a desired thickness and cut into strips...



then cut into self-coloured 'bricks'.



Magic Sculpt putty with a thin plastic bag material wrap forms the sandbags.

The Tamiya kit fits well as you'd expect and is a pleasure to build but suffers a few accuracy problems. Voyager sets are great but you have to work carefully and arm yourself with patience! To cut the kit mudguards away I progressively scribed the line with a P cutter. You just have to pay attention to the first incision with a lighter touch, the plastic is quite thick but

don't try to apply too much pressure. ERA blocks are constructed one by

one and soldered to the base plate. I prefer to solder when possible as it's strong and resilient. I had to reconstruct the supports for the blocks to the front of the turret with a thin copper foil folded and glued to the turret. The resin Miniarm turret is beautiful, full of details that give a very

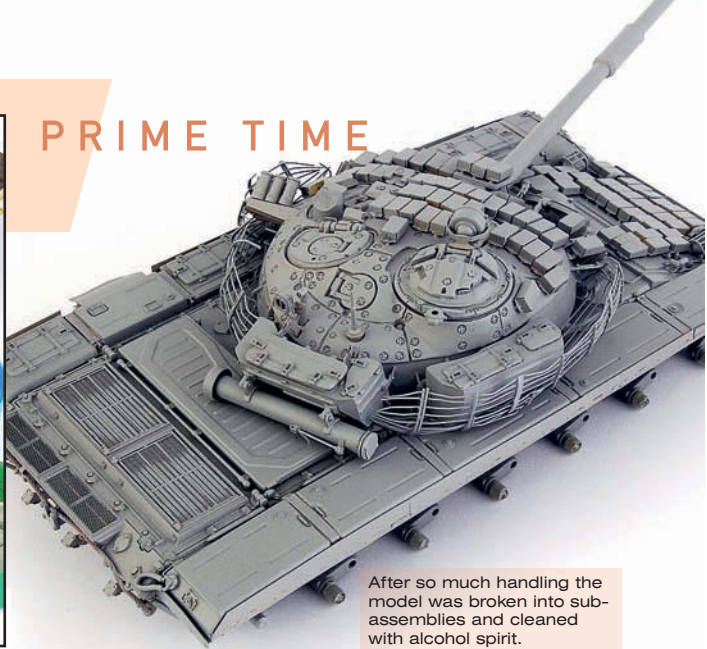
realistic look. Larger resin parts had the moulding sprue removed with a fine saw blade and for smaller delicate parts I always use wire cutters. The Voyager set was also useful for some of the finer turret details. It was time now to mount the 'baskets' around the turret. Working from my reference these were filled with all manner of rubble, the bricks are particularly effective being made from air-drying 'Das' modelling clay. The clay is ready coloured and can be rolled flat before being cut with a blade from a utility knife. The rubble is a mixture of putty powder, grit, the remains of the bricks, sand and pigments with dusty shades. The clusters of bricks were

constructed from individual pieces using liquid putty to give the effect of the mortar. After painting was finished the debris was strewn on the model (follow pictures of the real vehicles for the most dramatic effects) and fixed with the excellent AK Interactive 'Sand and Gravel Fixer', applied with a brush. You can also use a pipette to apply the liquid, but be careful not to overdo it so the fluid puddles, it would prove very difficult to remove.

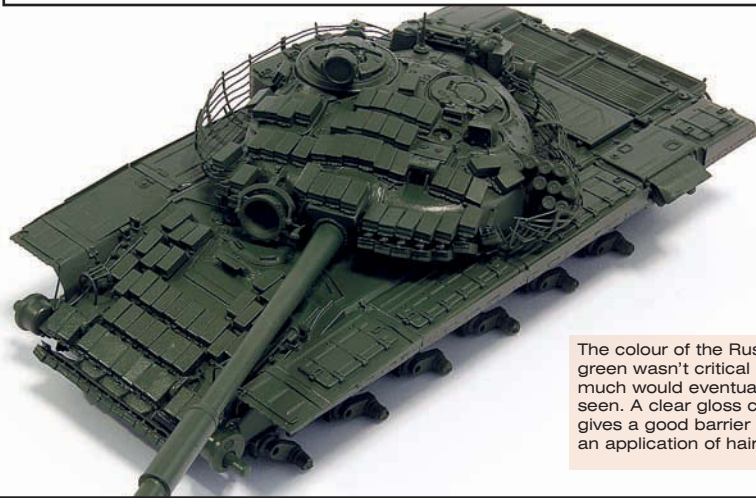
To replicate modern sandbags I used a method with two-part epoxy putty 'Magic Sculpt' covered with a thin plastic bag material applied with Bostic glue, the neck of the bag is tied-off with fine thread and the bag pushed into the model before the putty dries giving a natural weighted look.



PRIME TIME



After so much handling the model was broken into sub-assemblies and cleaned with alcohol spirit. Primer was applied straight from an aerosol.



The colour of the Russian green wasn't critical as not much would eventually be seen. A clear gloss coat gives a good barrier before an application of hairspray.



The Syrian yellow, is a mix of Desert Yellow and Clear Yellow.

SUN TAN

The 'Hairspray' technique is well documented now and is a quick and easy way to produce random wear and chipping. Using old brushes and warm water I scrubbed the areas I wanted to show worn through to the base green. The scrubbing action naturally replicates this by catching raised areas and edges. Work on small areas at a time for greater control.



Flat Sand acrylic from Italeri was used to highlight smaller relief details.



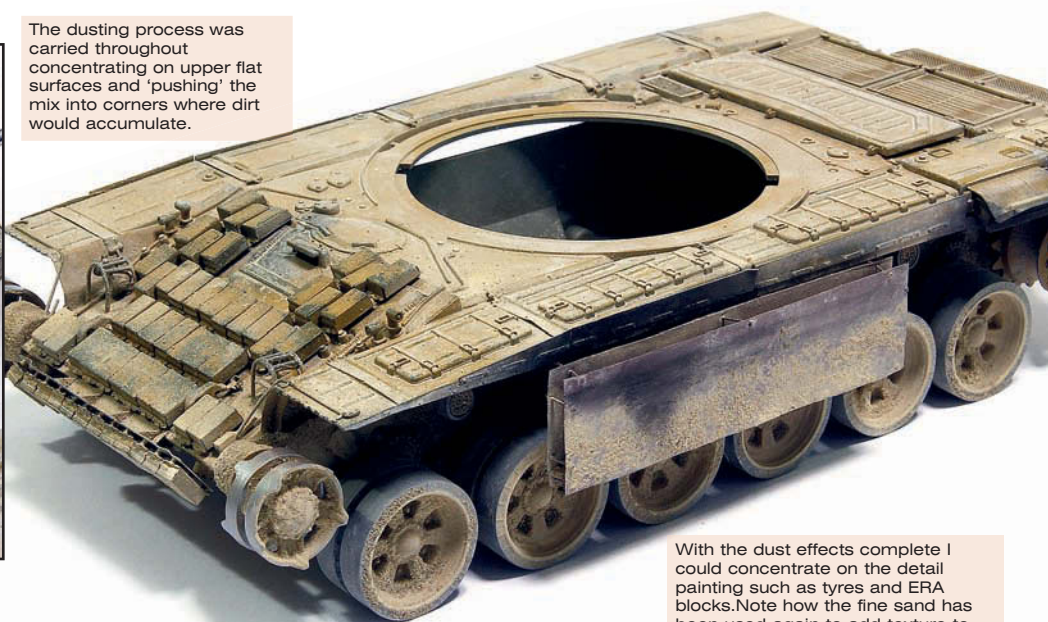
DUST & DEBRIS



With the base colours complete it was time to get heavy with the dust. A mix of two AK Dust Effects was applied like a wash. Before this had dried on the wheels I sprinkled some fine sand to add texture.



The dusting process was carried throughout concentrating on upper flat surfaces and 'pushing' the mix into corners where dirt would accumulate.



With the dust effects complete I could concentrate on the detail painting such as tyres and ERA blocks. Note how the fine sand has been used again to add texture to the skirt armour.



Finally it was time to get the tracks on. A satin dark grey metallic was mixed and applied over the primed Friul white metal links.



When dry, pigment fixer was sprayed in a heavy coat...



While the fixer was still wet a heavy random coat of pigments were applied and allowed to dry.



On the inside contact surface black and dark steel pigments were used. Excess pigment is brushed off before fitting.

Wet fuel and grease stains were added creating a nice touch of realism against the dry dust.



A darker brown tone was mixed from AK Dust Effects...



...which was applied in shadow areas to give contrasts.



AK Gravel and Sand fixer was helpful in fixing the debris in place.







I'm pleased that I captured the look of this streetfighter. There is a lot of time involved with the photoetch ERA blocks but along with the Miniarm turret and other additions the detail is lifted to another level.

The T-72 has a very sleek shape and already has me thinking about building another...maybe a B1 version this time!





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HEDGEROW HUNTER

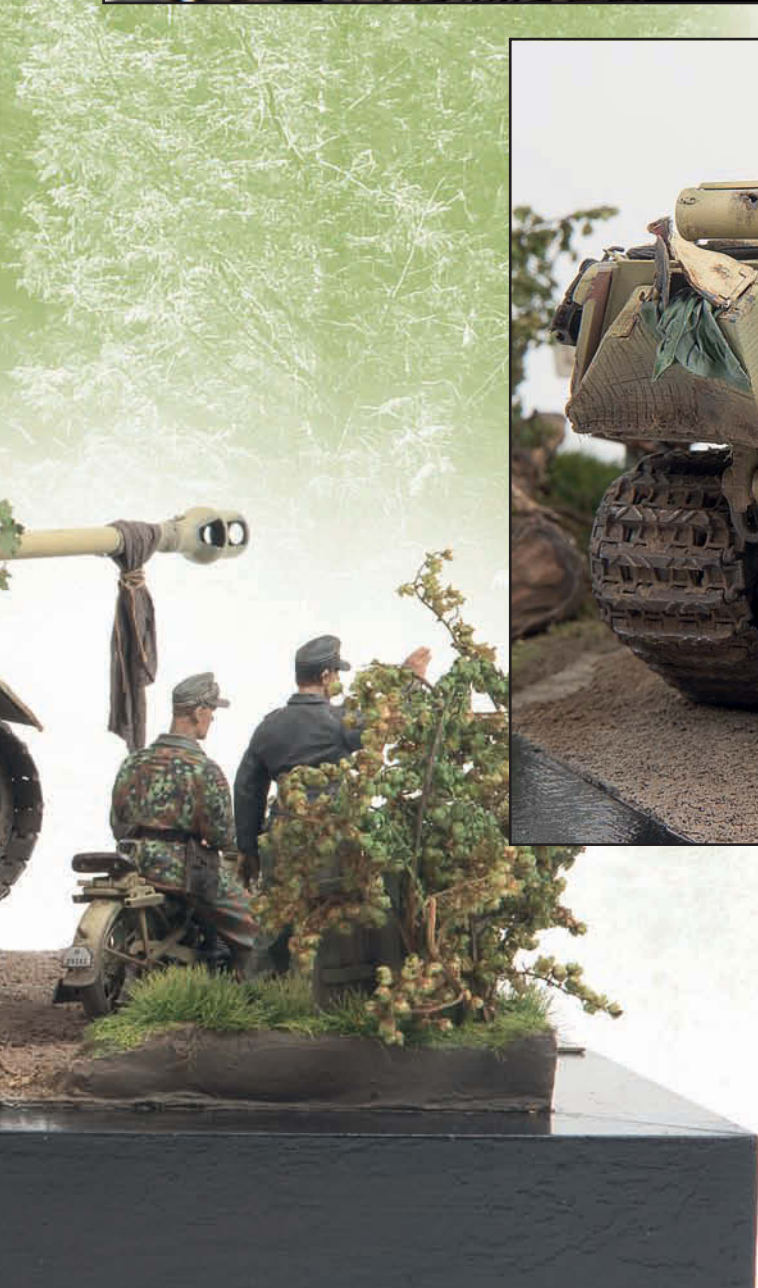
MODELLED BY GRAEME NEWMAN

Pz Abt 654 Aug '44

The Dragon early Jagdpanther is a superb kit and represents the Hong Kong company at their very best. I picked this kit up at a show for a very modest sum back in 2008 and in conjunction with Fedorowicz's superlative war diary of Schwere Jagdpanzer Battalion 654 set about building a representation of one of the units Jagdpanthers as they appeared in Normandy. Until this tome was published there was scant in-depth information on the units activities in the late summer of 1944, a few repetitive pictures of the unit's 1st company on assembly manoeuvres in Maily le Camp and the odd photo of the retreat to the Seine were familiar to most interested in the topic. The war diary describes the day to day trials and tribulations of the troops on the ground and along with a multitude of photos most of the story can be pieced together. A further superb photo reference is Ruckmarsch the retreat of the German forces out of Normandy, published by After the Battle, inspirational stuff!

The 654 battalion was committed piecemeal 2nd Company first in the fighting south of Caen, then the 3rd Company in the neck of the falaise pocket, by the time the 1st Company was committed the battalion was ordered to withdraw beyond the Seine, the battalion therefore made a withdrawal in an ad hoc fashion heading for the crossings at Elbeuf. Although the Jagdpanther was a superb tank destroyer like other later war German vehicles it suffered from over engineering and poor fuel economy added to poor engine life and transmission/ final drive issues. This was trying for the maintenance crews at the best of times but a living nightmare on forced marches with supply of fuel, spares and ammunition being decimated by the Allied air campaign. When taking this into account it is remarkable that approx. 50 per cent of the battalion escaped, reading the diaries





and examining photographic evidence it becomes apparent that of the knocked out vehicles, many were abandoned and destroyed by their crews due to a lack of spares or fuel, this is where the air campaign did the damage in smashing the German logistic network rather than claiming every vehicle as a kill (all armies are guilty of this). Some interesting modifications by the field maintenance crews were carried out after experience in the enclosed Normandy countryside, most of the side mounted tools fittings were removed and placed at locations on the rear of the vehicle. The reason for this was in undergrowth these got snagged, damaged or lost, this information was sent back to the assembly firms and later implemented on later vehicles. These modifications are evident on photos of the 2nd and 3rd companies.

Even superb kits can be improved upon, in this case it's the soft fittings, mudguards, and stowage bins etc. the items that are easily damaged as evidenced by photographic evidence. As these were sheet metal items etched brass is the ideal medium for these items and has a scale thickness second to none. The main armament on this vehicle is the enormous 88mm Pak43/71 there is nothing wrong with the kits gun but it is the monobloc version. Photos show both early and late vehicles with monobloc and two piece barrels, and preferring the look of the two piece barrel I opted for Aber's beautiful offering of this focal point. The kit is a straightforward build but you have to be aware of the new tool placement as described above, zimmerit, any etched brass and damaged areas. The zimmerit was created using milliput and duro both can be rolled to a wafer thin sheet using talc to stop it sticking and tearing this has the effect of causing a thin but dry medium, to reconstitute the sticking properties water in the case of milliput and turps in the case of duro was gently brushed on the surfaces of the putties that were to be placed on the vehicle. The reason for the two different putties is that I found that milliput is fine for most areas but the small fiddly areas duro gave better adhesive properties, a homemade zimmerit tool was constructed out of plastic card and fine rod, actually I made two a large and a smaller one for tight areas. Aber's stowage bins were used and this is one area where etched brass is in a league of its own, these were suitably damaged and left open and filled to give an impression of urgency. Other fittings were made from scraps of aluminium sheet and plastic sheet. The Magic tracks as supplied are superb and once glued together and allowed to semi set can be draped around the wheels and the characteristic Panther sag can be achieved.

Flicking through Ruckmarsch I wished to create a small and simple scene of the Jagdpanther halted on the retreat to the Seine with some discussion of the best route. Units became jumbled on the road march with each heading for appropriate crossing points. It wasn't quite that organised but there was a general area to head for. Researching these few days it became apparent there was a period of poor weather this is evident in the famous photo of the Jagdpanther crews with Umbrella's and goes some way to explaining the escape of this unit. The inclusion of Tamiya's Zundap 350 and Aber set relieved me of hours of my life but when the two are mated together a superb miniature can be achieved, the figures are all Dragon, Alpine with some minor mods and hornet heads apart from the motorcyclist which is Tamiya with a replacement head. The figures were painted in oils, enamels and for much of the camouflage Lifecolor acrylics which give truly matt finish great for cloth. Pictures of the 654 Battalion show a mixture of uniforms from field grey assault gun to reed green and black





panzer crew uniforms this is reflected in the scene. A mixture of Enamels and acrylics was used on the vehicles suitably toned back to scale colour. Mud is put on before painting this is a simple mix of flour water and some PVA glue, after painting further layers of pigments are used to finesse. Care has to be taken with any washes on the Zimmerit as it can intensify the effect. I wanted to replicate the practice of foliage on vehicles a characteristic of the Normandy campaign and as evidenced by photos, this was achieved by using seafoam as the skeleton of the foliage with leaves punched out of aluminium foil. The punch is obtained from Green Stuff World (they do several now); each stroke punches out four different pattern leaves and is a real asset if foliage is your thing. The process however is fairly long-winded, it is surprising how many leaves are required, I painted a sheet of Kitchen Aluminium foil green then started to punch. Each leaf is then superglued to the seafoam care was taken to limit the amount of foliage as contrary to the original purpose you don't want to hide the vehicle, a balance has to be achieved! The country road is supposed to reflect roads of the period a

metalled surface which has been laid over original cobbles, the surface shows signs of wear and as do the edges. My other passion is cycling and I plough high mileage along Northumberland's farm lanes many were once main routes but now reflect a bygone age so I have a mental imprint of roads that typify the era. I was careful to create a gentle camber which adds to the realism no road is a flat billiard table, the surface is simply model railroad ballast of various grades sieved onto a bed of white glue starting with large and ending with fine particulates. To give a realistic finish this is painted in various shades ending with mud tones to reflect the filthy surfaces. The foliage by the sides of the road is simply dried Lavender shaped and painted, the roadside signpost is an MK editions item with etched ivy, the location is painted to reflect historical accuracy. The SS despatch rider and infantryman add further interest and posed a challenge in trying to get the pattern and colours correct. Finally a bit of individuality is added to the vehicle with some items on the engine deck, open stowage boxes and subtle damage to various parts of the vehicle.





Panzerkampfwagen

David Parker builds Trumpeter's 1:16 kit

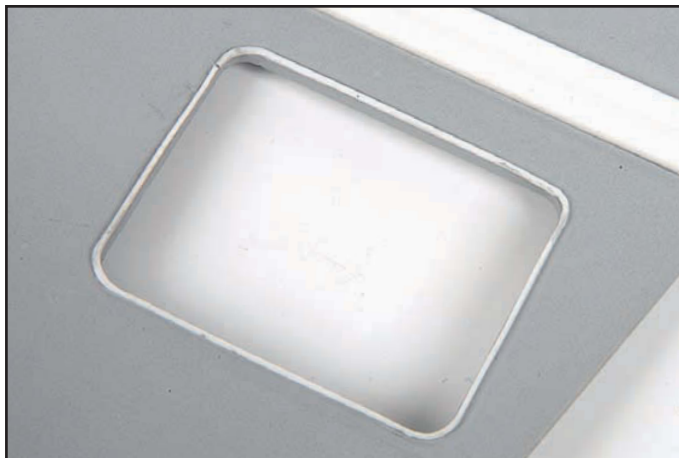
Part Ten

Part ten already and in this I followed up on the work on the hull roof adding more missing detail and adding the later style hatch splash guards to the front hatches. With this complete I returned to work on the main gun where there was still a lot of work to be

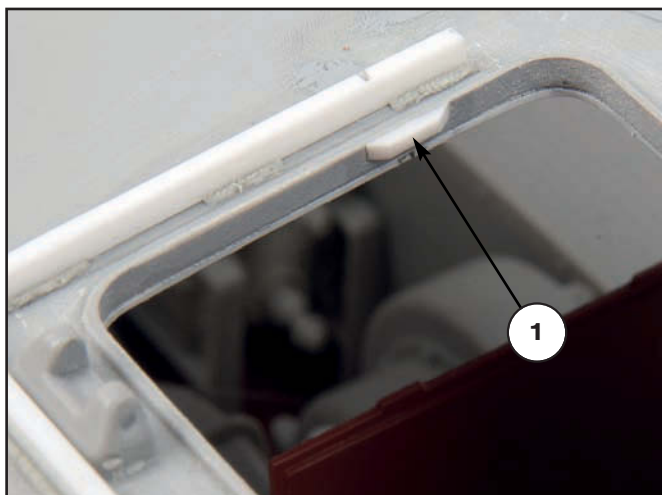
done. Although the basic structure of the kit was reasonable there were numerous missing details to be added and some more structural shape changes to be made as well. In total I spent almost 2 months working on the corrections to the main gun.



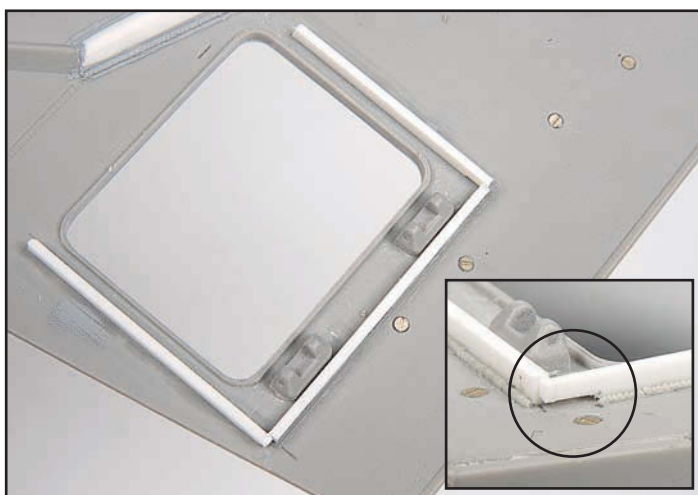
Still working on the hull roof interior I added the cross beam where the two plates meet and I needed to add the lip around the hatch rim. I carefully cut a pair of rims from thin plastic card using the hatch opening to mark the size.



These were glued into position making sure that the new rim aligned as accurately as possible with the existing hatch rim. Once fully dry the vertical face of the rim was sanded and selectively filled.



Another missing detail is this lug **1** on the edge of the hatch rim which the hatch lock mechanism locates against to lock the hatch in place.



On the exterior I started work on the new hatch splash guards which were simply made from plastic strip and located using Hilary Doyle's plans which I enlarged for the purpose. I also added the water drain slots at the corners.



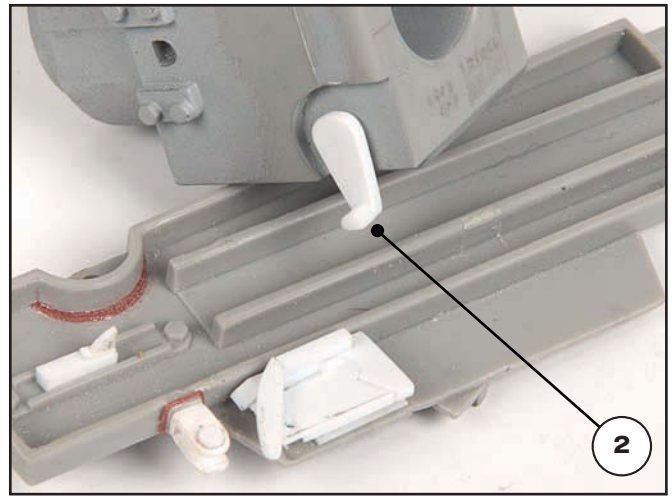
I then added the weld beads to the splash guards using Magic Sculp, which I textured and then 'softened' with a damp brush.



I also added the welds at the corners where the splash guards join.



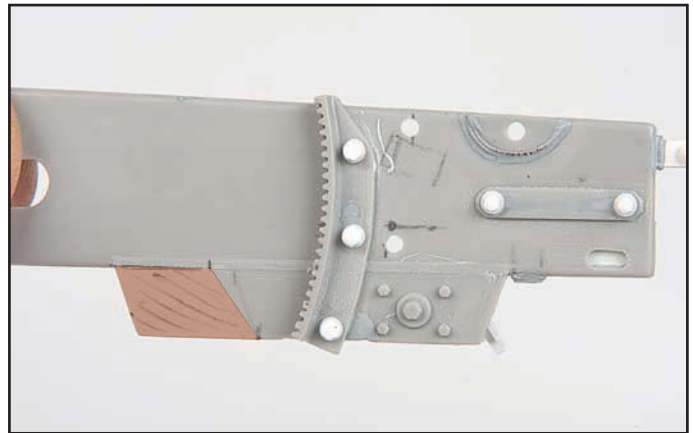
Back to the main gun now and more work on the recoil shield which is missing the mechanism which activates the breech block when the gun recoils and ejects the shell casing. The parts are shown here before being fitted.



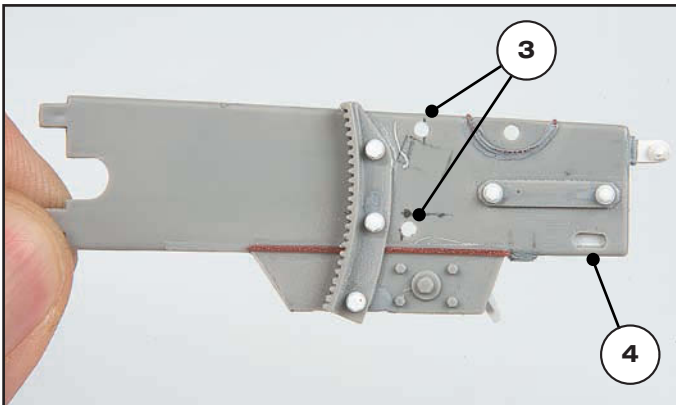
Here the parts have been fitted to the shield and I also added the arm onto the side of the breech block which engages with the cam on the shield.



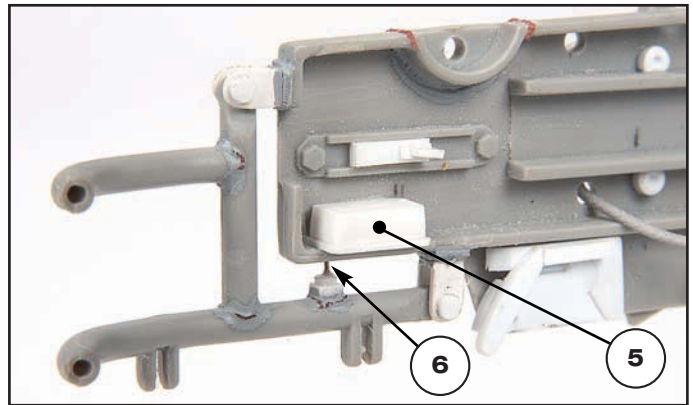
Testing the alignment of the new parts you can see how they interact.



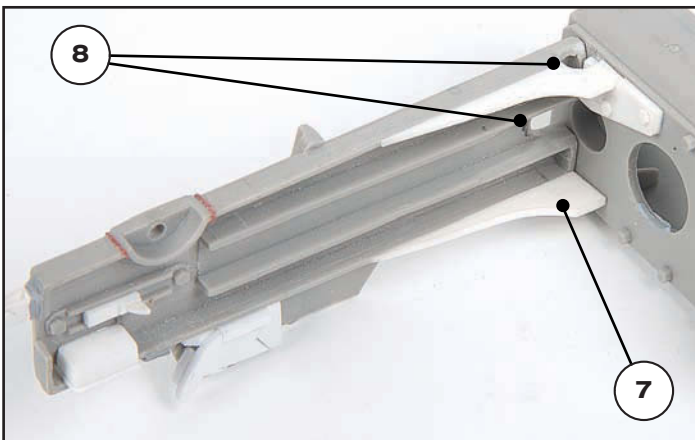
As I worked I spotted more errors with the gun shield and I realised that the lower portion is too long so I removed the shaded area.



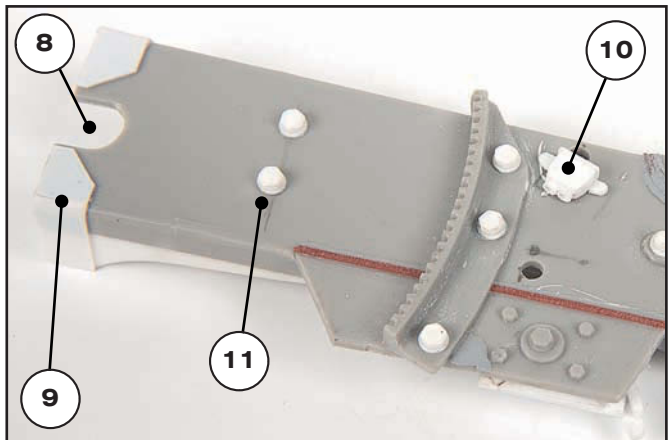
I added a new weld bead where the two sections join using melted red plastic rod. There were sink marks on the shield so I removed the bolt detail to clean this up before adding new blots. I drilled the missing holes 3 and 4 for the electrical cables.



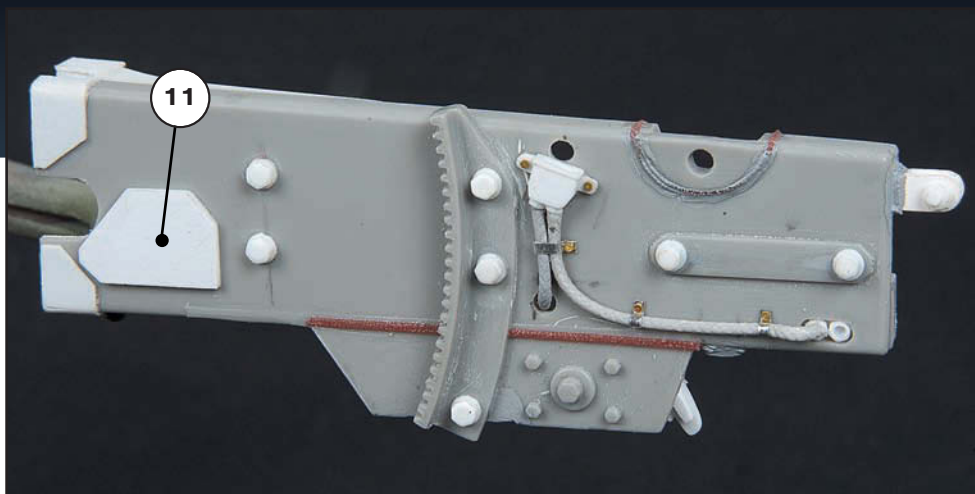
On the inside of the shield is a small electrical switch box 5 which connects with the pin 6 on the frame. This safety switch prevents the gun from being fired unless the hinged frame is locked in place so the pin connects.



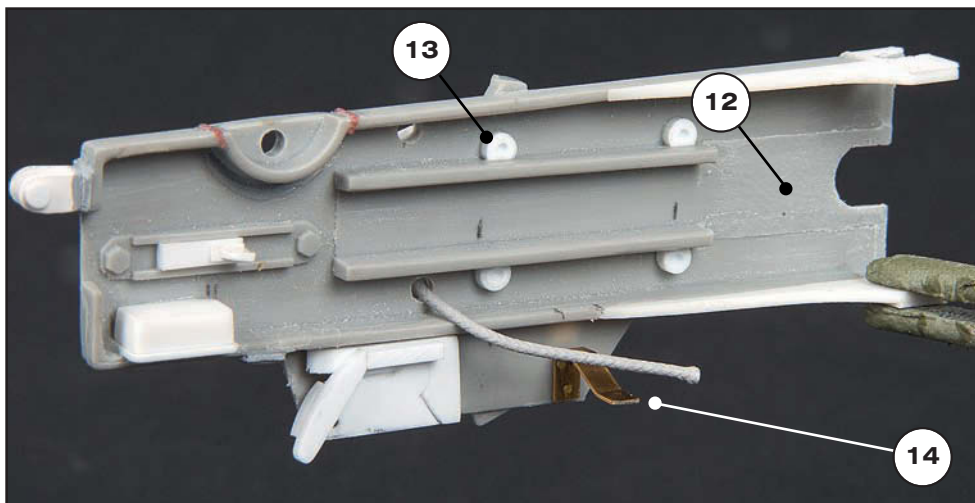
Further structural changes to the recoil guard which in reality is wider where it meets the gun mantlet 7. Access holes were also added to the top and side of the shield 8.



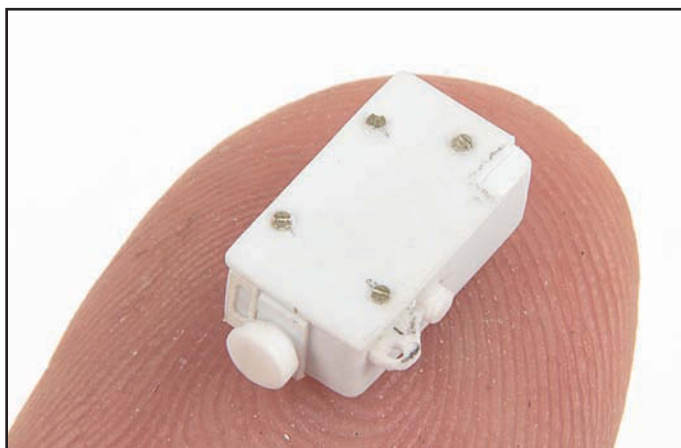
I also added the external bracing panels 9 to the top and bottom of the shield. The 'gun ready' light 10 was fitted to the side of the shield along with the two missing bolts 11.



Above I began to add the electrical cables which I made from the chord provided in Tamiya 1:48 armour kits. Self-adhesive aluminium foil was used for the clasps with photoetched bolt detail. The mounting plate 11 for the gunsight was also fitted to the gun shield.



Left Inside the shield I removed the section of incorrect full length recoil rail 12 and added the four fixing lugs 13 that bolt the rail to the shield. On the lower shield I formed a new bracket 14 from brass strip for the connector which contacts the breech to power the firing circuit.



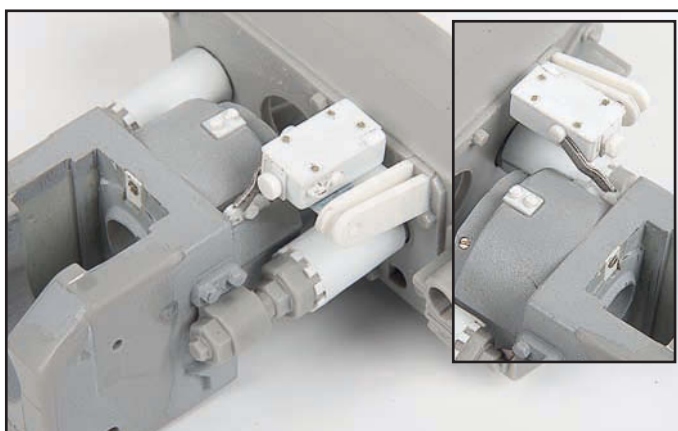
This tiny box is the gun safety switch, the gunner has to press the button to activate the firing circuit once he has loaded the gun which in turn activates a light to tell the gunner that he can fire the gun.



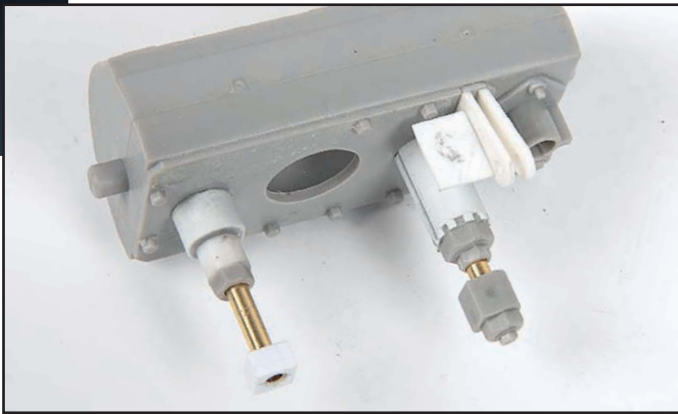
The box sits on a small bracket mounted on the side of the bracket for the counterbalance arm, both of which I scratchbuilt.



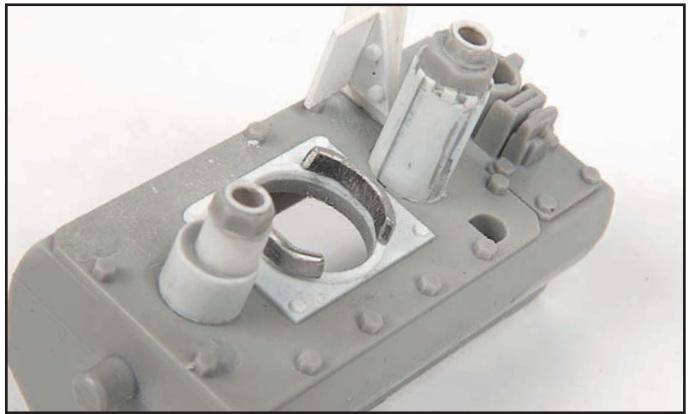
On the side of the safety box is a control arm which I made using flattened lead solder.



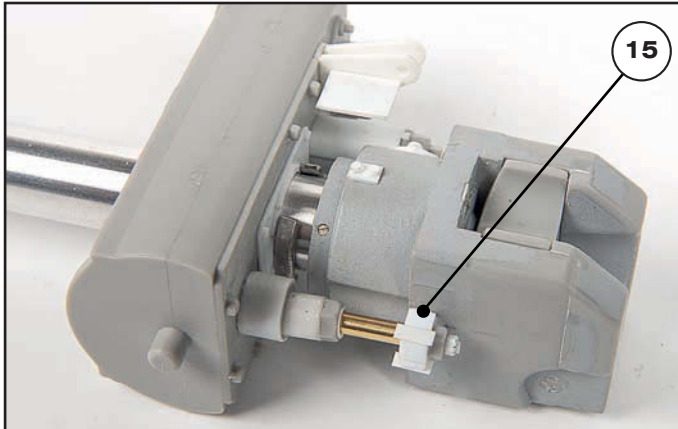
Test fitting the parts together and you can see how the arm on the box is activated by the cam on top of the breech.



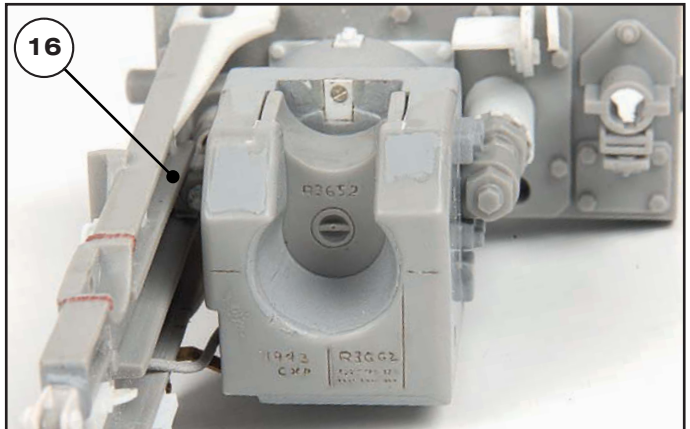
As so often happens you find that something you thought you had completed is incorrect and you have to return to it and in this case it is the left hand recoil cylinder which is a different design to the right hand one. I cut down the original cylinder before adding new tube, a salvaged bolt head along with new brass rod pistons.



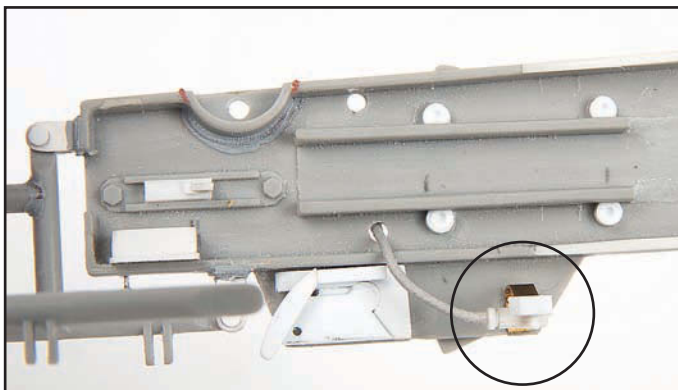
More information came to light about the face of the mantlet which has a pair of semi-circular rubber buffers either side of the opening for the gun barrel. These were not an easy shape to make so I used some flattened lengths of 1.5mm diameter lead solder which I then bent to shape and sanded.



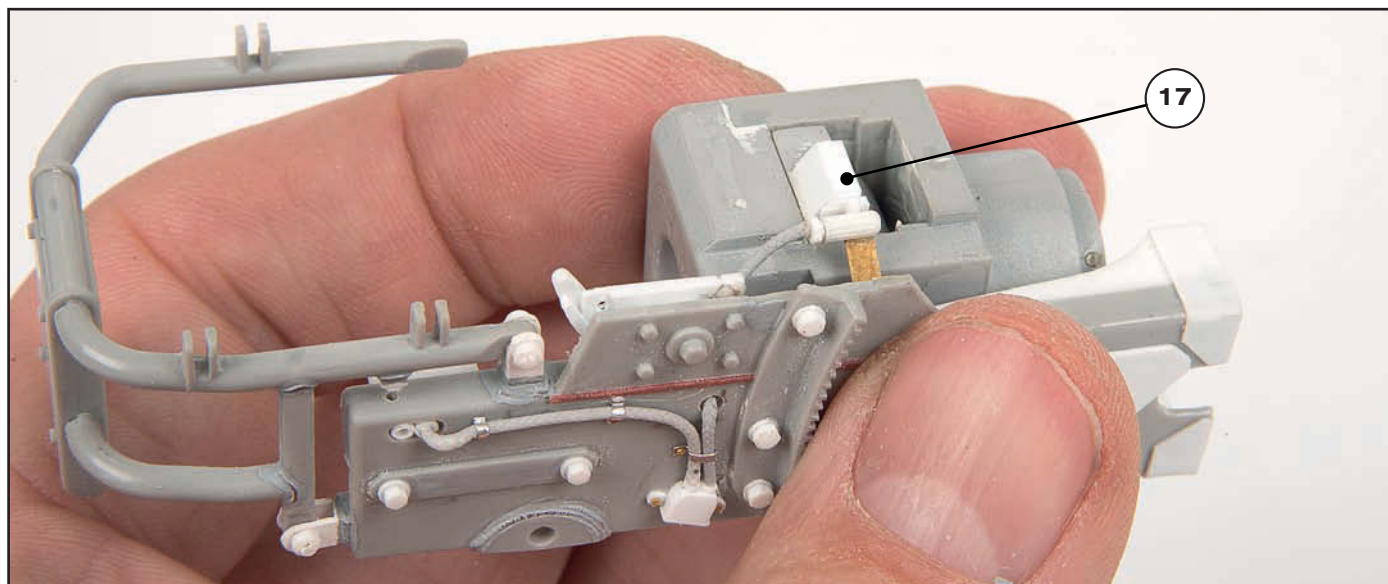
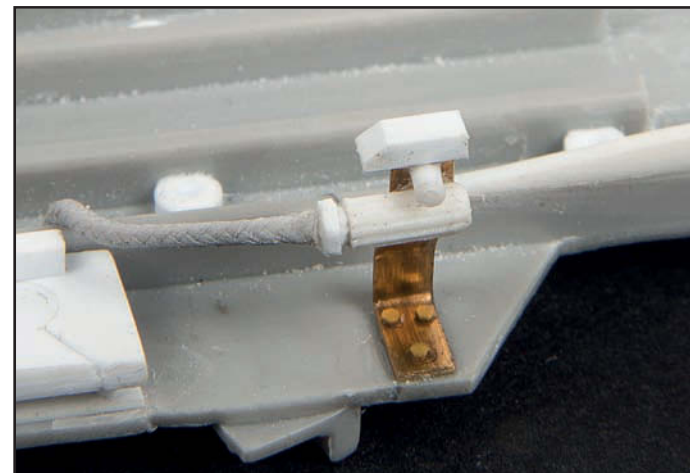
As part of the revised work I made a new connecting block **15** on the left side of the breech. This block carries a pair of sliders which engage with the U-shaped rail inside the gun recoil shield.

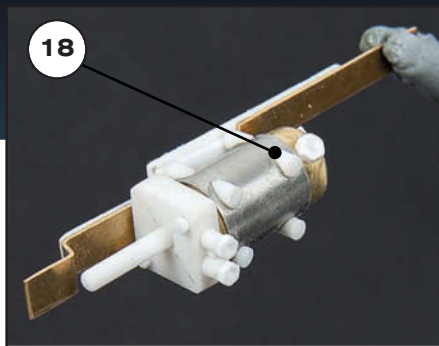
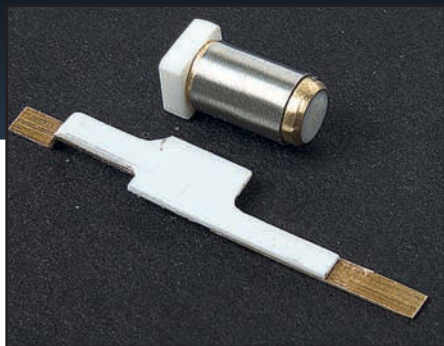


A quick test fit shows the slider locating correctly in the recoil rail **16**.



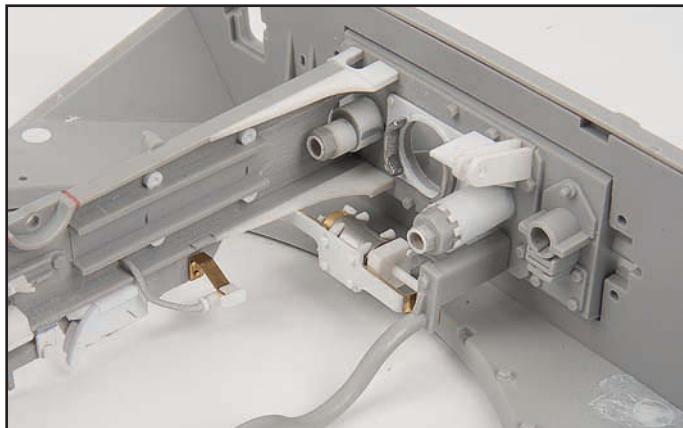
Staying with the shield I added the remaining parts of the firing circuit connector. The ribbed plug on the end of the cable was made by engraving parallel lines into some plastic rod. **Below** The slider makes contact with the wedge **17** which extends from the base of the breech block.



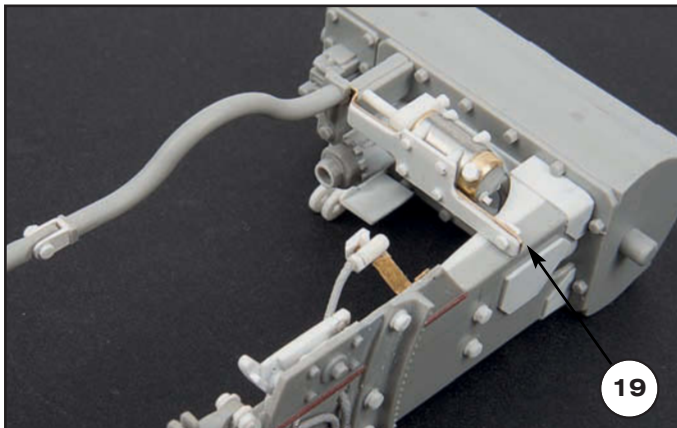


Staying under the gun, the hydraulic safety switch has not been included in the kit so I had to start from scratch. I used 5mm diameter Albion Alloys brass tube as a basis for the cylinder. This was filled with plastic tube and a wrap of pewter foil added around it. The mounting plate was cut from plastic and then backed with brass to increase its strength.

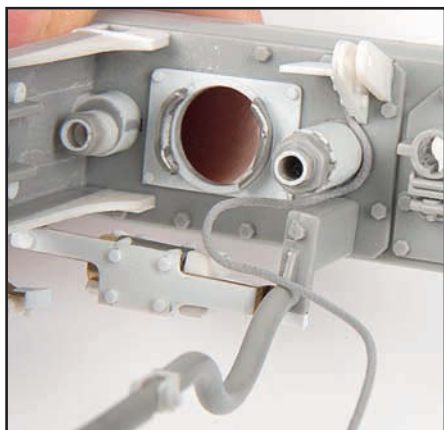
With the basic shapes formed I began adding the small details. The mounting lugs **18** were formed from rod which was filed through with a circular file to create a semi-circular slot in the rod. Cutting the slot on the centreline makes 2 matching lugs. On the opposite side the four mounting bolts were added and the switch is ready to be mounted on the gun mount.



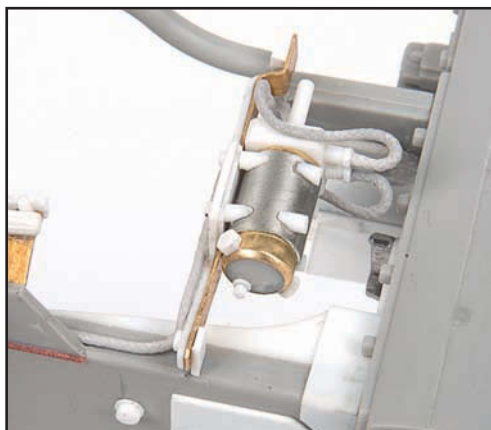
Bitter experience has taught me to check the fit of parts and with this part sitting under the gun and above the turret ring this was especially important.



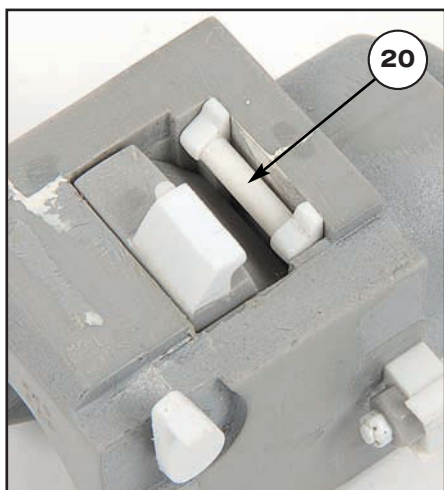
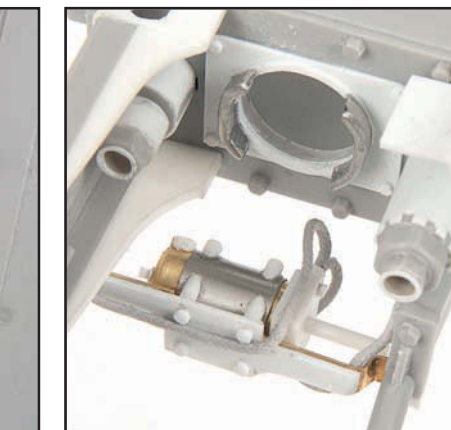
The switch is mounted between the two sides of the shield with a small bracket **19** on the underside.



I began to add the electrical connections for the switch using the same Tamiya chord, sprayed with Mr Surfacers help seal it and to help in shaping it. Numerous tight turns and loops make it a difficult job to feed the chord around the tight



spaces but eventually everything was connected up. Once again I used small strips of self-adhesive aluminium tape and photoetched bolts to add the cable clasps.



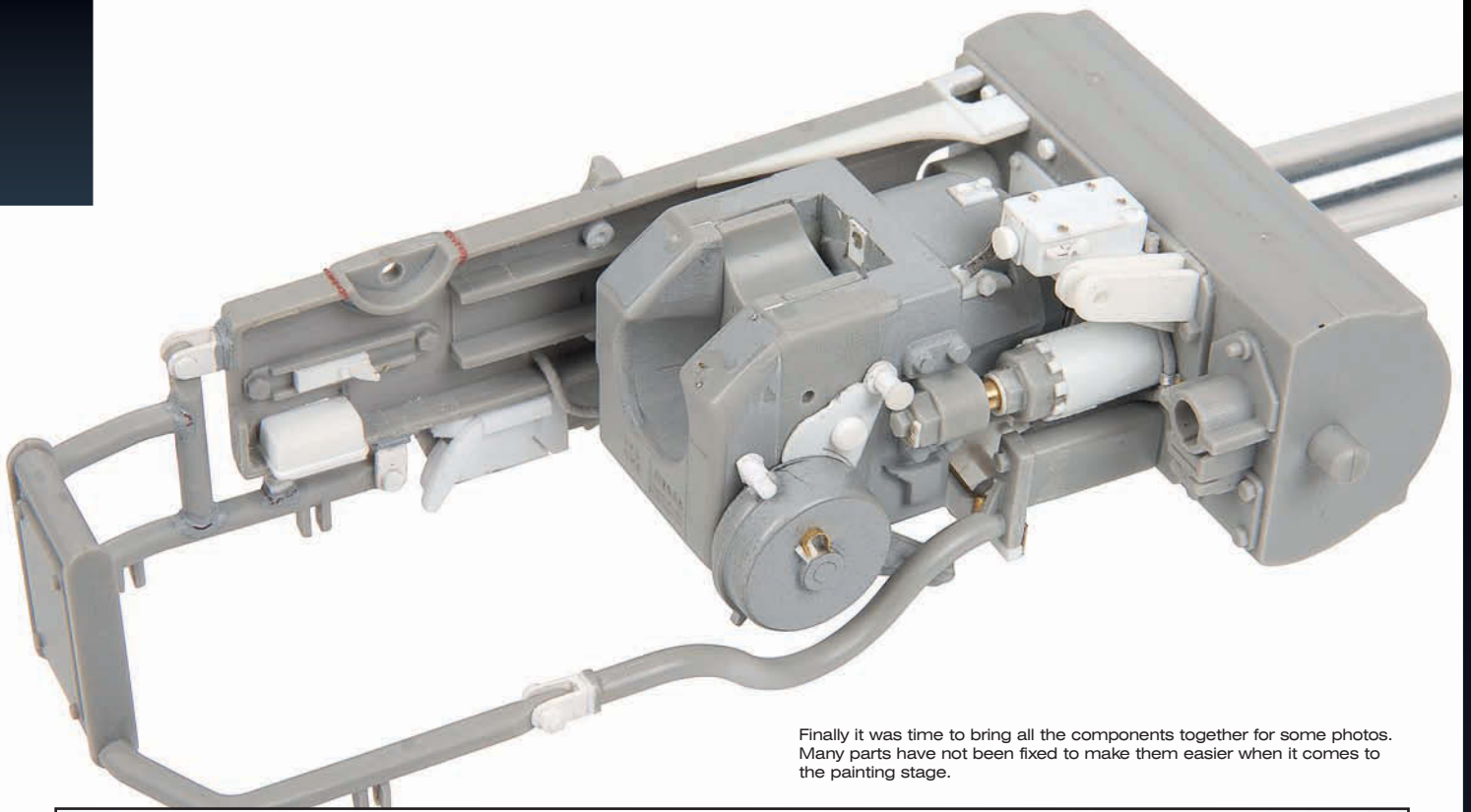
On the underside of the breech I added these missing parts **20** which are part of the mechanism which lowers the breech block.



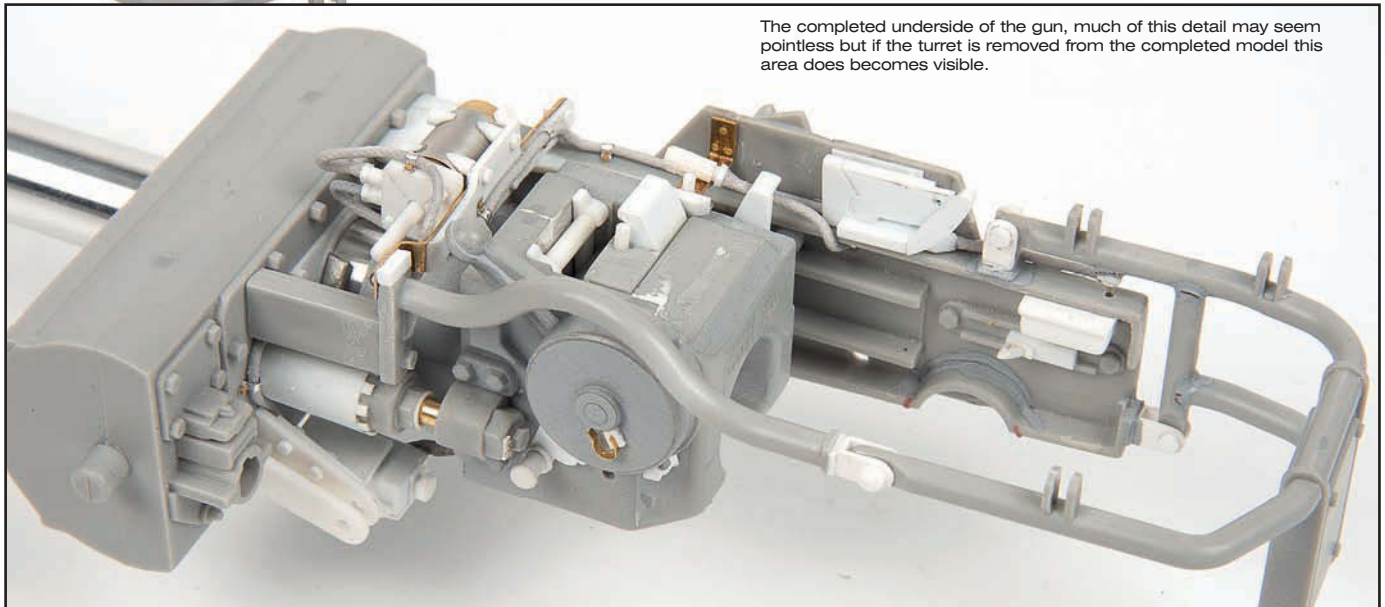
Another missing small detail was this pair of screws on the face of the recuperator mounting. ABER photoetched screw heads were used for this.



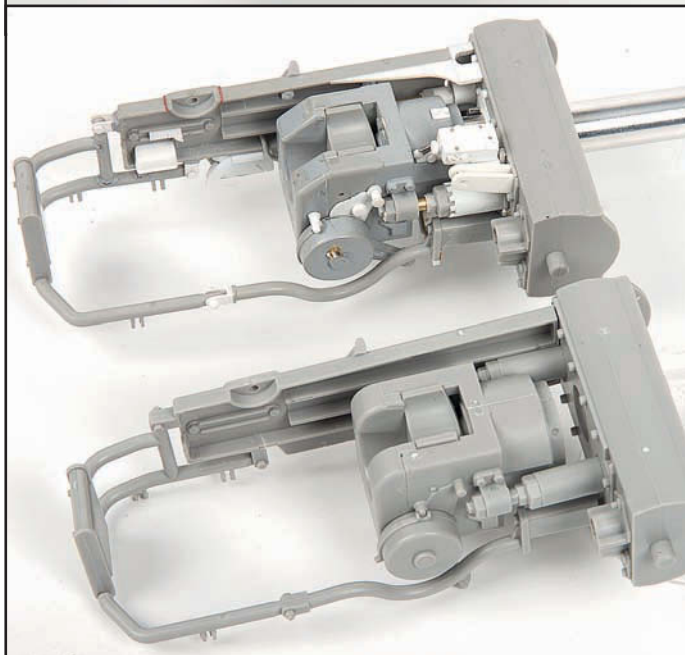
Getting smaller still, I added these three tiny lugs on the face of the breech. I used Albion Alloy's superb 0.3mm tube, both Aluminium and brass to see which was the best.



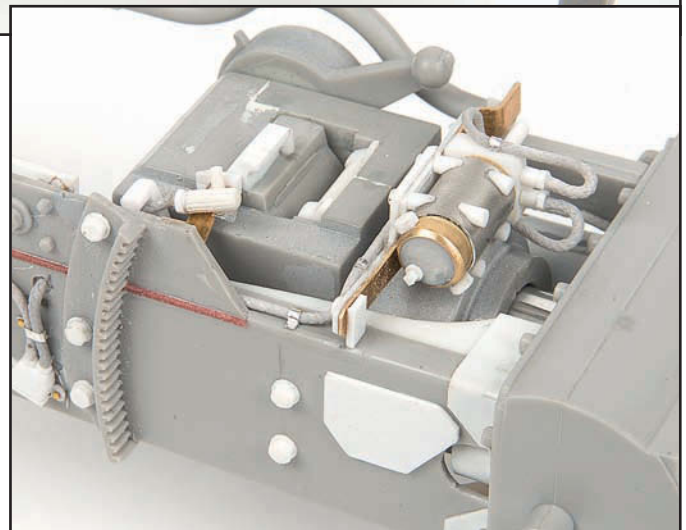
Finally it was time to bring all the components together for some photos. Many parts have not been fixed to make them easier when it comes to the painting stage.



The completed underside of the gun, much of this detail may seem pointless but if the turret is removed from the completed model this area does become visible.



An interesting comparison between my reworked gun and the from the box version.



It is always good to finish one of the main sub-assemblies and although the gun is done, this one still needs the co-axial MG mount to be addressed and there is the spent shell bag that hangs under the recoil guard and the gun controls to be dealt with. Still plenty to be done!

The project continues in the next Issue

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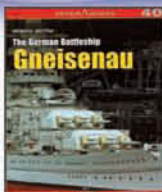
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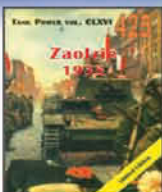
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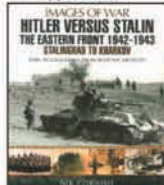
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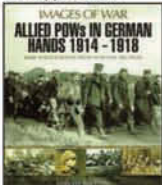
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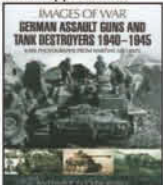
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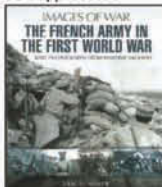
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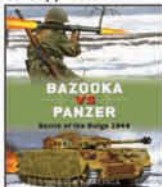
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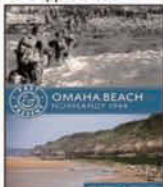
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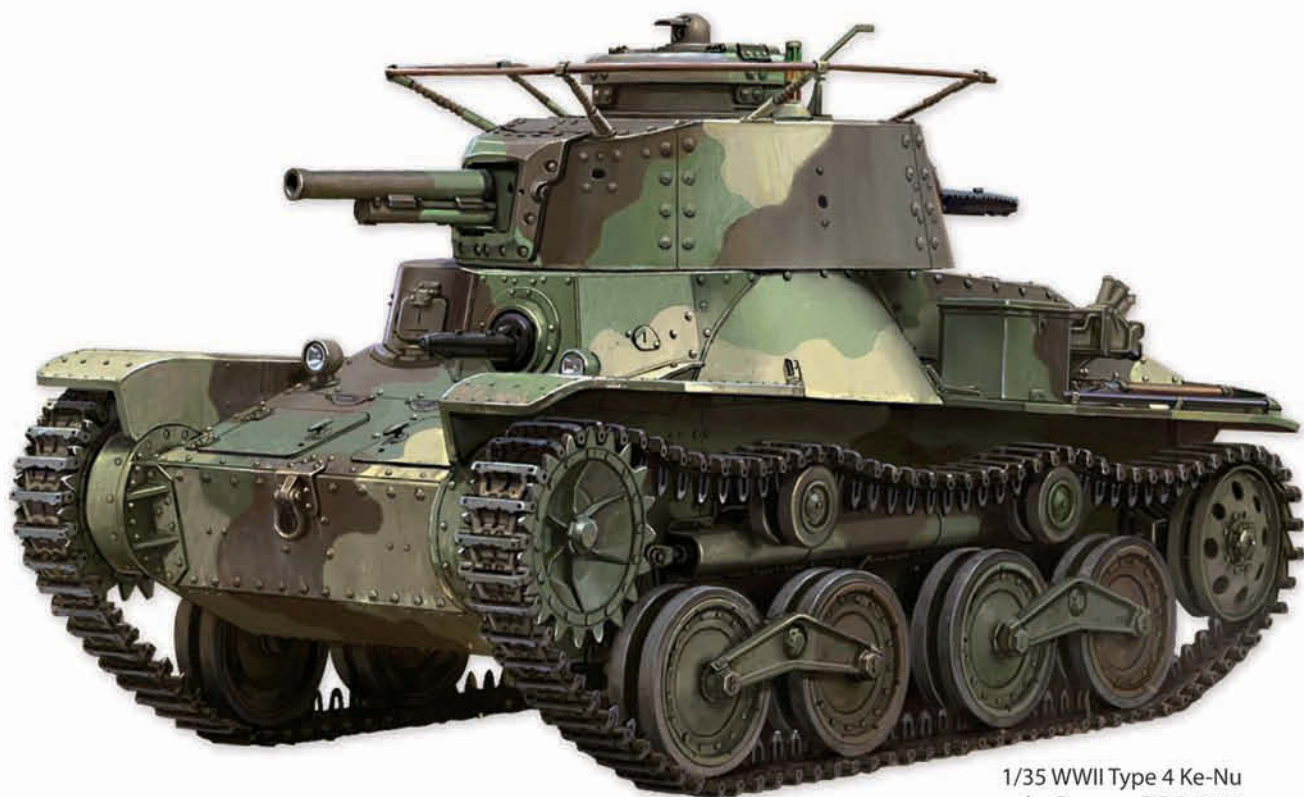
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1/35 WWII Type 4 Ke-Nu
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7UP

F4 PHANTOMS OVERHEAD



7up
F4 Phantoms overhead
USMC

modelled & described by Pete Usher



One of the most notorious battles of the Vietnam War was fought in the Battle of Hue City during the Tet offensive in 1969. One thing that made the battle somewhat different from other battles was the withdrawal of air support for the Marines whose job it was to regain the city. Air support was denied due to the historical buildings and temples in the city. The Marines on the ground had to fight their way through the city house by house and room by room; There air cover did not return until the Vietnamese forces were on the outskirts of the city. The idea for the diorama was born from these events. I wanted to create a diorama showing US forces looking up at the first waves of F4 phantoms coming in over the war-torn city.



M48 build

Dragon models first bought out the 1:35 M48A3 Mod.B some years ago as part of their Modern AFV Series Kit No. 3544; I was tempted to buy this kit but I knew it would only be a matter of time before the A3 turned up.

The M48 A3 was an outstanding kit to build with only a few modifications needed to bring it up to where I wanted it to be. Mud release holes were drilled in the rear sprocket. Weld seams added around the rear deck, tin fenders were made to replace the plastic kit parts; this was so I could represent them as being bent and buckled as they all appeared to be in the references I saw in Hue City.



A large disappointment was the rubber mantlet cover that is provided by DML, as you can see I intended to use the kit supplied part but the more I looked at it the more it just didn't look right, the worst point is the securing buckles that run around the edge of the mantlet cover. They were just too chunky. After some time looking around on the internet I found the M48A3 Mantlet & AN/VSS-1 Searchlight from Legend Productions - Nr. LF1268. I have used legend before and their upgrade parts are second to none.

Stowage

Legend make an outstanding stowage set for the, M48A3 Vietnam Stowage set II, has everything you need to give your M48 a real lived in feel. I particularly like the 40 bofors round boxes that line the rear of the turret to give some protection from rocket attacks. In the reference I found they came in a variety of colours and also saw them attached in their original aluminium silver.

M48 Painting

Looking at the reference I had the M48's they appeared to be a very dark Olive drab. With all the dust from the fighting they soon became thick with dirt from the battle in the city; with only exposed areas of the original olive drab showing through from where the Marines climbed around on the outside.



I used some sticky back foil to make a template the cut the hole where the resin part would go, a little filling and reworking it fitted nicely in position.



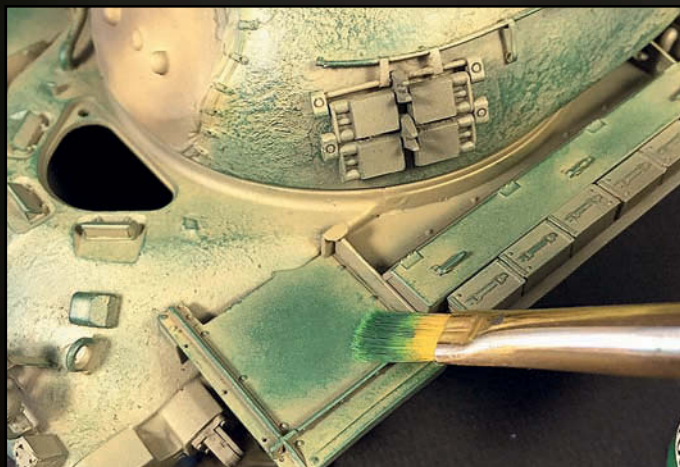
I filled any tiny gaps with filler and blended it with the rest of the turret.





First of all I painted the kit in a base coat of Olive drab from an AK interactive modulation set. The original olive drab was mixed with Kaki drab to build a

more dusty patchy appearance.



An old-school technique I thought would be ideal to show the original colour was dry-brushing with a dark green 80% black 20%, this technique was started in the centre with a heavier application then feathered out towards the edges for a softer appearance. To tone down and harmonise the colours I needed to fade and blend them.

Once the acrylic dry-brushing stage was dry; the first step was a thin layer of thinner and a Mig Dark wash was applied onto the panel to highlight the panel recesses and details.



A selection of oil paints were rendered over the area further softening the darker colour below.



A quick blast with a hair dryer quickly evaporates the thinner in the oil paints so a light dusting of dry powder can be applied.



To add some interest to the area I added some Black green chipping with a small sponge using Vallejo Black green.



The final step was a light application of dry mud in isolated spots to give further interest to each section.



I was happy with this multi-level technique, and deployed it across the vehicle.

Diorama Construction



I had a good idea what I wanted the end result to look like so I played around with the kit on paper first to get the right size etc., then cut the shape in Styrofoam.



The first step or the dio was the tarmac street. The polystyrene from the back of a frozen pizza was the perfect material for what I wanted. Kitchen roll was glued onto the polystyrene using PVA glue, this would act as the key for the next stage. Once dry the pizza backing was cut to shape with scissors.



Standard red modelling clay from my local hobby shop was warmed up in my hands and rolled out to a very thin layer about 1-2mm.



The thin clay was placed over the polystyrene and pressed down by rolling a rolling pin over the surface.



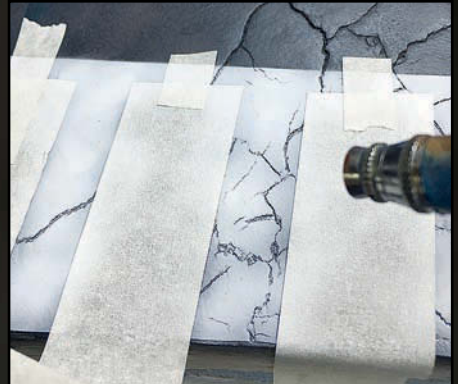
A hair dryer was used to speed up the curing process. As it starts to dry the thin pizza backing can be flexed and Bent making cracks in the thin Clay, further manipulation of the clay opens up the cracks, giving a really nice affect.



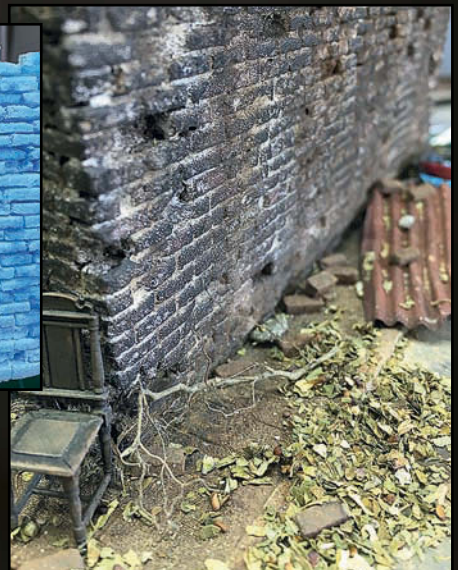
As I discovered, Tarmac comes in many different shades, I started by giving the clay 2 coats of Tamiya German grey. This was highlighted with some Vallejo colour's to break up the base coat and emphasize the cracks on the surface.



A pedestrian crossing was added and aged using the hairspray technique.



Mig 232, was mixed with well with tap water and sponged over the road, this process was repeated a few times until I was happy with the results.



The decaying city wall was created from the same material as the base, Styrofoam. The brickwork was defined using a craft knife, and a cocktail stick used to expand the joints. I have tried many different ways of creating the correct look on old brickwork, but this I have found is the best.



The entire wall was sprayed with Vallejo 71038 / 71041 as a foundation colour. Sand yellow was used to pick out individual bricks, the affect might look a little bright at this stage but the following processes mute the base-colours down.



Decorators filler mixed fairly wet was spread over and pushed into the joints of the brickwork. A damp sponge regularly cleaned in a bowl of water starts to remove the excess filler, the brickwork will start to appear.



Some filler will get stuck in the recessed of the corroded brickwork, this will need to be removed. A small blade or wet brush can also be helpful to remove the filler.



To finish off the wall, pastes and powders were worked in the brickwork to give a nice patchwork affect.



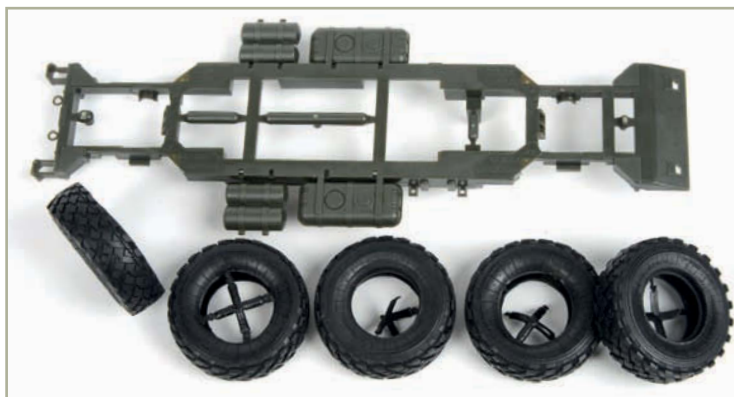
7up Billboard

All the main components of the diorama are now finished apart from one, the 7up billboard. I looked around on the internet and found a picture of a retro 7 up ad. But I couldn't get away from the fact that it looked printed with all the miniature ink jet dots, Examining the billboards in Vietnamese cities at the time they looked hand painted not giant posters with this idea in my mind I decided to hand paint over the printed sign. A little like painting by colour and not numbers! To give a war torn feel, some of the sign was ripped off and frayed to recreate the shattered ply board. Bullet holes where peppered across the sign with a motor tool. 2 layers of matt varnish sealed in the washes and pigments I used to further distress the giant sign.

The original rubber tracks supplied in the Dragon kit were used to add track marks in the tarmac. Corrugated iron roofing, made from tin sheet, mixed herbs and 1:35 scale leaves, plant roots and individual bricks plus a random chair was added to the street scene to give further dimension and story to the diorama.







Meng 1:35 GAZ Tiger-M

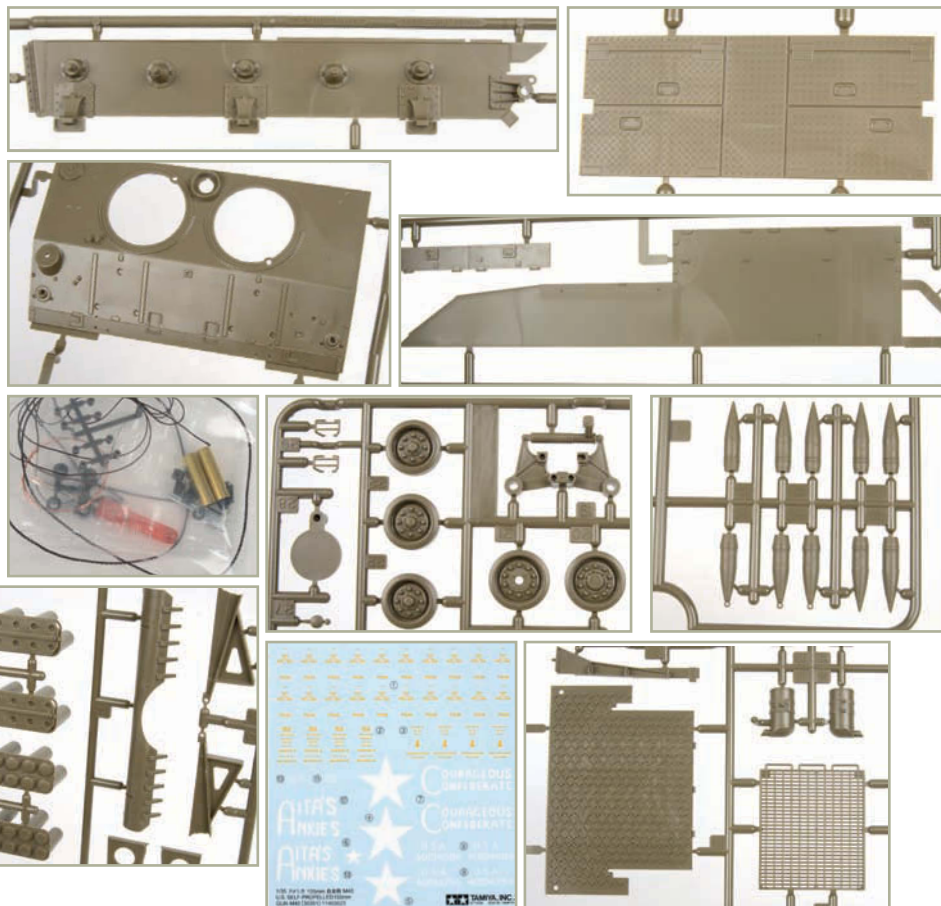
Following on from their Excellent GAZ 233014 Armoured High Mobility Vehicle is this 'Tiger-M' GAZ 233115 SpN SPV. As with many Russian vehicles the 'M' denotes an upgraded machine, these were originally reserved for special forces only but are now mass produced and used by the wider Russian military. The main visual differences are the tough-looking armoured bonnet (hood), air filter intake and smoke launchers. Mounted to the roof is a choice of an AGS-17 grenade launcher or 7.62mm MG and the actual vehicle has a new engine although no engine is included in the kit. What's new is a re-worked body shell (a very impressive piece of moulding indeed) and a sprue carrying the necessary

upgrade elements including new doors and dashboard. Moulding is ultra delicate and the kit is packed with fine detail throughout, Meng's usual builder-friendly engineering is reported to offer a very trouble free and enjoyable build. Tyres are in a soft vinyl with superb moulding and sprue points on the inside rim and a small photoetch fret gives us the radiator grille and mesh on the bonnet's upper surface. Decals thankfully include all of the camo finished surfaces on the inside so the modeller can pose all of the doors open should they wish, the interior really does look excellent. A cracking kit of a great looking vehicle.

Meng 1:35 GAZ Tiger-M 'Sagged' wheel set

Now as we've mentioned, the tyres in the new Tiger are rather nice, but these are on another level! Resin wheels always tend to have the edge with enhanced finesse and ultra-crisp tyre tread detail. Another touch of realism is the weighted appearance where the tyre bulges on contact with the ground, two positions are included (tyre in relation to the wheel and hub) so you won't have an unrealistic uniform appearance. The spare wheel without hub is also included. Simply superb upgrades.





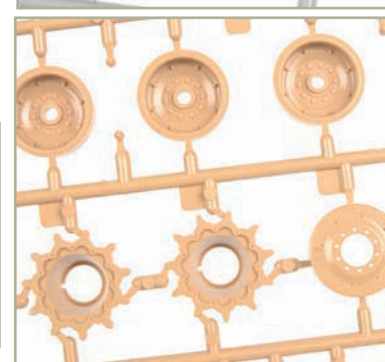
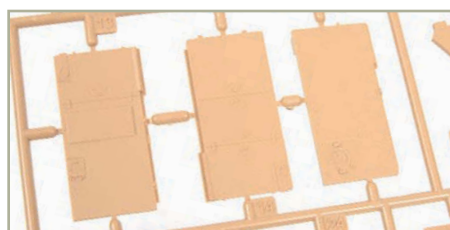
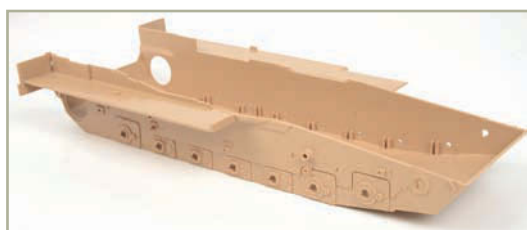
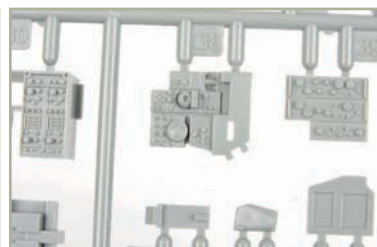
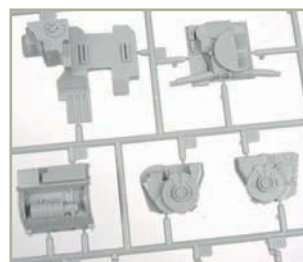
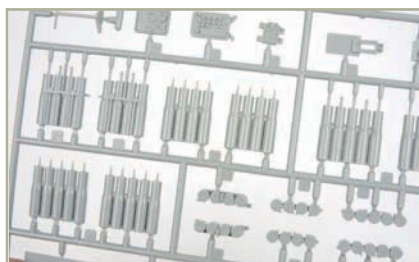
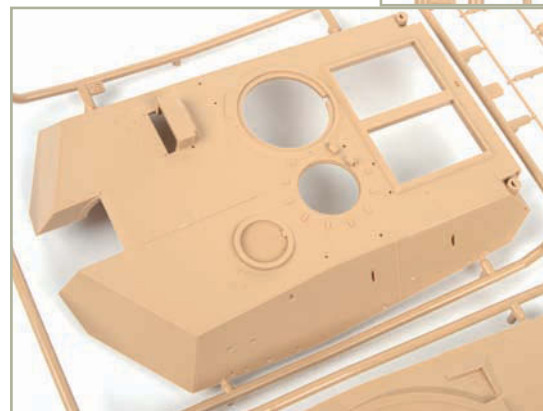
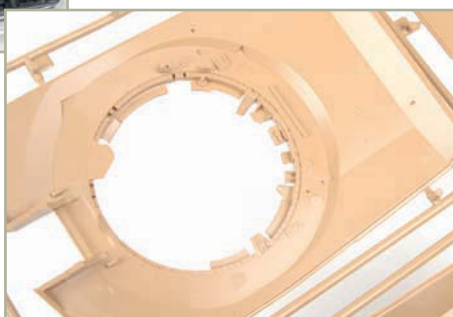
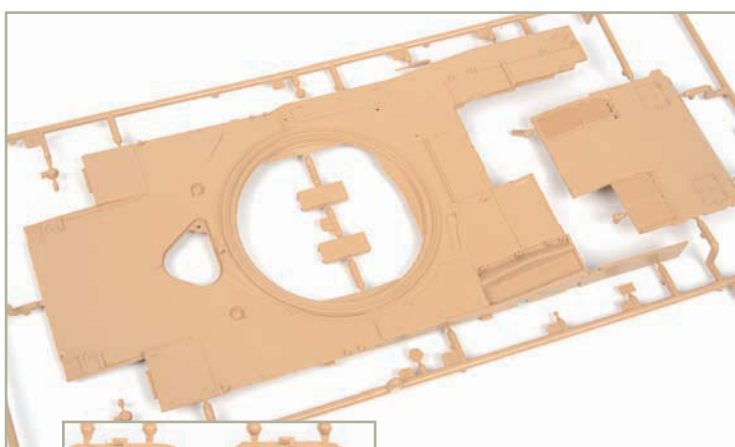
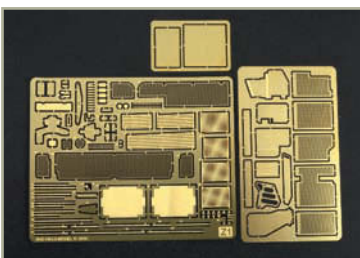
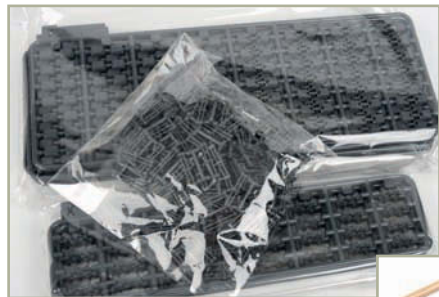
You have to love Tamiya's surprise releases, they just seem to come from nowhere, and it's nice to see them just sticking to their guns (no pun intended) and doing their own thing their own way. We had a 'designers' discussion in the office as to the longevity of Tamiya's 'Military Miniatures' range packaging which basically hasn't changed in forty years or more, real testimony to the strength of this legendary brand. So what of this brand new M40 'Big Shot'? Well it's a pretty big production across seven large olive green sprues, due to the make-up of the actual vehicle there's no big, chunky single piece upper hulls or the like; everything is assembled in a flat plate style. Along with all the green plastic is a bag of multi-media parts including metal chain, brass tubes, various threads and wire and clear styrene parts. A big bonus in the kit is a set of eight figures to crew the big artillery piece, not so long ago Tamiya figures were a little disappointing but times have changed, these are top-notch with excellent facial expressions and delicate creasing and features of the uniforms (allegedly from 3D scanning technology). The figures represent an action scene of a round being loaded complete with shells, racks and propellant bags. The moulding throughout is excellent as we

expect from Tamiya with all brand new tooling with the exception of the suspension bogies from their recent Easy Eight. The bogies aren't attached until the hull is completed, a simple affair with only a few photoetched grille inserts to jazz things up. Look at the delicate weld beads and fine tread plate detail, and unfortunately the not so delicate light guards, a pity the photoetch didn't extend to providing these. There's options offered to have the gun in a firing or transport mode with posable rear gate and 'spade' and an open or closed breech. The gun can also elevate and traverse should you wish. Tamiya have released an aluminium barrel set for the kit, if you don't want to spend any more money you'll have to struggle with the kit one and glue two pieces of plastic together... shouldn't cause too much trouble. A few modellers I'm sure will replace the moulded-on handles and tie-downs, maybe even the tracks, but even if you go for a straight out the box build this is sure to be a very impressive display once finished. Of course other M40 kits have been available in 1:35 for some time now (consulting my Tamiya history book they also released a 1:21 M40 in 1963!) but suffer numerous problems, it looks like Tamiya may have nailed it now. Only one way to find out and get building...

Very topical winter subjects for this time of year from D-Day with two pairs of 1:35 German figures. 35073 is a nicely sculpted duo representing SS Foreign Volunteers (should suit a number of other scenarios though) one (a little awkwardly it has to be said) holding a PPSH and the other with an MG 42 on a sling. 35070 depicts Luftwaffe ground crew in padded and quilted gear, one struggling with a toolbox who could look great in a number of scenes. Very nice figures which should prove a joy to paint. www.ddayminiaturestudio.com is the place to visit for more details.



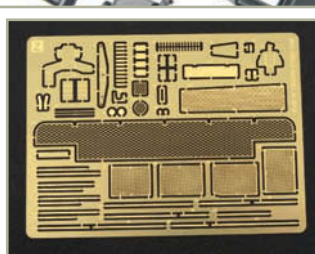
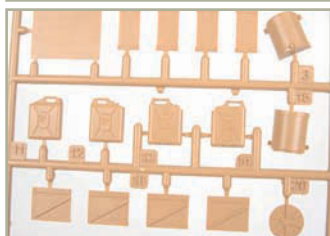
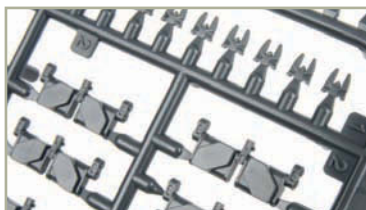
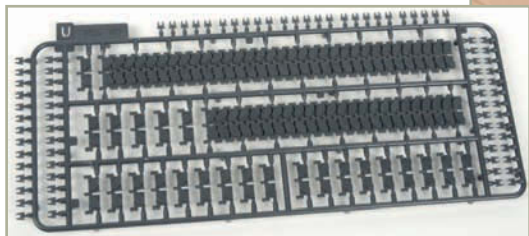
A change in direction from Stalingrad with some modern 1:35 subjects to add to their catalogue, simply some of the best figures available with beautiful sculpting and casting. We have three examples from a collection of Afghan rebels available and a pair of bang up to date Russian tankers. www.stalingrad.diorama.ru -



Ryefield Models M1A1/A2 with full interior

Ryefield models have already demonstrated that they are more than able to tackle the complexities of replicating a tank interior and they have now applied these techniques to the Abrams which will please many modellers. This is a substantial kit with 25 sprues, 3 photoetched frets and 2 decal sheets. Naturally much is familiar from their TUSK kit but with optional parts for A1 or A2 versions it is well worth identifying the optional parts you need as in many cases they are very similar. The upper hull section is beautifully moulded with a separate engine cover as you would anticipate but I am told that there are a couple of other access panels which have to be removed on the real tank when the engine is removed so some surgery will be required if that is how you choose to display the model. Helpfully the interior parts have been moulded in a pale grey plastic and there is plenty of crisp detail on the various control panels along with great features like the driver's reclined seat. The turret ammunition lockers come with one open door to show off the shells which are fully

reproduced or you could leave the turret roof panels separate? In the engine bay the kit has been designed so that you can show the engine removed with both the air filters and batteries provided but both these features will remain covered unless you cut open sections of the engine decks. The photoetched frets provide the assorted engine deck screens, the stowage basket grilles, the turret basket screens and other guard plates for the turret basket. A word about the tracks which are the fully functioning 6 part per link type which come with an assembly jig. Undeniably impressive but also extremely tedious to assemble! The kit comes with options for four different schemes although the first is a standard NATO scheme with no decals whatsoever whilst the other three are desert sand schemes. Colour references are called out along the way for the interior parts and there are a pair of colour cross-sections in the instruction booklet as well but it looks like some additional reference may be advisable if you plan to open up all the impressive interior.



Ryefield Models M1A1 Abrams 1991

Answering the demand for an accurate modern kit of the 1st Gulf War Abrams, Ryefield Models have reworked their existing kit backdating it to M1A1 configuration. This is a more stripped down kit than their other Abrams releases with the biggest change being the simplified link and length track instead of the complex individual link which had six parts per link, here you get two long runs of track and individual links to join them along with separately moulded teeth. This should make for a much quicker assembly but none of the track connectors are angled to go around the sprocket and idler so it remains to be seen if these can be bent to conform. The super crisp detail across the main moulding is a match for the best modern kits and the anti-slip texture is equally well handled. You also get the other features from the other

Ryefield Abrams like the clear moulded wheel hub caps, separately moulded fuel filler caps with photoetched chains and there are of course all the photoetched engine deck grilles and mesh for the turret basket floor. The kit also provides a generous number of clear moulded water bottles along with .50 Cal ammunition canisters, jerrycans and cooler boxes to help stow up the big turret basket. Although it is not mentioned in the instructions a set of draw bars is also provided. The kit provides a choice of three different markings although the decal sheet has what looks like a fourth set of markings there is no mention of this scheme? Top quality all round here and now surely the automatic choice for anyone modelling a Gulf War Abrams.



BitsKrieg 1:16 Panzer IV roadwheels dampers for Ausf F to early Ausf H

Our friends at BitsKrieg have followed up on their Panzer IV late pattern suspension dampers by releasing these two sets of early pattern dampers, both designed for the 1:16 Trumpeter kits. Both sets are suitable for Ausf.F to early Ausf H vehicles. The differences between the two are subtle with BK-1602 having a rounded profile to the cup which carries the rubber damper. As the photos show both sets are ultra-crisp with crisp bolt details and subtle weld beads. The sets also come with laser cut card

jigs to make it as easy as possible to position the dampers on the trumpeter hull. A superb set of updates that will certainly improve the external appearance of the kit and will also allow modellers to backdate the Ausf H kit to a more accurate early configuration which is what the Trumpeter kit represents. Full details of these and the other updates can be found at www.quickwheelstore.com



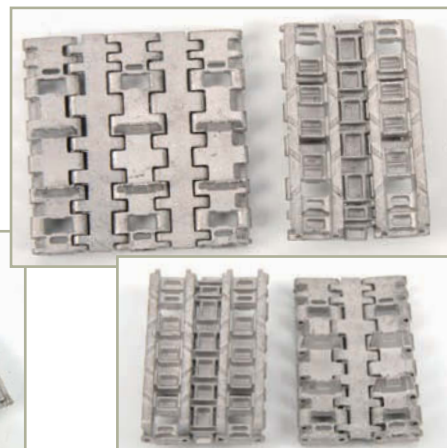
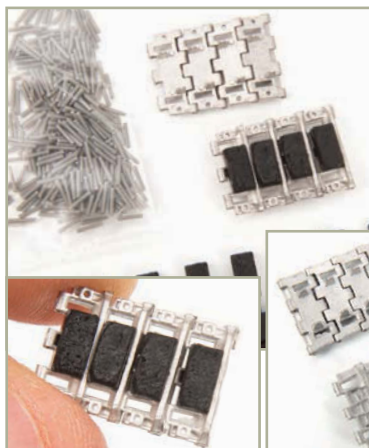
Paper Panzer Productions

We love the smell of resin in the morning, and the guys from PPP always serve up something interesting to get the imagination racing with 'What If' vehicles. PPP35028 is a conversion for Trumpeter's E-50 / E-75 to create an absolute mythical beast of a tank destroyer, 'Eber'. The set contains a full upper superstructure, mantlet and optional details all beautifully cast in grey resin. A huge aluminium '88' and brass antennae are also included. PPP35031 is also designed for the E-50 / E-75 to fit the fat tracks from the 'Löwe' to give a much wider and squat appearance, resin cast extended drives and idlers just leave you needing your track of choice. www.paperpanzer.com tells you all you need to know with the all-important secure shopping.

A brand new range of upgrades from Paper Panzers will be under the 'Allied Arsenal' brand with the same high quality production but, as the name suggests, for authentic Allied subjects. Keep an eye for www.allied-arsenal.com going live, if the British A13 Cruiser early or late drive sprockets samples and ammo tins are anything to go by there will be some superb upgrades to come.

Master Club

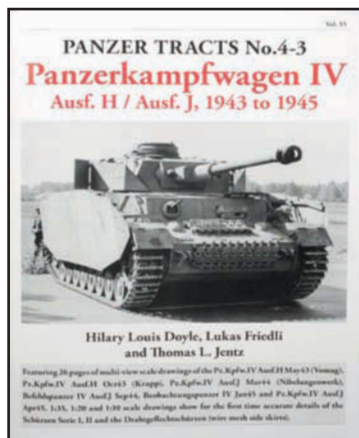
Three new excellent track sets from Russia's Master Club, the first two suit any of the new Takom or Tamiya's AMX-13 in 1:35. MTL35090 are the all metal style link and MTL35092 offers the rubber-pad style with some great separate worn pads provided in a soft black material. The ever popular Kingtiger also gets treated to fully working metal links to suit the mid version, MTL35095 is the product code. Resin track pins are provided for all, make sure you clean the holes in the castings with a 0.5 drill bit to allow the pins to push into place. Superb quality. www.masterclub.ru has more details of the full range



Panzer Concept 1:35 FAMO 9/2 Crane Conversion

The sheer complexity of the Famo 9/2 with its huge 10 ton crane has made it a daunting challenge even for the accomplished scratchbuilder. Now at last Panzer Concepts have commendably taken up the challenge of a modern multi-media conversion kit to convert the Tamiya Famo kit 35239. The kit provides a mix of well cast resin parts including the elongated chassis rails along with 3D printed parts (the black material). Much like the resin these arrive with their printing frames still in place in case you are wondering what these are. The kit also provides an aluminium tube for the

crane boom, assorted plastic rod and tube sections and a substantial length of chord to rig the crane. Comprehensive instructions are available as PDF download and they use assembly photos along with CAD drawings to guide you through the build. It is very much a project for the experienced modeller just because of the complex nature of the model but the clear instructions appear to have been well thought out to make it as straight forward as possible. Full details at www.panzerconcepts.com Brilliant and mad in equal measures!

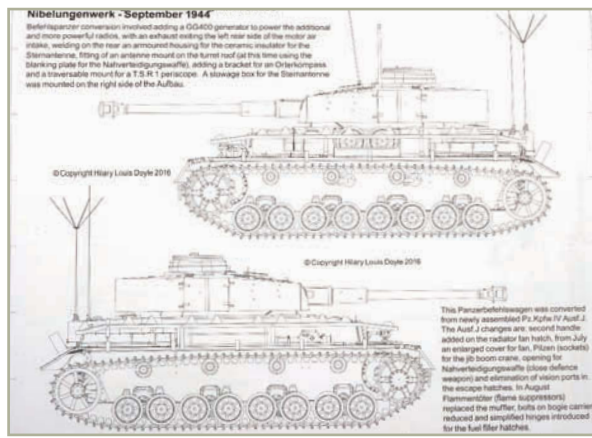


Panzer Tracts No.4-3 Panzerkampfwagen IV Ausf.H/J 1943 to 1945

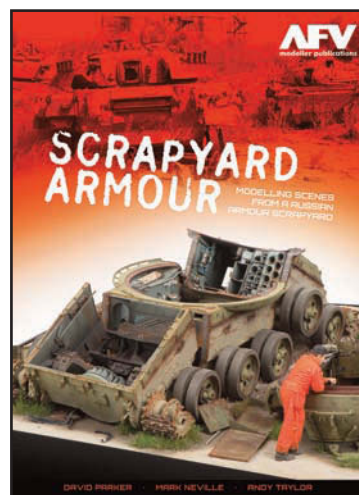
By Hilary Doyle, Lukas Friedli,
Thomas Jentz

Published by Panzer Tracts
Softback format, 88 pages
www.panzertracts.com

A welcome addition to the Panzer Tracts catalogue is this new study focussed on the Panzer IV Ausf.H and J. As fans of WW2 German Armour will know the Panzer Tracts series offers some of the most detailed and technically accurate studies, drawing on original source material and first hand World-wide study of preserved vehicles. This new addition is of course no exception and offers some fascinating insights into the design and production changes as well as explaining exactly what the shurtzen armour was designed for, which comes as something of a surprise! It is also fascinating to read of the monthly changes in production types demanded of one of the companies manufacturing the Panzer IV, to Panther, to Stug IV and back to



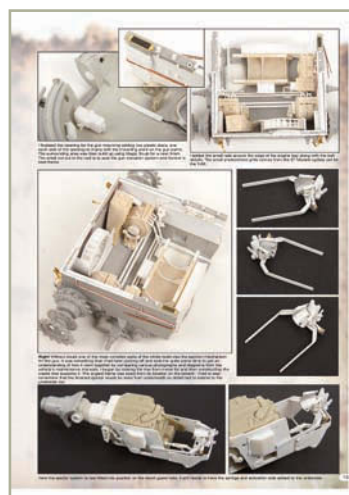
Panzer IV. Period photos are used to illustrate the different production variations and of course Hilary Doyle's superb plans are invaluable to the modeller with key details drawn at 1:10 scale for added clarity. Along with the standard gun tanks the book also covers the Panzerbeobachtungswagen IV and Panzerbefehlswagen IV. There is also information on the export versions and their post war use. The back cover is taken up with a useful chart showing the various production changes by date and defined by Ausf. which is useful to both identify vehicle types and to check for model accuracy. Highly recommended. Our sample kindly provided by www.bookworldws.co.uk



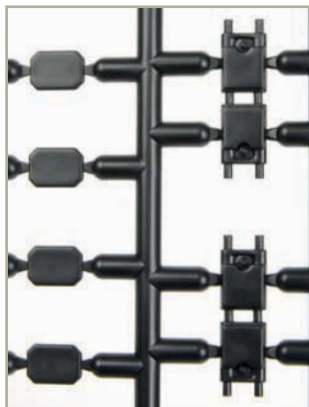
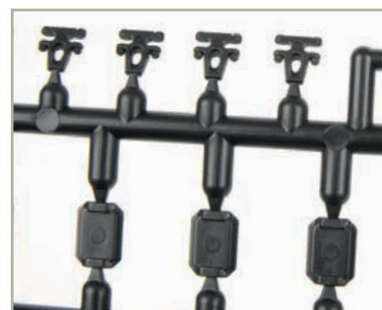
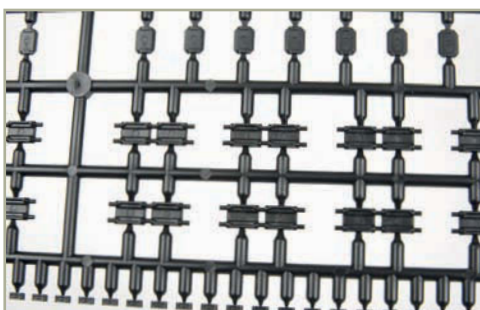
Scrapyard Armour

David Parker, Mark Neville, Andy Taylor
Published by AFV Modeller
Softback format, 116 pages
ISBN 9780 993564604
www.mengafvmodeller.com

Time to blow our own trumpet now and after all if you cannot say good things about your own productions here where can you? Our latest publication has been in the works for several years due to the complexity of one of the featured models. The book is based on a series of photos taken in a Russian tank scrapyard where a wide range of vehicles were to be found in various stages of disassembly with many cut up into pieces. These pictures were the inspiration for three models with a cut up T-62 with upturned turret proving a huge challenge which more than two years to complete. Along with the detailed step by step coverage of the



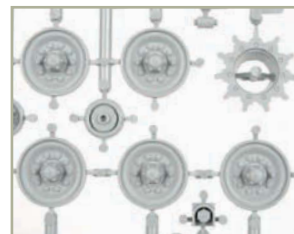
models we have also included forty pages of the real scrapyard with details of a wide selection of different vehicles as well as the ones which inspired the models. For a more independent view, here some feedback we had from reader Francesco Majorana: "I just received my copy of Scrapyard Armour. I'm very very happy with my purchase, well spent money. It's not just the quality of the paper, the pictures, the layout. It's the content that raises the bar. I mean finally a book in which all three aspects of our hobby are represented at the top level: construction, yours is astonishing, finishing and reference material. Thank you."



DEF. Model

The good guys from Korea, DEF. are keeping up with their tremendous release rate and present their first injection moulded set, U.S. T158 workable track links for M1A1 and M1A2 SEP with unique guide horns included for the Republic of Korea K1A1 / A2 and K2. The parts are nicely moulded and links are designed to click together on the guide horn with separate outer pads. End connectors are pre-spaced on the sprues to speed up assembly. More precise Patton parts now with DM35072 for DML's M48A1 / A2 or Magach1 containing very worthwhile upgrades to complete a new gun tube and mantlet (including a etched fastening strip) cupola cover and corrected drive sprockets. For AFV Club's M60A1 Patton, a superb barrel and mantlet is complete in set

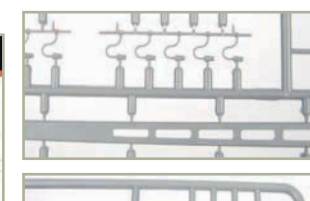
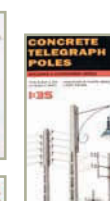
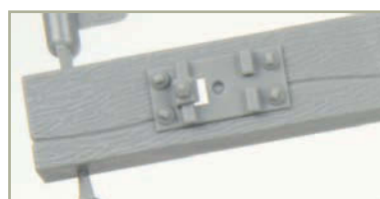
DM35073. Continuing to look at the late T-34/85 this turret and detail set is designed for Academy's Factory No.112 kit consisting of a superbly rendered 8 piece cast turret, mantlet, barrel and photoetched fret which includes lots of hull details also. DEF's wheel sets are held in highest regard with top quality casting and detail, all where appropriate have a realistic weighted (sagged) effect on the tyre wall. An added bonus of self-adhesive painting masks is included in each set and the spare wheel if applicable. DW35093 is for Trumpeter's US LAV-25, DW35096 for the Panhard VBL and DW35097 for Roden's 1:35 M37 cargo truck. Highly recommended as usual; www.defmodel.com



Dragon 1:35 IDF Magach 3

Another version of DML's M48 is released in the 'Six Day War' series with a 'Magach 3' boxing. We've looked at many of these M48 based kits lately and whilst decent and simple builds with some excellent detail, Dragon have failed to update any of the tooling to correct a few parts. This kit is basically the M48A3 from what we can see with an additional sprue. The main gun in the kit is the (additional) sprue from Dragon's M60, noted of being a questionable size anyway but the 3s were fitted with British 105 L7 guns if I'm not mistaken? I don't think I've seen a 3 fitted with the style of cupola offered in the instructions, a low profile Sherman-

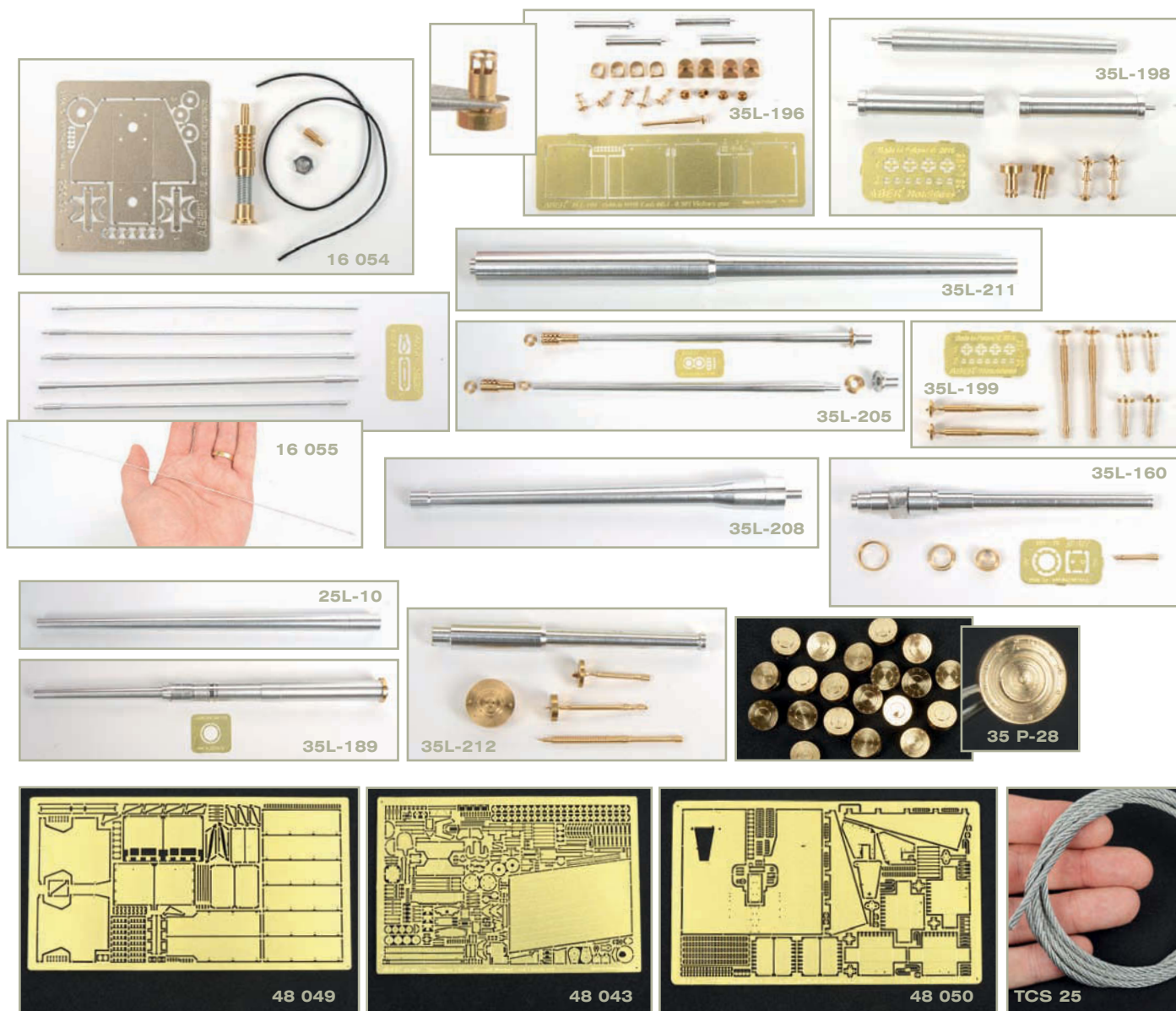
style cupola with external .30 Cal mount seems the norm here as are armoured covers over the air filters, again, not present in the kit. Most reference images seem to show a .50 Cal. mounted where the searchlight sits also which isn't an option offered. I'm certainly no expert on IDF Magachs, maybe this kit could represent an initial batch vehicle without upgrades but it just seems to lack some key features present in most period images, a little lazy on first impressions Dragon, but the aftermarket guys (certainly DEF. and Legend) have sets to help build a 'typical' Magach 3.



Mini Art

Always providing diorama builders with something to spark the imagination, Mini Art have a new batch of releases for that next project. If our AMX-30 feature has got you thinking, here's some brand new highly detailed European railway track; 35561 contains around 700mm of track and 35568 is a track of around 350mm with a dead end. A nice complement is set 35563 consisting of four concrete telegraph poles, one is actually a double sided lamp post complete with clear parts. Detail and moulding is excellent. There's enough Champagne and Cognac for any army to celebrate victory in set 35575 with sixteen wooden crates and green and brown tinted bottles to fill them up with a neat little decal sheet to suit. Straight from Mini Art's SU kits we looked at recently are these individual link, workable 'waffle' tracks for T-34 based vehicles. The detail is as good, if not better than resin versions with superb and

sharp detail right down to casting numbers. 35207 is the product code. We've seen some great figure sets released from Mini Art, here's more to keep Allied modellers happy with another group of U.S. troops of the WWII period. Two GIs are posed snoozing / relaxing, two playing a card game and one sat on his helmet reading a newspaper. 'German sitting civilians' are five great period subjects which could be a great touch to WWII dioramas. Good expressions and great sculpting as usual although unusually some moulding flash will need cleaning from our sample. A small printed sheet contains detailed magazines, newspapers and playing cards. www.miniart-models.com will keep you up to date with their excellent quality releases with some downloadable catalogues also available.



Aber

More precision from Poland with new releases from Aber. In sixteenth scale is 16 054 a superb U.S. MP48 antenna base and 16 055 the multi piece antenna to suit. 35L-196 is an extensive set to detail the Vickers and Hotchkiss guns on Takom's Mk.I Female, 35L-198 is more pre-war gun detail for the Hobby-Boss Vickers Mk.I Medium as is 35L-199 which is a set of four 8mm Hotchkiss barrels which would suit any 'Whippet'. Still in 1:35 is 35L-211, an L/48 7.5cm for DML's Sd.Kfz. 234/4, 35L-205 is a beautifully machined set for Takom's ZSU-57-2, 35L-208 is a beast of a barrel for Zvezda's ISU-122 and 35L-160 is a multi-part set to suit Trumpeter's BMP1 or BMD1. 35L-189 is the legendary '88' to suit any kit of the Flak 36 or 37 and 35L-212 consists of the

45mm and two 7.62 MG barrels and ammo drum. The same ammo drum is available in set 35P-28 which are superbly detailed. In the forgotten scale of 1:25 is a T-34/85 ZiS-S-53 barrel and three photoetch sets are new in 1:48; the first two are for AFV Club's Sturmiger, 48 043 is the basic detail set and 48 049 is to re-create the fenders and exhaust covers. 48 050 will look excellent on Tamiya or Italeri's Flak 36/37 to replace all of the armour shields. Finally is a length of tow cable in stainless steel, 1200mm long and 2.5mm diameter (looks pretty hefty to us even for 1:16?) Aber's superb quality is available Worldwide, www.aber.net.pl will help you find a stockist near you of their vast range.

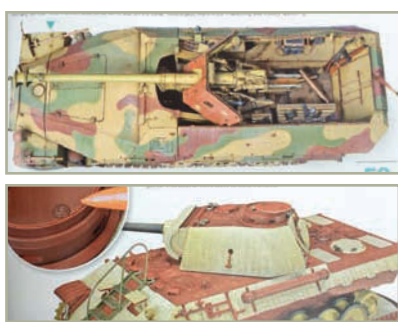
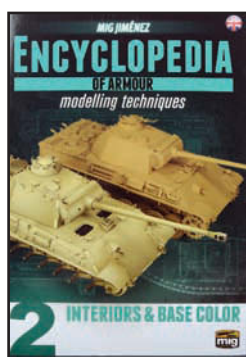
Hephaestus Design Studio

We're expecting to see aftermarket 3D printing on the increase (think back to our feature in issue 89 on the full Hotchkiss kit) and like that kit, these parts are available through the Shapeways website. Basically Shapeways hold the 3D drawings which the designer sends to them and the prints are done on-demand, ordered via their website. These sample parts show very fine detail and will look superb under a coat of primer. There's two sets for Meng's D-9 'Doobi' 'dozer, one set is seamless hydraulic cylinders which replace the two piece plastic ones in the initial kits and another set is to show a disassembled final drive which allows the model to be displayed with the final drive having maintenance performed on it. A 1:35 V-2 rocket motor printed as a single piece is very intricate and would make an interesting load in an Allied track at the end of WWII.

<http://www.shapeways.com/shops/hephaestus-design-studio> and

<https://www.facebook.com/HephaestusDesignStudio/?ref=bookmarks> are the places to go for more details (literally!)





Encyclopedia of Armour Modelling Techniques

Mig Jiménez

Published by AMMO

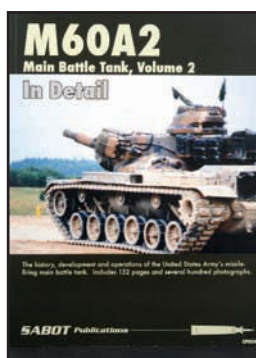
Softback format, 150 pages

ISBN 97884 94513084

www.migjimenez.com

Volume 2 of this encyclopedia styled technique guide focusses on interiors and base colours. The author needs no introduction, unless you are just starting out in the hobby you will have no doubt seen or heard of Mig and his pioneering work and products to help any modeller achieve better finishing and weathering results. An introduction talks the reader through tools and materials in preparation for the step-by-step studies of soft-skin vehicle interiors, armoured vehicle interiors, engines and then onto external base coats,

shading and highlighting effects including markings. The whole book is visually based as you'd expect with a nice clean layout and good quality, easy to follow photographs which are ideal for those beginning to get the hang of the basics and looking to progress to a higher level of modelling. No matter what your standard of work there's always something to learn or try-out with these guides and although there's obviously a bias towards AMMO's own range it doesn't detract from the flow of hints and tips offered.



The M60A2 in Detail, Volume 2

Chris Mrosko and Brett Avants

Published by SABOT

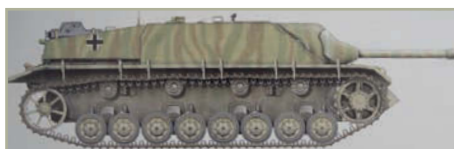
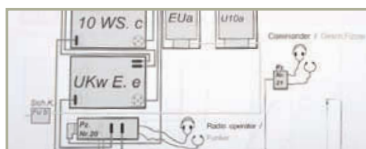
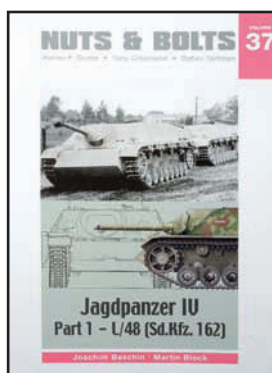
Softback format, 128 pages

ISBN 9780997 377439

www.sabotpub.com

'Don't call me Starship' is the humorous introduction to this second volume dedicated to detailing the service of the M60A2 with U.S. forces in the style of a photo album with detailed and obviously well researched captions. Split into two sections, the first 'In the Field' is an excellent collection of in-action A2s on various exercises with some absolutely filthy examples begging to be modelled! Interesting maintenance scenes are included with M88s

lifting turrets and some surprisingly damaged fenders and the likes; all great modelling touches which you wouldn't automatically associate with non-combat images. A second section is a very comprehensive 'walkaround' inside and out of the Littlefield Collection vehicle in large format, clear photographs providing perfect reference if you're embarking on a build of one of the recently released M60 kits.



Nuts & Bolts Vol.37 Jagdpanzer IV Part 1 - L-48 (Sd.Kfz. 162)

Joachim Baschin and Martin Block

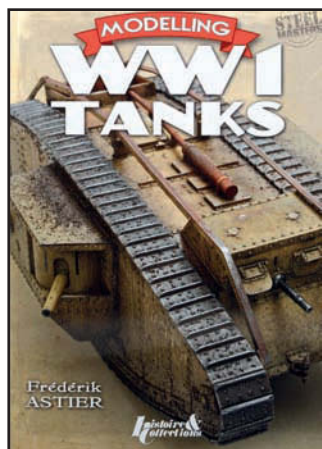
Published by Nuts & Bolts

Softback format, 180 pages,

English and German text

If you're a serious German armour modeller, Nuts & Bolts are familiar bi-words for reliable and in-depth reference. This thirty seventh volume features the shorter barreled L-48 Jagdpanzer with the tried and tested format familiar to collectors of the series. The history and technical development is followed by the structure and history of the anti-tank units and a collection of rare images split into those of technical interest, Western Front and Eastern Front. Image quality varies but a high percentage are new to us and all have detailed captions with call-outs of points of interest. N&B's drawings and plans have always

had great respect for their accuracy, these coupled with the extensive walk-around section of several museum preserved vehicles and ones at various stages of restoration really does give the modeller a serious one-stop reference. The in-depth coverage extends to radio sets, on-vehicle-equipment, gun breeches and zimmerit. A short section on modelling the Jagdpanzer has some tips on zimmerit and the usual excellent colour plates meaning this volume is sure to be another 'must have' to add to the German armour modellers' library. Highly recommended reference as always.



Modelling WWI Tanks

Frédéric Astier

Published by Histoire Et Collections

Softback format, 128 pages

ISBN 978235 2504689

www.casematepublishers.co.uk



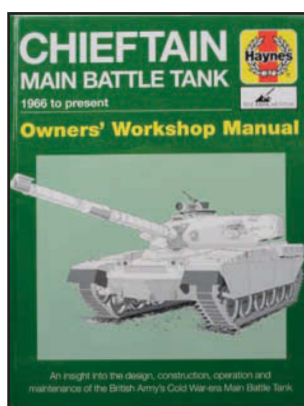
If you've been a reader for some time you may well remember some of the beautiful work we've featured by acclaimed French modeller Mr. Astier. This new book from the stable of 'Steel Masters' showcases six Great War dioramas in great detail with step by step coverage of assembly, painting and weathering, figures and groundwork. We start with a comparison between Tamiya's and Takom's MkIV Male and Female, then projects with

Takom's Saint Chamond, Hobby Boss' Schneider CA1 and Meng's A7V and Renault FT. Each project is complemented by some period reference images which is a nice touch. The photography, presentation and overall feel of the book is excellent, as is the modelling with plenty to learn for everyone. It's really set me off thinking of WWI potential projects, a good gauge of this book's quality.



AMMO

Some new sets of quality acrylics for spraying or brushing from Mig Jimenez's AMMO, the first two sets of six colours tie-in with Takom's recent Kingtiger release, Volume 1 being interior (including brass and aluminium for shells) and Volume 2 for the exterior (including wood and track colour). Two new 'Smart Sets' are also recently released, 17 is a four colour set of modern French colours and 19 quite an obscure one containing three colours for Argentinian armour. www.migjimenez.com



Chieftain MBT, 1966 to Present, Owners' Workshop Manual

Dick Taylor

Published by Haynes

Hardback format, 156 pages

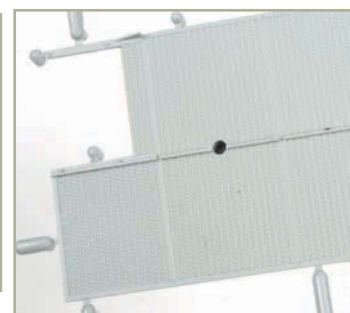
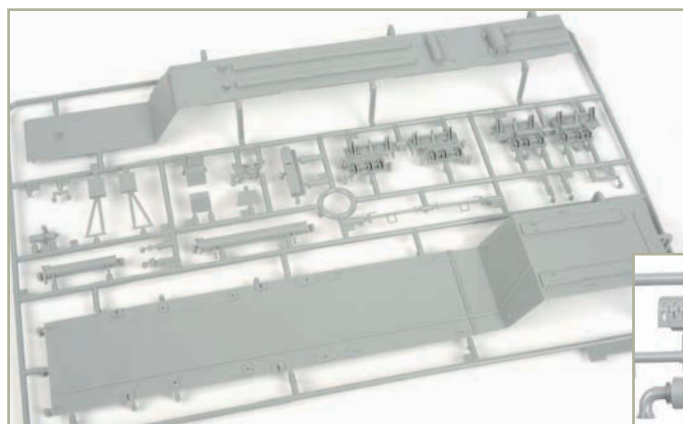
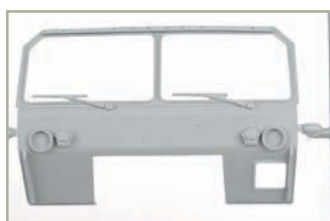
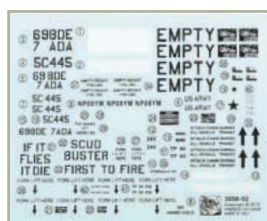
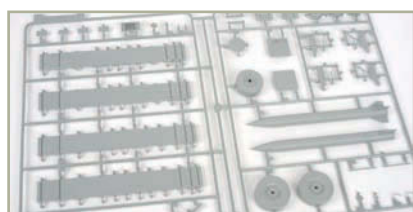
ISBN 9781284210594

www.haynes.com



Once you get over the tongue-in-cheek presentation of a Haynes Workshop Manual, you quickly realise that this is a very serious piece of reference on Britain's famous Main Battle Tank of the Cold War period. The acclaimed author is in his fortieth(!) year of service with the RTR, including commanding the Chieftain, so we should most probably listen to what he has to say! Packed with images to provide excellent modelling reference, the full Chieftain story unfolds from it's initial development and production to all aspects

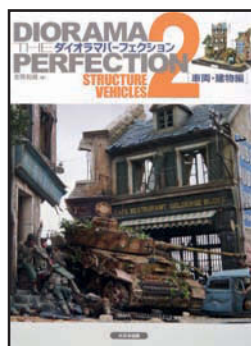
of the technical make-up in great detail to give a detailed insight and first hand experience of what Chieftain did, and how it did it (or sometimes not; remember British Leyland of the seventies?). A fully detailed service history and tales of exports and action give some good modelling ideas, even more so with the 'funnies', AVRE and ARV variants. This is a great reference packed with photos and technical drawings plus very readable and excellent value.



Dragon 1:35 MIM-104B Patriot SAM System PAC-1

There is no denying that a 1:35 Patriot system is a monumental display piece, unlike Shermans, T-55s or Tigers I'd think it would be a safe bet that modellers would only ever build one of these (be it due to the sheer size or the cost!). So, from what we can gather Trumpeter produce a PAC 2 version which is available also as separate tractor unit and launcher / radar, AFV Club have re-boxed this with some extra detail parts. In the previous issue we looked at Dragon's release of the launcher and here it is again complete with the HEMTT tractor unit, which to our surprise is actually the Italeri kit! Confused? So basically this gargantuan box contains the previously released launcher trailer complete with generator which can all be displayed in action or transport mode, sprues from Italeri's HEMTT and new parts by Dragon to produce the specific tractor version (chassis rails, coupling etc). All of the grey sprues are of similar standard, good if not great. DS soft

styrene is utilised for the tyre tread and outward facing side wall with sharp detail but that's about it from a 'multi-media' point of view. I'd imagine most modellers embarking on a project as vast as this will be experienced and at least expect some photoetch included; the multitude of mesh walk-ways are crying out for it and should really be included considering the asking price. I'm sure this kit could be a real show-stopper when finished but that would be down to the subject and sheer size rather than levels of detail demanded of more discerning modellers. Not having seen the Trumpeter tooled kits in the flesh it's impossible to draw comparisons with Dragon's efforts but this kit doesn't include the radar trailer, something to bear in mind if you want to do a full system in a diorama. A good kit but lacking the 'wow' factor for such a big project.



Diorama- The Perfection 2, Structure and Vehicles

Kazuya Yoshioka

Published by DainipponKaiga Co Ltd

Softback format, 112 pages, Japanese text

ISBN 978449 9231909

www.kaiga.co.jp www.modelkasten.com

We're lucky enough to receive copies of the long standing Japanese magazine 'Armour Modelling' where Mr. Yoshioka showcases his diorama art, and he really does propel modelling to an art-form with his monthly series 'The Perfection' which has been collated here into this volume focussing on the vehicles, buildings and groundwork. It's rare to see such extreme detail bestowed on every element of a diorama, be it the vehicles, figures or furniture inside a destroyed building, everything gets the same level of attention and skill. Of course reading Japanese is beyond most of

us in the West but with such thorough step by step images and illustrations the techniques are easily understood. The featured masterpiece depicts a scene post D-Day reminiscent of a scene from Saving Private Ryan with a KO'd Panzer IV H (although the often misinterpreted Panzer-Lehr marking has set the Editor off on one...) and civilian car in a ruined street, a simply stunning piece of work which any modeller will learn something from. Three of the author's other dioramas make a brief appearance too, all equally impressive. Modelling at it's highest level.

The story of Chilean AMX 30 tanks is rather complex. Far from being the first choice to purchase, it was a decision made out of necessity, after the failure to initially purchase Leopard 1A2 tanks and later SK 105 Kurassier tank destroyers. In fact, the original order placed for 48 AMX30B and 2 AMX30D ARVs was limited by a change in the French government's policies towards the Chilean military regime. The 19 MBTs and single ARV received early in the 1980s were organized with M-41 light tanks in order to complete a single "Grupo" (Battalion) which was deployed in southern Chile as part of the 'Dragones Armoured Cavalry Regiment'. Unlike other countries' experiences with the tank, the AMX 30 was well regarded in Chile. It was manned only by professional crews who were able to cope with its idiosyncrasies and complexities. The tanks served very well in the Regiment until a new batch of second-hand

AMX30B was purchased in the 1990s. The new tanks allowed completion of a fully equipped MBT unit.

In spite of this, the purchase of Leopard 1V tanks in 1997 meant the beginning of the end for the AMX. The AMX30 unit was completely transferred to Lancers Armoured Cavalry Regiment, also in southern Chile, but in Puerto Natales' garrison instead of Punta Arenas. In that unit, they served during their final years, before being replaced by the newly purchased Leopards. But the final act of the AMX's service was using them in a special reconnaissance squadron that was part of Chorrillos Armoured Brigade. When all of the spares parts were consumed, and the new Leopard 2 arrived to the northern brigades making more Leopard 1V tanks available for this role, the last AMX tanks were discharged and then scrapped.

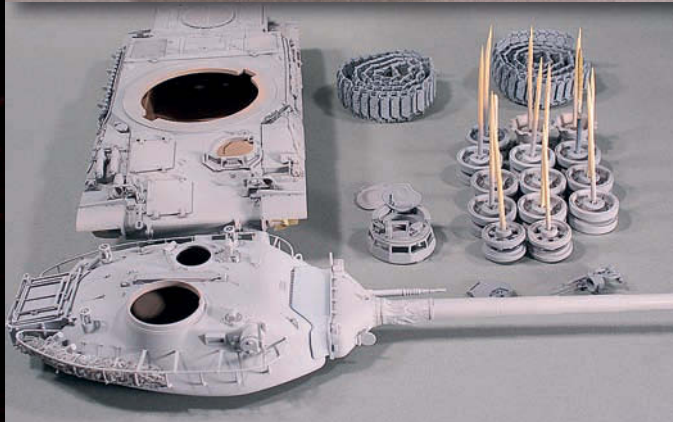
Chilean *Chariot*





Tito Costa **ads a little spice to Meng's AMX-B2**





When I decided to start my new project, I researched the most suitable kit for assembling the B version. Meng's B2 version had excellent reviews and only small details were necessary to build the vehicle I decided to represent. The assembly was made from the box, I just added some details such as the canvas and camouflage net on the turret along with the belts used for fastening the stowage on both sides of the turret's racks. The main barrel and MG barrel were replaced by using the excellent Orange Hobby sets. The assembly was very simple throughout with no issues to draw attention to, and I was quickly

ready to prime for paint.

In order to make the painting process as easy as possible, I split the kit into several subassemblies. For the base colour I used a 50/50 mixture of Tamiya's Field Grey and Olive Green with a couple of Tamiya clear drops to prevent the so called "orange peel" effect. Then I lightened the mix by adding buff and worked in some subtle colour modulation by gradual airbrushing. To finish the colour modulation I lightened some raised details such as handles, hinges, tool clasps, etc. with a fine brush helping to

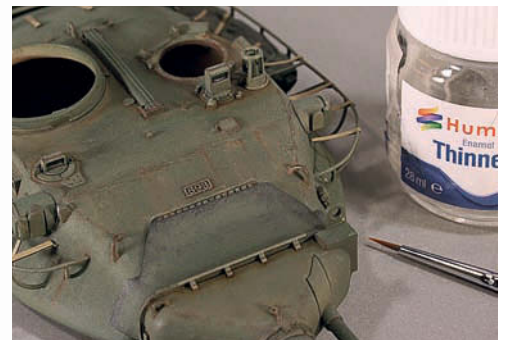
lift the detail. When applying the colour filters, I feel most comfortable when using my old Humbrol Enamels in different red ochre tones, applying them very thinned and in successive layers, letting them dry for a couple of hours each. The following day, after the filters were dry, I start applying some more focused filters by using an oil-dot filters technique. In this case I used Van Gogh oils, a brand you can easily find in my country of Chile. Small dots are blended with a flat, soft brush giving subtle shifts of tones across the surfaces.



Using some masking tape and Tamiya colours, I painted the gun's yellow rings. For the markings, I didn't use any decals, but photo etched stencils by Lion Roar to paint the tank's licence plate and the text "Cazadores" on both sides of the gun. For washes, I used a mixture of AMMO washes and sepia colour oils. For those softer ones I just applied pure AMMO and when I wanted to achieve a darker shadow, such as the ones in the engine grill mesh I just added sepia oil to the AMMO base getting a darker tone and thicker mixture. For the AMX's paint weathering and damage I started by applying some very superficial chipping in a lighter tone than the base colour mixed from acrylics. Heavier paint scuffing was replicated with dry brushing dark brown enamel on the edges of those surfaces that are most exposed to contact. Finally, in order to complete the process I applied more chipping with acrylics in the same tone to reinforce the effect on those most vulnerable areas.

On the spare track links I used the same technique, but with some more intensity to highlight those parts from the rest of the vehicle. On the turret's roof I made some rust streaking with a mixture of both sepia and burnt umber oils blended with clean thinners.

For the exhaust mufflers I wanted to obtain a weathered paint effect caused by temperature. I worked in three layers, being the first one a Tamiya Clear Orange, then dry brush with a mixture of Black and Burnt Cadmium Red to outline the edges and replicate paint damage and rust streaking. Finally, I applied dry black pigment to dust the exhaust pipe exits.



The railway crossing makes for a dramatic pose and shows the working suspension of the kit very well.

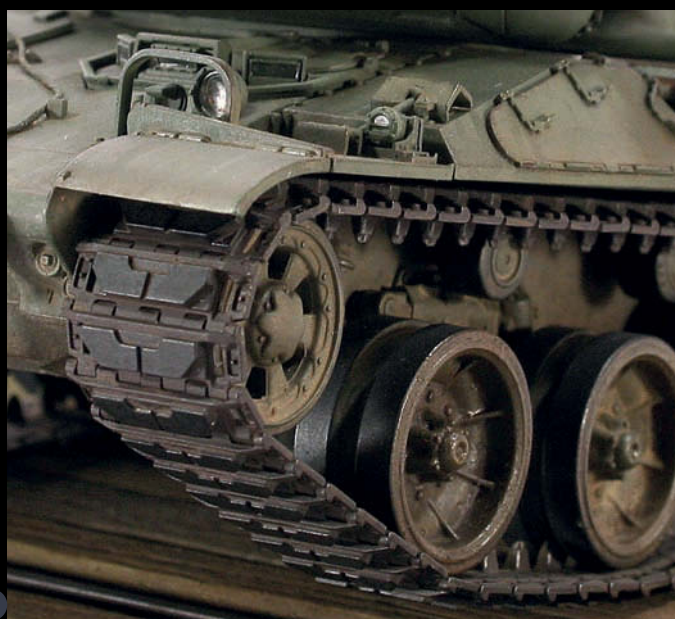


For dirt and dust effects on the upper part of the chassis, I used a mixture of AK and AMMO washes, by essentially using light ochre tones since I wanted to achieve a contrast with the lower hull, which would have darker tones to represent the humid conditions of southern Chile. I started applying an initial mixture of 50/50 Dark Earth and Kursk Soil. Then I progressively lightened this mixture by adding North African Dust. On the final layer, and for representing dust streaking effects, I added some little White oil to this mixture.

For dirt and mud effects on the lower part of the hull and in order to try to get a wet appearance contrasted by some dry mud areas, I applied a base layer with a mixture of both washes (Kursk Soil) and pigments (Russian Earth), which is applied on the whole lower part of the tank, including the wheels. Then I applied some vertical streaking on the sides, increasing the concentration of the mixture and lightening it with more Dark Mud pigment. I applied parallel lines in some cases, adding several layers in the same area. If we don't like the shape of those lines or think they are excessive, they are easily blended with thinners.



Finally, using an old brush and toothpicks, I flicked some fresh mud splashes by using a darker, thinned mixture of Russian Earth and Dark Mud. You can also add some drops of glosscoat to the mixture in order to highlight the wet appearance.



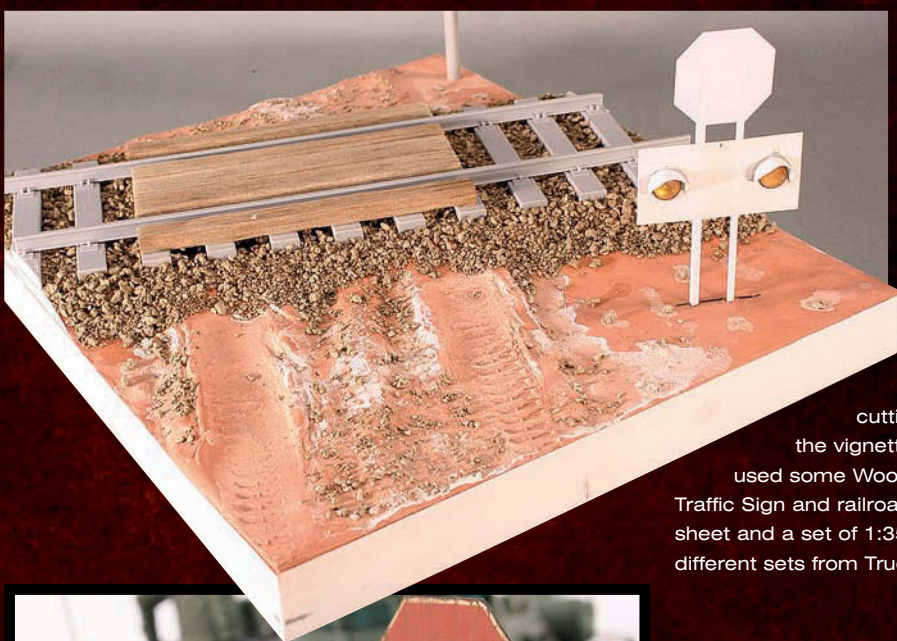
The Meng tracks are particularly good; assembling requires a certain care, especially in terms of the amount of glue required to fix the links to each other. I recommend using one or two extra track links than indicated in the instructions since the track may get too tight if using the number indicated. For the painting I applied a Tamiya acrylic base, mixing red and black, and some dust and mud effects with pigments not forgetting to highlight any contact surfaces.



figures

For the figures, I used an AMX-30 Crew by Djiti's Productions. I didn't have any references about this brand, but I can assure you they are really good indeed, with well defined expressions and some fine details.

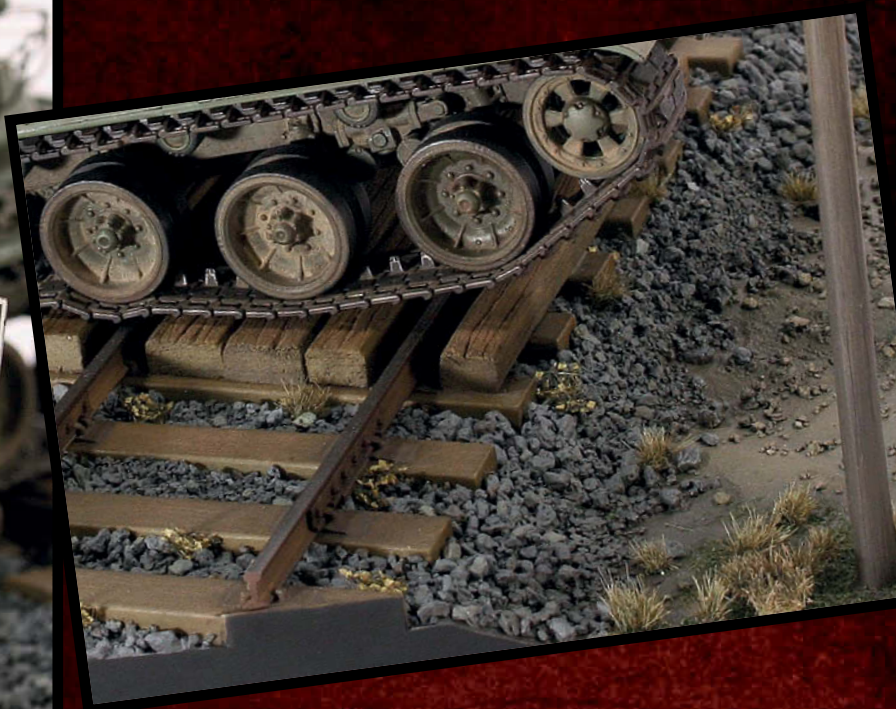
The painting was with Vallejo and Scale 75 acrylic colours. The Chilean AMX tank crews adopted the same uniform used by the French, which is a pale olive green one. For the loader's figure I painted the helmet with a three-tone, sand, black and green camouflage pattern that was also used as the first camouflage pattern for the AMX-30B tanks Chile received in the early 80's



groundwork

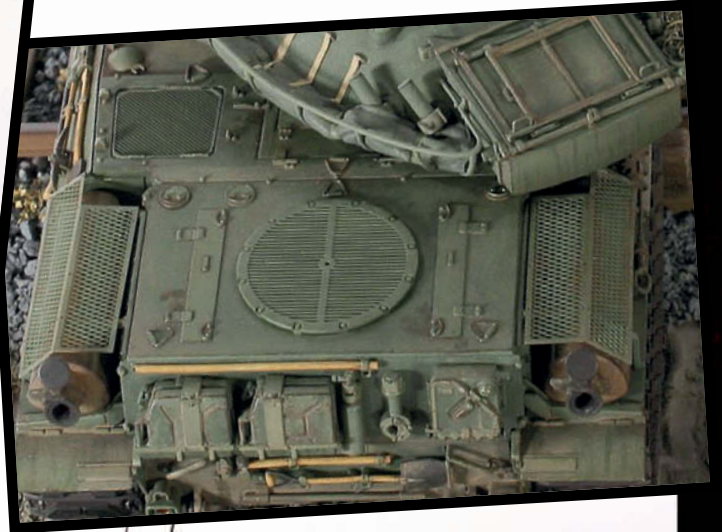
For building the diorama base, I used 1.5 mm styrene sheet to build the edges of the base. Then I filled the interior with balsa wood in the lower section and DAS modelling clay in the upper, in order to sculpt the terrain. This way, you can get a very resistant, yet lightweight base at the same time. I painted the ground base coats with Tamiya's Earth colours.

For representing the railway, I used the 1:35 Trumpeter's German Railway Track Set, by cutting a railroad section in a length suitable to fit the vignette's orientation. To fill the base of the railroad, I used some Woodland Scenics 'Rocks' in different sizes. The Traffic Sign and railroad's crossroad are scratch built with styrene sheet and a set of 1:35 truck lights. The vegetation was made using different sets from True Nature.



Classic vignette or diorama composition; the vehicle angled, not parallel to the edges of the base and a taller feature (the telegraph pole) to draw the viewer's eye from foreground to background.





I really enjoyed this project and it's not often you see armour from my home country modelled, and I hope you like the finished result.





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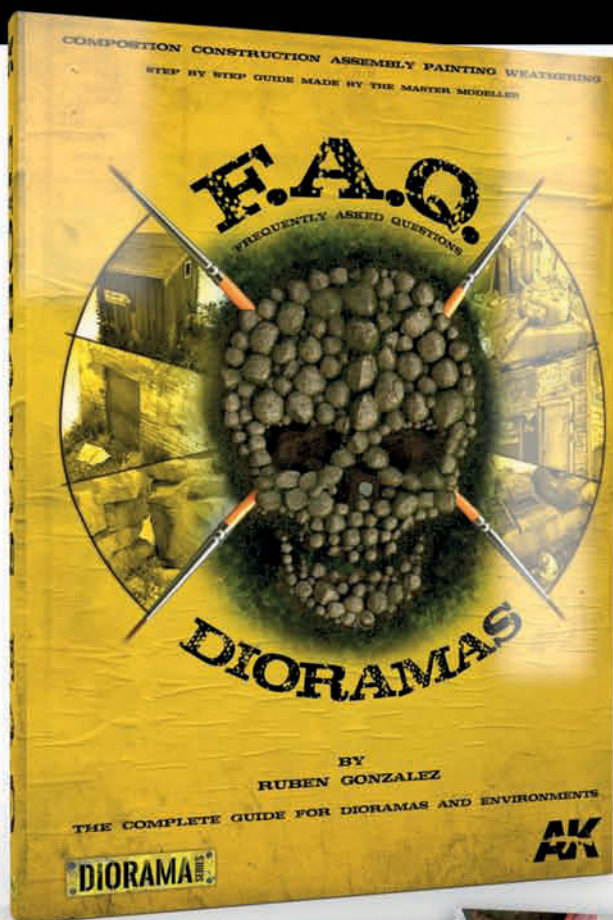


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