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Old Stables
East Moor
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NE61 6ES
Tel: 01670 823648
Fax: 01670 820274

Editor and Designer: David Parker
email: david@afvmodeller.com
Deputy Editor and Designer: Mark Neville
email: mark@afvmodeller.com
Sales Director: Keith Smith
email: keith@afvmodeller.com

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SAM DWYER

**REPRESENTS A SCENE FROM THE UKRAINIAN
DEFENCE OF THEIR HOMELAND**



On the 24th of February 2022 I had the wind taken out of my sails, as it relates to this hobby. Sitting in the comfort of my hobby room I sat and watched one country invade another, doomscrolling on my phone, my social media feed was awash with incomprehensible footage of an aggressor nation bullying its democratic neighbour. Almost immediately any thought of models seemed childlike and irrelevant – even trying to convey my feelings on this are hard three months later.

Inspiration that reignites ones motivation however can come from the oddest of places, in this case a set of 1/35 scale resin hands released by Royal Models. Specifically, the resin hand holding a smartphone. This war is very much being played out on social media, and the idea formed that I wanted depict a Ukrainian tank and crew displaying their sky high morale... Ukraine is the major user of the T-64 tank, it was designed and built in the Ukraine when it was part of the former USSR, and upon break up it inherited a large quantity of them. Over the years they have undergone a number of upgrades, from A to B model, the addition of Kontakt-1 ERA, and new sights, radios and GPS connectivity. Trumpeter make a number of T-64 kits, the one used here is the T-64BV model 1985, which I converted into a 1987 model. Whilst there are some model 1985's in service, there seems to be a lot more model 1987's in use (as well as model 2017's, a further upgraded model).

I had this kit started, it was somewhat of a shelfqueen that had been parked for a year or two. The lower hull and running gear was already built, which sped up the build significantly. The Trumpeter kit whilst basic is a good honest kit, free from bells and whistles, but also builds up well. A couple of hours at the bench and basic construction of the turret and hull was done. I replaced the gun barrel with an Aber barrel that doesn't have the thermal sleeve, these were easily damaged and often removed. I also replaced the turret mounted smoke grenade tubes with Aber items. Whilst working on these tubes I made the start on converting this into a model 1987 tank. The change between model 85 and 87 is quite small, the rear bank of smoke grenade tubes is angled more vertically on the 1987 model, and the rear panel of ERA bricks on the hull side was removed. I'd already glued the ERA panels to the side skirts when Soviet armour Guru Alex Clark helped with this info, but it was an easy fix, a couple of passes with a razor saw and the rear ERA panel was removed from each hull side. Adding the ERA to the hull and turret was a really satisfying process, Trumpeter did a really neat job of moulding these, you can see the panel lines where there were folds on the real armour bricks. I was looking forward to weathering these!

Ukrainian T-64's in general always have a very beaten look to them, incurring significant damage, but still being very much in service. I didn't add any real damage on the turret, concentrating more on the hull. With the razor saw still handy I removed the front right fender entirely as well as the forward ERA panel on the right hull side, and the lower ERA bracket that runs under all the ERA panels. I also separated the panels in order to bend them out of position slightly. I also did this on the left side, and bent the panels all out of square. I filled the backs of the individual Kontakt-1 ERA bricks with Tamiya epoxy putty then mounted them at slightly odd angles, hinting at more battle damage. One final touch on the hull sides was to remove a couple of sections of rubber skirts on the right side. Tow cables were added from Eureka and the unditching beam was replaced with some Evergreen tube textured to look like wood, I bent its brackets to make it look like further damage.

With construction done, I could focus on what was the real point of this build – the figures. Using David Parker's 'Crew School' book as a guide, I set about building some figures that epitomise the unbroken spirit of a Ukrainian tank crew. Starting with the commander, I found a Tank miniatures figure sitting in a cupola, I sculpted a new arm for him, using the Royal Models hand with the smart phone. I performed a face-otomy, replacing the figure's Orc like face with a beautifully sculpted Hornet Miniatures face.

Trumpeters' T-64BV is a well detailed kit. All those ERA bricks beg for lots of weathering!

Bending parts like side skirts and ERA panels also add life and interest to a model. These things usually cop a lot of damage

Adding crew that interact with each other instantly lift the model and add life to an otherwise static subject



For the loader, I started with a relic – a Verlinden resin torso from way back in the 90's. He's wearing a hooded jacket (or is that an anorak?). I harvested a head from another Tank figure, performed another face-otomy using a Hornet head. Again I used Royal Models hands for the loader, this time he's performing a 'rock on' hand gesture. He is hanging onto his hatch and a smoke with the other hand. The arms were sculpted using Magic Sculpt over a wire armature. Crew stowage was added to the turret using a mixture of Legends resin civilian bags and a yoga/sleeping mat,

and sculpted stowage using Magic Sculpt. All this was draped over the turret and over an ammunition box, which was a common addition to the turret stowage on Ukrainian tanks. Adding figures that interact with each other and some pieces of stowage really add a human element to a model. The way that these two crew are interacting, the looks on their faces and their body language indicates a close crew that has seen untold hardships, but still have sky high morale.

Lets paint. Picking the correct colour for Eastern bloc armour can be a tricky exercise. I have a habit of grabbing any colour advertised as 4BO, just in case it's the right colour. Turns out for Ukrainian armour Gunze H512 is spot on (at least to my eyes!). Modern Russian armour has quite a different colour to it, but we aren't talking about that here. Gunze H512 was airbrushed over the entire model, then AK 3rd Gen paints were used to paint in all the small details, dark grey rubber skirts, gun metal for the tracks, and almost every green colour I had handy for the different ERA bricks.

I wanted these to look like they'd been swapped out or scavenged from other tanks, so painting these in different shades of green is the perfect way to show this. When the Russians first invaded Ukraine in 2014, the Ukrainians used two white stripes painted on their tanks as identifying markings, and some even had large sections of ERA painted in the blue and yellow of the Ukrainian flag.





Weathering calls for distressing the paint - I used acrylics to build up layers of grime through washed and filter as well as brush painted and sponge applied chipping

I added remnants of these colours, again with AK 3rd Gen acrylics. The model was weathered almost entirely using acrylics. Paint chips were applied with both a brush and a sponge, I tinted some parts of the model with differing shades of green using glazes made of diluted AK 3rd gen acrylic paint. Washes and filters were also done with acrylics.



These dry quickly, are non-toxic, don't smell and are perfect for imparting a really dirty grimy look. The figures and stowage were also painted with acrylics, as was the mud texture added to the lower hull and running gear. The only use of enamels on this model was Tamiya Panel Line washes used for oil and fuel stains.



Cheap hairspray was used to help add layers of dirt and grime to the hull sides, two layers of different colour earth brown paints were chipped using the ubiquitous hairspray method.

Successive layers of weathering add up to an attractive model that looks like a tank that's been fighting for some time. AK acrylic groundwork material was used to add mud to the lower areas of the tank, gravel and dirt from my yard was added to the hull top and turret to replicate dirt and grime



Using a partially built BMP-1 to test how the scene would look.

An irregular shaped base can allow you to build a scene that is a little more dynamic than on a square base.



High density foam cut with a hot wire foam cutter is a perfect start

With the model effectively finished, I really wanted to place it in a scene – ideally with the crew snapping a pic as they barrel past some knocked out Russian armour. So, out with the foam cutter and a couple of minutes later I had a nice irregular shaped base. I didn't want an entire tank knocked out on the base as this would potentially take up too much room, I figured a dead BMP-2 would fit best. Out with the razor saw again, I cut the partially built Trumpeter BMP-2 kit up (why do I have so many partially built Trumpeter kits lying around? I guess we'll never know) to fit the edge of the base.







Chopping the BMP-2 up; no messing around, just cut into it!



I covered the open end of the cut with some Evergreen styrene sheet, once the glue had fully cured, I trimmed and sanded the edge to match the outline of the kit. I replaced the kit wheels with Panzerart burned resin wheels, and articulated the suspension to match the contours of the base. Using foam this is so easy, if it doesn't quite look right, just remove some foam. The BMP was built mostly as per the instructions, I just left every hatch somewhat open, and thinned out and damaged the side skirts. I glued some 280 grit sandpaper to the foam to replicate a roadway, then built up the dirt area using air dry clay. Into this I pressed a section of Meng's armco, bent to show where the BMP had been pushed off the road. A Ukrainian street sign from Miniart was also added here. A small section of foam was added on the other side of the base as a highway lane divider, this was cut from

the same foam as the base, textured by rolling a stone along its length, then scored with a dental tool to simulate panel lines in the concrete. To blend the roadway and the dirt section together I sprinkled some fine gravel I collected from the garden, mixed with some AK dried seed ball tufts. This mix, along with some Martin Welberg foliage was glued to the base using VMS sand and ballast freeze. This is great stuff, it dries really strong and holds all the tiny pieces of groundwork to the base. It does dry with a slight sheen, so a quick blast of flat clear with the airbrush fixes that.

The groundwork was painted with.. more acrylics. Given the base is foam, acrylics are the only thing to use, as enamels would eat the base away! Various earth brown colours were used, including my favourite weathering colour, Vallejo German Camouflage beige.



First step with groundwork is to add the roadway, I used some 280 grit sandpaper, which has the look of asphalt once you start painting and weathering it



Liberally sprinkle dirt and gravel, position it with a brush then fix it in place with sand and gravel fixer. The dropper nozzle on the VMS bottle is perfect for getting it in the right spot



You can weather the base in exactly the same manner as you would a tank, lots of acrylic washes and stains. A blast with a hair dryer and you can add the next layer. The area under where the BMP will sit is left clean until after its added



The rusted out BMP-2 really stands out as a bright point, the oranges and rust tones were layered on to build up texture. The Miniart highway sign was also given some rust streaks so as to not look brand new.



My refusal to use pigments meant I had to come up with another way to replicate burned tyre ash. AK Snow was added, then stained with grey and black paint. Once dry this replicates burned tyres perfectly!



Adding personal items to the base. Scenes of knocked out tanks on the battlefield always show a human element, adding some equipment that has been cast aside is a way of doing this without resorting to the horror of adding a body



Pencils are a great cheat when adding track rust marks to the asphalt roadway. I started off with greys and worked up to tans and finally buff colour, then blended and faded them with tap water.

The BMP I didn't want to just be a rust bomb of bright orange shades. As mentioned, this war of Russian aggression is covered widely on social media, there's a never-ending flood of imagery – before long I had some reference pics of a burned BMP that was mostly mid grey, with some bright rusty orange areas, as well as some remnants of original camouflage paint. This was painted using AK 3rd Gen colours, firstly airbrushed for the base colours, then chipped, washed, tinted, filtered and generally messed with using brushes and sponges. A final touch of rust and corruption was added using AK pencils, including remnants of the Russian 'Z' marking on the rusted rear doors. These were quite handy to essentially draw on chips and random scrapes. Pencils were also used to add scrape marks on the road surface where armoured vehicles had been driving.

As a final touch, I wanted to add some detritus to the scene, where there were litter and personal items scattered about by battle.

I started with random torn up pieces of newspaper, these were dipped in diluted PVA glue and strewn about the base, tucked into corners and stuck into bushes. Discarded personal items were found after a quick rummage through the spares box, a helmet, gas mask, webbing pouches and ammo can were scattered on the base. A final touch is a looted air conditioning unit, a Miniart item, this was painted up and added to the base.

Building this scene, with the unbowed Ukrainian tanker snapping a pic of a vanquished Russian BMP as they drive by brought home the fact that whilst we play with models there are people suffering, but it was motivating to try to capture a scene that was in some way positive.

Big thanks to Alex Clark for his help with T-64 lore.

SLAVA UKRAINE



NI!



Adam O'Brien's
souped-up
super Sherman



super M1 sherman

1:35 Tamiya M1 Super Sherman #35322
1:35 AFV Club HVSS suspension set #35030
Friulmodel tracks T80 #ATL-138
Voyager Model M1 Super Sherman basic #PE35446
RB Model Sherman barrel #35B10
Aber Photoetched Sherman Fenders #35252



1:35



CONSTRUCTION

Construction was a time-consuming endeavour as the base kit, tracks and all additional accessories added up to a monster parts count. The Tamiya kit is a mixed bag that contains both newly tooled parts, along with some older sprues. The hull and turret however, are a superb base for the model.

The AFV Club HVSS suspension set is beautifully moulded and highly detailed. Construction was straight forward although quite time-consuming as each bogie set is made up from a multiple of small parts. The finished bogies are fully movable.



The basic Tamiya kit was first assembled – turret and hull. The Tamiya wheels and suspension were discarded to allow for the installation of the AFV Club components. The original Tamiya lower hull, required removal of the bogie mounting points and the transmission cover gaps filled in. The cast hull front and transmission final drives came from the AFV Club suspension set.

The Tamiya turret was supplemented by an RB Models metal barrel and the DEF Models canvas mantlet cover (set #35053). The .50 Cal machine gun came from Tasca.





The Voyager Models M1 Super Sherman basic set was used for detailing the model. This set consists of the light guards along with various parts intended to replace the out-of-scale plastic equivalents. The fenders of the Tamiya kit were removed to make way for the Aber photoetched replacements.

PAINTING



The finished model received a primer coat of Mr. Surfacer 1500 black. Over this I airbrushed several light coats of Gaijanotes Lacquer Olive green. To create a slightly modulated finish, I added buff to the Olive Green and airbrushed highlights over the top surfaces of the model, where the tank would naturally receive sunlight. It is noted that the under-surfaces of the hull were left in the basic black primer, and all of the green airbrushing was done from the top of the model down, to create some artificial shadowing.

At this stage I started some detail painting on items like the tools, mantlet cover and the tanks' unique markings. All markings were hand painted with an off-white Vallejo colour, except for the serial numbers on the hull sides – these were decals from my spares box. At this point I felt the model needed some deeper shadowing in the various recesses over the hull and turret. I mixed a darker green-brown colour from the Gaijanotes lacquers used for the base tone and proceeded to airbrush in some shadow tones where required.



WEATHERING



Once I was happy with the overall look of the base paint, I proceeded with the weathering stages.

First up I applied a dark green-brown filter using my Old Holland oil paints thinned to the extreme with Winsor & Newton Artists White Spirit. I applied 2 or 3 of these filters, changing the colour towards straight dark brown as I went.



After the filters, I started some deeper washes using a dark brown Oilbrusher – the paint drawn from the container and mixed with white spirit.



The dark brown Oilbrusher paint was also used to chip the model, straight from the container this time, with no thinning. To add some further interest to the chipping, I applied a very thin rust wash over these areas. Finally, I “speckled” the model with the same dark brown oil paint, this time applied using an old toothbrush, paint flicked over the model with my thumb.

The final weathering process was the application of the desert sand / dust. I did not want to simply cover the whole model in dust. My intension was to show a tank in the desert environment, with dust and sand accumulating on the upper surfaces. To achieve this, I used the MIG pigment, Sinai Dust, almost exclusively. The pigments were arranged dry on the tank, on the upper surfaces, and sealed with a pigment fixer. This was done over several light layers of pigment – not all at once.



To complete the model, I added some streaking stains from the fuel tanks and some further sand pigments (wet with thinner this time) flicked onto the rear of the tank using the old toothbrush. The tracks were first chemically blackened, then weathered using the pigments described above.

Finally, to complete the model, the tracks were installed, along with the radio aerials and machine gun.





M1



RAM KANGAROO

The RAM Tank is for sure a rather obscure AFV vehicle.

Designed by a British Engineer, developed in Canada leveraging the US designed M3, at the time it was rolled in production it was probably one of the most advanced designed.

Unfortunately its fate was decided by the introduction in big numbers of M4 Medium Tank. As combat Tank RAM never saw any action but it was extensively used to train Canadian Tank forces and later in the war, it was used as base for some very original purpose vehicles. Amongst these latter, the APC version called "Kangaroo" was the most popular.



Being able to transport Infantry in relatively well protected vehicles was becoming a compelling need during WWII and not having a purpose built vehicle, Canadians initially converted a batch of M7 Priest into APC by dismounting its 105mm howitzer and welding an armoured plate on its aperture. These vehicles were used during Operation Totalize in Normandy and proved to be quite successful. When these vehicles had to be returned to US, attention was drawn on a couple of hundreds RAM tanks laying in UK and decision was therefore taken to de-turret these tanks and reuse as Kangaroos.

They proved to be very successful and were amongst the most loved APC vehicles of conflict.

Some were converted in flame thrower vehicles (RAM Badger) other in Ammo Carriers (Wallabies) and they were even employed as Artillery Prime Mover!



**MODELLED BY
FABIO SACCHI**

Love for obscure subjects!

With about 2000 units of several Marks produced hence quite obscure, it was not really considered by major plastic models producers. But some resin conversions were actually put on market by some Cottage Industries, even rarer were the Kangaroos subjects.

I have a somehow strange attraction for obscure WWII subjects and Kangaroo was definitely one of them. I actually owned two Resicast kits but for any reason I never built them instead I resold them. When in 2019 Bronco announced a plastic kit of RAM, I was really excited, finally a

styrene kit! Once this kit hit my bench, excitement was replaced by a deep frustration. Even unbuilt, it does not look "right" and once I started to assemble main parts, it was evident that kit was plagued by many and major pitfalls. Not to bore you but in 2019 building a lower M3/M4 hull and making it more than 3mm wider than it should be means that basic subject research was the least of priorities. If you build it for fun, it will build relatively well and it will "look like" a RAM. However if you are looking for some accuracy, 70% of kit parts have to be modified or substituted..

It was not really a good start.

In addition kit should depict a MkI vehicle but in reality it sport a mix of features from later MkII. One positive point though is the upper hull width, which is almost spot on (RAM hulls are much larger than M3/M4 ones) but length and contours are off as well as diameter and position of turret ring. I don't know how but in these moments my modelling insanity reaches high levels and most likely I needed something to cope with the COVID 19 lockdown we were facing at that time in Italy and I therefore decided to build a Kangaroo.



Now...where to source the parts?

With the way-too-large Bronco lower hull and problematic VVSS bogies, I had to find first a suitable and more correct lower hull and bogies. TAKOM M3 Lee kit came to rescue. It is pretty ok and running gear is spot on, just sprockets had to be changed as RAMs used a later style. Only major change were to widen sponsons (again RAM upper Hull is in scale about 3mm larger than an M3 Lee) to modify their front end to accommodate the new hull and adapt some rear engine wall part from Bronco part to the Takom one. With lower hull defined and completed I turned my attention to upper hull. As said, it is ok in width but the good news ends here: upper engine deck is off in measurement, as well as turret ring is too

narrow and incorrectly positioned.

As some of cast contours had to be reshaped, I took the decision to go for a MkII early type hull. This meant the elimination of side hatches, reshape of the areas and reproduction of the air blower bulges. Hull had to be shortened by a couple of millimeters to reposition the hull more forward and having a more accurate positioning of turret ring later, at the same time I completely cut away the moulded engine deck.

With main measures squared up, I started upper hull reshaping. First part I tackled, was the turret ring.

RAM Turret race had same diameter of M3 Small Turret, so the initial diameter is well known. This diameter is actually the bolted turret race which was stripped off from Kangaroos. I had therefore to calculate a

larger "hole". I planned to lathe the new turret hole out of a styrene block. This will ease further cement and integration operation. The styrene block was made by a sandwich of 3mm thick styrene pieces kept together with cyano glue. Once cyano has set, the raw block was lathed to cut a cylindrical shape. After that, the final shape was slowly cut: diameter of opening, ridge and bullet splash. After it, using a partition tool, I drilled the mounting holes and finally I cut the piece and I carefully installed it on hull. Rear part and engine deck sides were then reshaped with ministrips. With some ministrip the auxiliary turret splash guard was shaped up and with two pieces of styrene I increased the height of rear hull cast "bulges".



It was the time for epoxy putty to correct hull shape contours. For these tasks I prefer to use APOXIE two parts putty. It has the advantage to be very soft, workable with water and, once set, its consistency is near to the one of styrene, facilitating the following sanding operation.

Putty was applied with two purposes, to increase a volume (like on rear hull) or to add materials in areas where existing styrene had to be thinned out or totally sanded away (like on hull sides).



After the APOXIE was set, I started to reshape the areas initially with a dental burr and finishing it with diamond files. It took a couple of days but once I was happy of the shape, I added some cast texture by stippling Mr Dissolved Putty and after that I sprayed a light coat of grey primer to check that all different mediums were well blended together. With very small tweaks upper hull was finally ready.

New engine deck was modified from the Takom M3 part but all fixing bolt had to be changed to reproduce RAM stud/nutbolts fix versus simple bolt of M3 Lee. In total upper hull took me a couple of weeks to be finished but once seen final result I was pretty satisfied.

It was time to focus on the interior. Being a turretless vehicle most of interiors details can be seen and therefore some

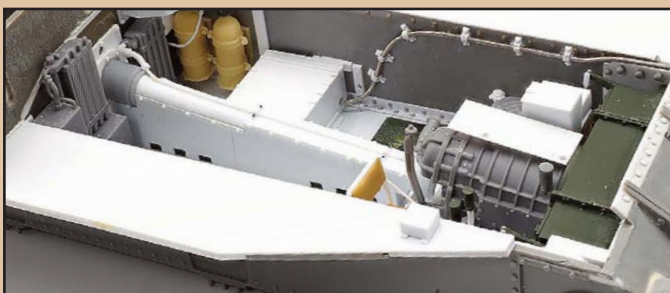
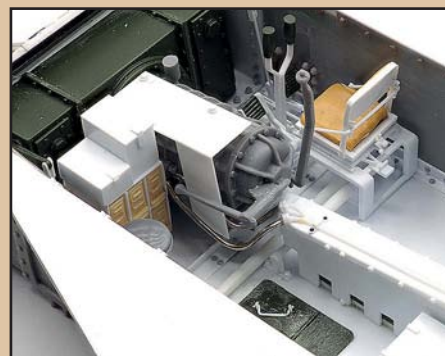
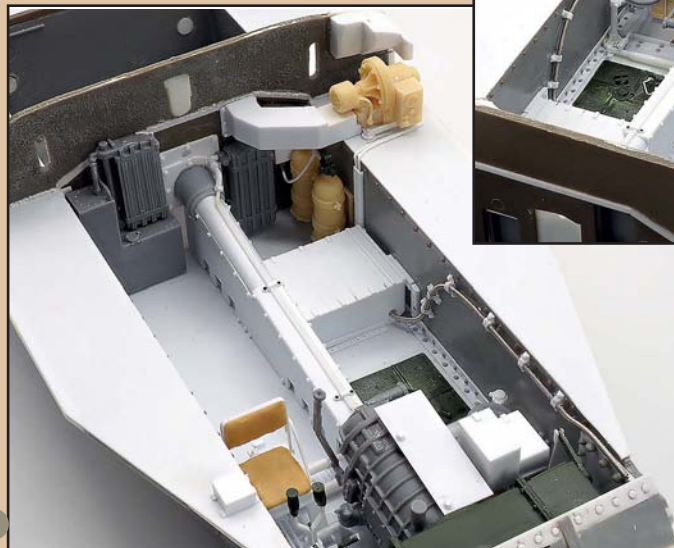
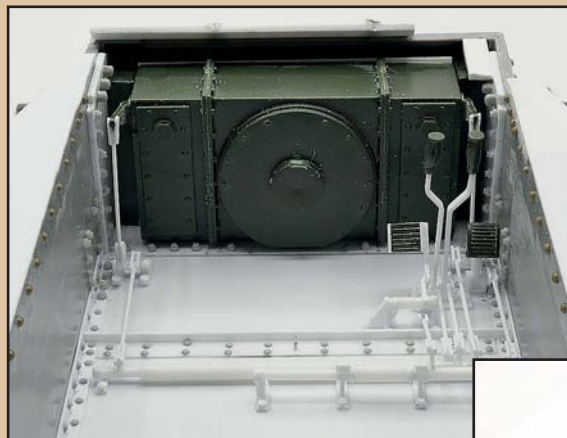
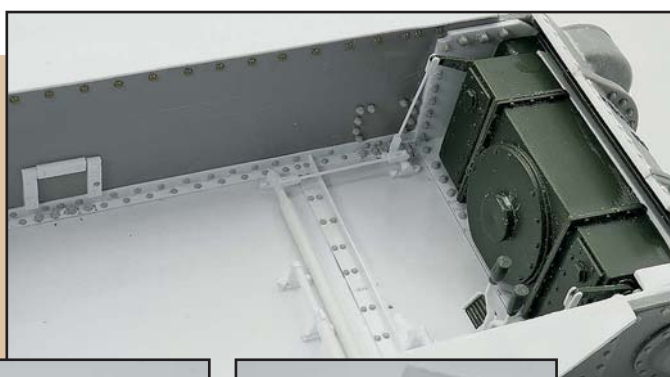
attentions had to be dedicated here. Though RAM was based on US M3 Lee, there are several differences in interior details, so "transplanting" an M3 Lee interior (Such as Academy or Miniart) is not a viable option.

Luckily Ron Voistad was kind enough to share some relevant interiors details. From these details I also was able to realize that RAMs did not have all same interiors, instead, depending on Mark and production period, they slightly changed. I started therefore to piggy bag parts and scratch building others. From Tasca a Sherman firewall, from new Miniart M3 interiors I borrowed gearbox, oil radiators and reservoir. From an Academy M3 inner part of transmission and the escape floor hatch, from the parts box a resin copy of Homelite motogenerator and fire extinguisher, all the rest had to be scratchbuilt.

While batteries box was a pretty straightforward build, driver seat, transmission tunnel and all floor transmission leverages required a little bit more of attention. Main power cable was enclosed into a flexible braided channel. To reproduce it I used a portion of wound electric guitar string; its steel core made it easy to bend and, with a little bit of heat, bending it to shape was not that problematic.

The auxiliary turret in Bronco kit is ok"ish" if you keep it closed as no internal details. I opted therefore to start from the Miniart Aux Turret to which I took away both side visors but I could count on a decent internal details which needed just the 0.30 ammo bin support.

Driver' visor hatch is coming from Takom Kit.





Front mudguards, which are so peculiar to RAM, are the Bronco parts, they had to be modified especially for inner angle where they match hull but overall.

A nice challenge are from light brush guards. Bronco offer them as photo etched parts and I found quite difficult to bend in shape and the brass is too tender making it very easy to damage during handling.

I therefore rebuilt them with 0.25 x 0.75mm ministrip and with 0.3mm rod the smaller ones.



OVM was kept to minimum as carried Infantrymen tended to "lend" them, for that reason I just added a shovel a pickaxe and the engine crank.

Fixing straps were made with 0.25 x 0.75mm ministrip and I had to replicate all empty position footman loops. With all parts finished, I built a set of T54E1 tracks from Bronco and model was finally ready for paint...

I started by covering all model with a light coat of Mission Models Black Primer. This primer need a little learning curve to be used correctly but once you master the technique, it is excellent: very thin, no details coverage and forgiving in case you need to sand parts.

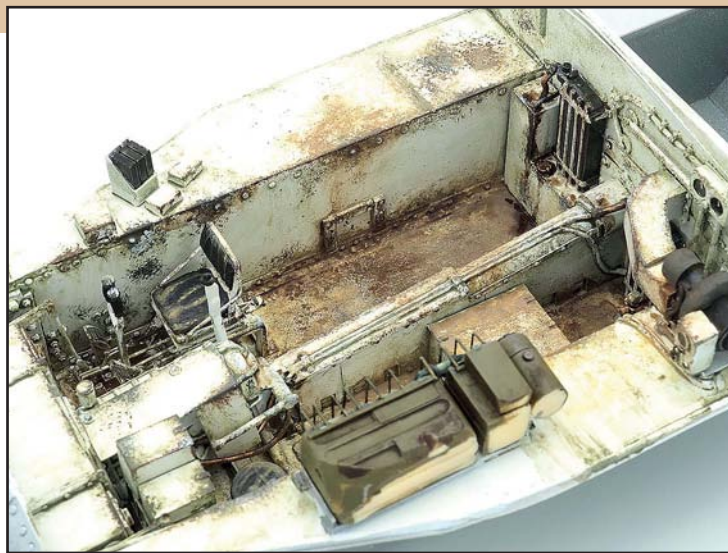
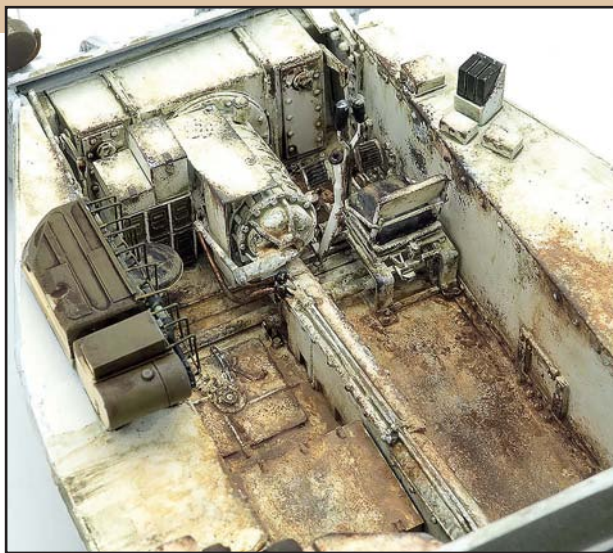
Given the extent of modifications and multimedia parts, this is a must and in fact I had to run quite a few of small retouches here and there.

Its thin layer allowed a final even coverage. Interiors were then covered in MM White slightly warmed with a drop of MM German Rotbraun.

It required some thin layers but overall result was good to me, including the fact that it was already somehow pre-shaded. I then hand painted direct terror details (wireless set no19, Homelite generator, seas etc.) but in this case I used Lifecolor paints which to me are simply superb for a

hand brush use.

I left it dry for couple of days and then I started with AK "interiors" wash, followed by earth pigments and some Earth coloured Oils. I mixed a small amount of plaster into the pigments as I want to give some "thick" apparency to the dirt, considering that it was operated in Winter time and was climbed over with dozens of Infantrymen.



Once I was satisfied of interior "muddy" look, I glued upper and lower hulls and started outside painting. MM Olive Drab was the base, on which I applied two variations of MM "Faded Olive Drab" in irregular patterns trying to some how enhance the zenithal light. For this step I added to the mix the MM "poly" additive. It is

not necessary, but it gives to the paint a very smooth finish and it allows to apply decals without a semigloss coat and still guaranteeing no silvering.

I wrote decals... Yes, challenge: how many decals are on the market to make a Canadian Kangaroo Ram? Yes exactly that answer: none.

For this two fantastic gentlemen came to rescue: William Miller the great person behind the FB page "Canadian Kangaroo Regiment Archive" who was so kind providing such a plethora of details about "ARMADILLO" the Kangaroo I was making, and Georg Eyerman of "Decalcomaniacs!" who printed a one off decal sheet for me...

Without these two friends, this project would have been ended up on the shelf of shame!

Decals were pretty straightforward to apply apart the big recognition star on engine deck, mainly because I had glued already all OVM tools.. I ended up in using part of decal and some template/airbrush.

It was the time to sealing all with a coat of MM semigloss transparent. I have to be honest I am falling in love with these MM transparencies, again they are very thin but very durable....

I let it dry for a couple of days and before start the weathering I hand painted the rubber parts of wheels, metal of rollers and rear return and with a fine brush I picked most of protruding small details with MM faded Olive Drab mixed 50-50 with MM buff. Once finished result is sloppy and unnatural at best, but the more you go with weathering the more the contrast will help in defining all small details and any way blending and uniforming the whole result.



It was then the time of some lining/wash with oils, In this case I used Abteilung Dark Wash and Sepia, the latter more on lower recessed areas and on running gears.

Again a couple of days (in this case were weeks) to let it dry perfectly and it was the mud and dust time.

For this purpose I am becoming a real fan of MIG Splashes. They are very flexible, they give a nice texture and volume and most importantly they are reasonably controllable.



Lower hull behind running gear, was the first to come. I started working with MIG "Dry Earth" splash and while still not perfectly dry it was blended with AK "Earth" effect. Once well dried I retouched some minor detail with a wash from Abteilung Sepia oil and finally I slightly "speckled" rear part with MIG "Dry Earth" splash effects. After that bogies were glued and they were given same treatment with same products.



Rest of hull received very same product as basis but I worked it a little further to replicate the paint wear and scuffing induced by the climbing and dismounting crews and the repetitive fuel fills operations.

The latter were obtained by means of oils, Abteilungs Red and Industrial Earth precisely. Red mostly used around the four gas tanks inlets while Industrial Heart was used for the Generator tank inlet.

Generator had a two stroke power unit which required a premix fuel. Spills would have left an oily base.

Scuff/wear was applied in a different way than traditional "chipping". I wanted a more subtle effect and a seamless transition.

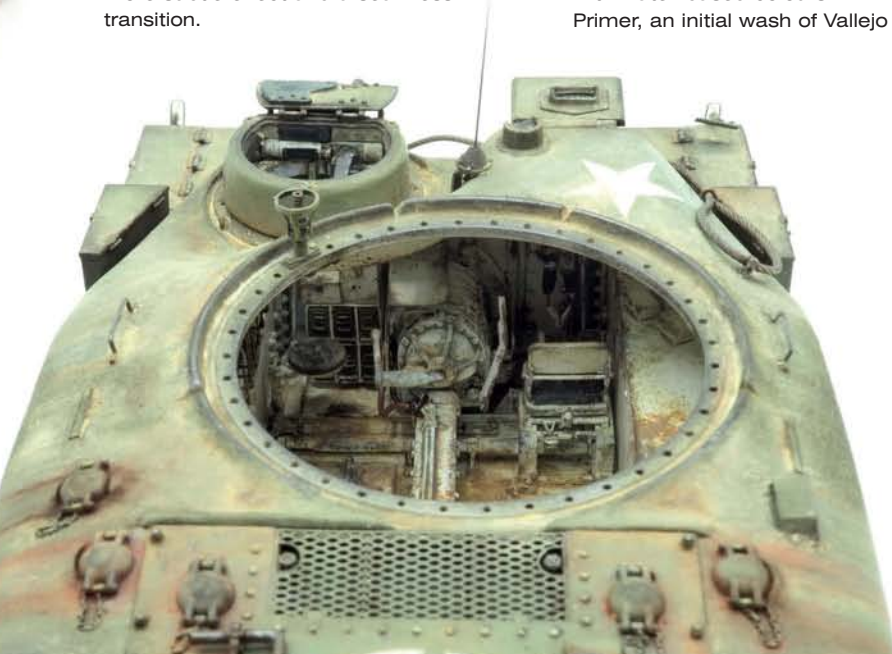
I made several attempts in the past and the one which satisfied me mostly is the use of an oil colour: Kassel Hearth. Its a rather unique very dark brown but with greenish and greyish hues.

Practically you apply it on desired areas with a very flat stiff brush. A gently brush will render a nice scuffed Olive Drab appearance, a stronger and repeated brush will give a kind of consumed paint effect.

Once I was happy with result, was time to look at tracks. Bronco plastic tracks are somehow allergic to enamel based colour washes as they tend practically to fall apart in pieces.. So all paint had to me made with water-based colours: MM Black Primer, an initial wash of Vallejo Oily Earth

Wash and then Lifecolor rust effect set. These latter were applied with the speckling method.

Final result was ok to my eyes and as last I applied pigments. I used Lifecolor pigment Light Dust and Dump Dust. Light dust was mixed with thinner to achieve a sort of cream which was brushed on tracks, while still fresh dry Dump Dust pigment was speckled over. Her hit is important to work in a small section a time. Once all dried, with a moistened make up remover sponge I removed the excesses. Final result is pretty convincing (Lifecolor Pigment have a nice volume) and in addition you do not risk destroying the work!





I was near to finish the work and just some Vallejo metallic Chrome on track edges and gear teeth had to be applied, as well as some graphite powder applied in some subject to wear places to simulate some metal feeling.

Overall tank preparation was at the end.

The figure is an Alpine reference to which some small tracks were applied to depict a tank corps sergeant as usual the paintwork was executed by my friend Giuseppe Ortolani (how could I make without him?) .

The small base was actually scratchbuilt on a piece of extruded styrofoam, I applied a piece of balsa foam. This material is

incredibly easy to work and carve and with few efforts I was able to get a base worked as Dutch stile pavement (waalformaat) as these vehicles were initially deployed during the liberation of Holland.

All in all it was a really fun project for a very obscure WWII subject which anyway played a fundamental role for many soldiers and their lives. Most importantly it was the opportunity to meet some great individuals and learn some not so well known stories...







RAM KANG





OPERATION EPSOM

PART SIX



JERRY RUTMAN Tells the story in-scale of this important part of the Normandy Campaign in WWII

EPISODE TEN

Not long after the Offensive began the anticipated German counterattacks were launched into both flanks of the 15th Divisions' "bulge" in the front lines. In the East the push by elements of the I/26 SS PzGrenRegt that were outside the attack zone, supported by a few Sturmgeschutzen from the 21st Pz.Div. advancing toward Marcelet, was crushed by overwhelming artillery fire. But that attack did result in the survivors of Sturmbahnfuhrer Krause' Battalion to withdraw back to Carpiquet Airfield, where they burrowed into the concrete bunkers and tunnels of the installation.

In the Western flank of the Scots' corridor the counterattack came in the form of tank units. The tanks of the HJ Division had been

marshaled around Fontenay to counterattack the British units that had pierced the lines the previous day in Operation "Martlet". This is why the Scottish Division faced no tanks the morning of "Epsom". Panzermeyer had been at the HQ of Wunsche near Rauray when the enormous artillery barrage began that presaged "Epsom". He got in contact with his Chief of Staff and was informed of the developing situation. Three companies of Pz IVs were then ordered to break off contact and assault East, into the Scottish flank. The 7th Company headed directly for Cheux, the 5th Company for Le Haut du Bosq and the 8th company swung southeast and set up a blocking position on the road to

"SUH !" "TANKS!," "Thae's tha tanks that you were looking for!"



"The daft lad is right for once Suh!"



They are headed around both flanks!



"Get that 6 pounder into position, NOW !"



"Gun up and in order Sergeant!"



The Carrier drops the gun off but the crew has no time to properly put it into firing status. So they have to put their backs into it until the recoil from the first rounds hopefully "seat" the carriage.



"Right! Good men!"



"Let me know when you have a good, clean shot !" Then give'em 3 rounds quick!"

"We have'em dead to rights!"



FIRE!



For a split second the gun is connected to the tank by a streak of white hot whistling metal as the hardened steel tip of the anti tank round punches a hole through the Panzers' side plates, instantly igniting the fuel and propellants contained in what has suddenly become a steel coffin. The gun crew will fire a few more rounds, "just to be sure", but the deed was done after the first shot.

A new funeral pyre in the form of a pillar of oily black smoke will soon mark the battlefield.

CRACK!



Advancing south below Cheux, the Commonwealth Infantry run up on the artillery gun pits of the broken German defence line but find some empty!

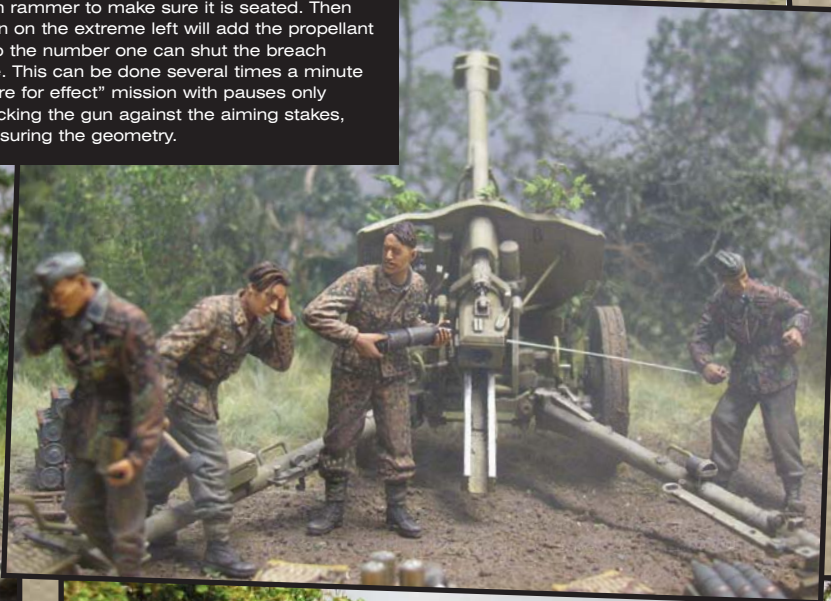


The Infantry is always ready for anything, rifles and grenades poised, but discover this pit empty. The Germans have most of the prime movers for the guns further back, to safeguard them but the means are found to pull some guns out to new locations.

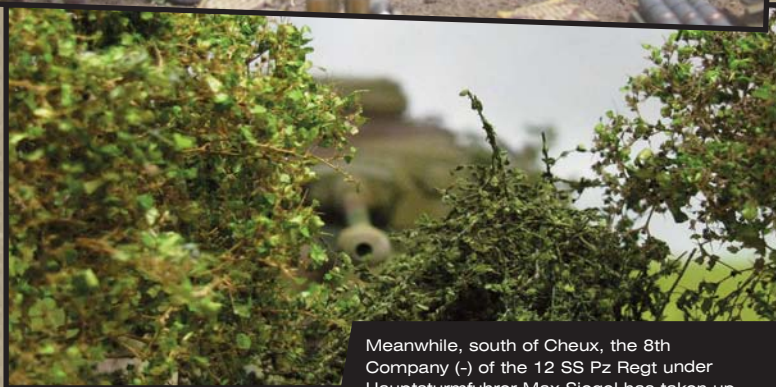


This 105mm gun has been placed in a hasty position on a woods road. The field piece has just been re-loaded.

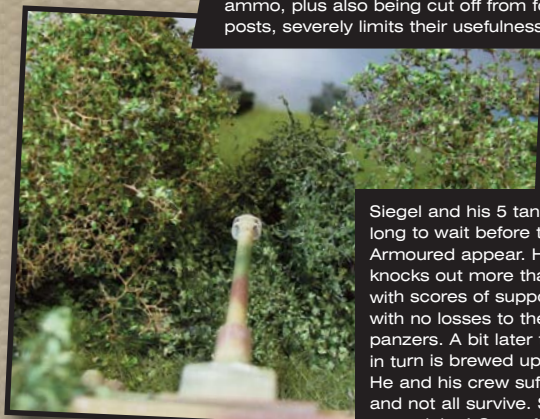
The "number one" gunner jerks the lanyard to launch another high explosive round down range, while the crew braces for the very loud report of the gun. One man already holds the next shell to be loaded while the man next to him has the wooden rammer to make sure it is seated. Then the man on the extreme left will add the propellant case so the number one can shut the breach and fire. This can be done several times a minute for a "fire for effect" mission with pauses only for checking the gun against the aiming stakes, thus ensuring the geometry.



Projectile cases are stacked to the rear and wicker cases for propellant cases are also close by. The 12SS has a target rich environment but limited stocks of ammo, plus also being cut off from forward observation posts, severely limits their usefulness.



Meanwhile, south of Cheux, the 8th Company (-) of the 12 SS Pz Regt under Hauptsturmführer Max Siegel has taken up well concealed positions astride the Cheux-Grainville road, leading south to the Odon River.



Siegel and his 5 tanks don't have long to wait before tanks of the 11th Armoured appear. His small group knocks out more than a few along with scores of supporting Infantry with no losses to the Hitlerjugend panzers. A bit later though, his tank in turn is brewed up by a Sherman. He and his crew suffer severe burns and not all survive. Siegel will earn the Knights' Cross for his actions in Normandy.

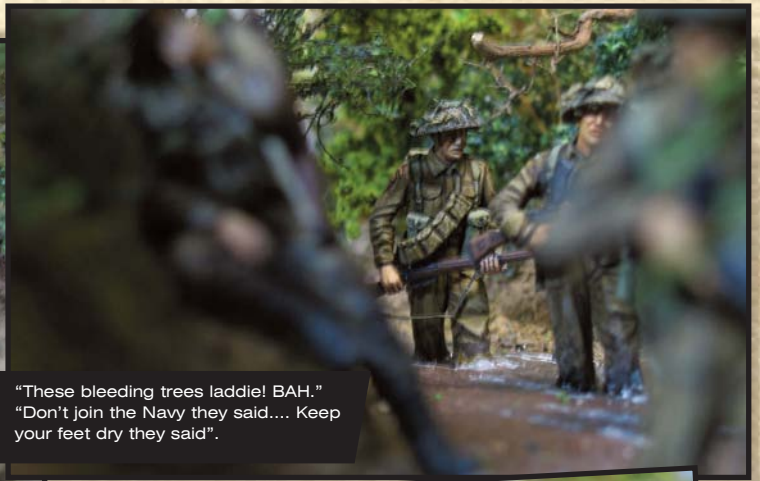


In the end, the sheer weight of numbers in men and machines that Gen. Montgomery had put together was too much to stop. The reserve Battalion of the 15th Div did manage to reach an intact, undefended crossing over the Odon at Tourmouville, as shown here, advancing on the

The Brigade pushed men and vehicles across as fast as possible. Two large patrols were sent southwest down the overgrown riverbed (more like a creek at this point), to try and capture the bridge at Gavrus.



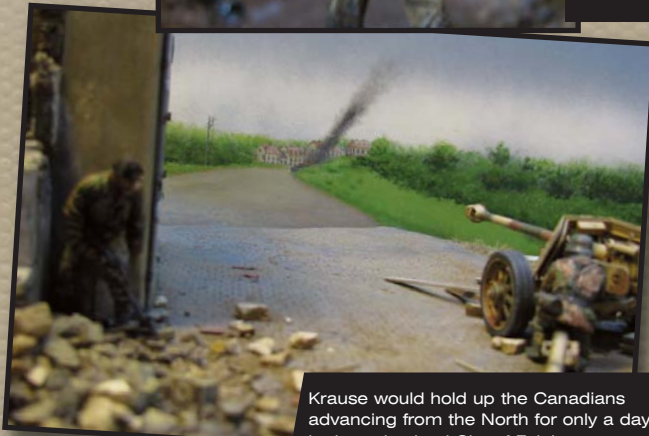
"These bleeding trees laddie! BAH."
"Don't join the Navy they said.... Keep your feet dry they said".



"Thae're be tha' blessed bridge!"
The Gavrus bridge was found to also be undefended and so quickly occupied.



This welcome intel was radioed back to the Battalion HQ and the 2 bridges were subsequently linked together and expanded into a small bridgehead. They would later withstand furious assaults from the West by the newly arrived II SS PzKorp. The stalwart Scotsmen would however hold their positions albeit at great cost. These footholds over the Odon River would enable Monty to push his men across onto Hill 112 and then down south to places like the city of Falaise, where they once more met with Sturmbahnführer Krause and the remnants of his battalion.



Krause would hold up the Canadians advancing from the North for only a day in the pulverized City of Falaise.



The German were losing seasoned leaders, men and material at an alarming rate as the Allies pressed south and now also adding the Americans advancing from the southwest. Caught in a pocket that was pounded from all sides, the situation became desperate.



Adding to the hell were the continual attacks from above by fighter bombers.



In the end only a portion of the German Army in Normandy managed to escape East through small gaps in the lines around St Lambert and Trun. The receding tide of war left a wide swath of death and destruction throughout north central France. Today we can only imagine what these soldiers, civilians and even animals felt while going through this ordeal. The only evidence we now have are the monuments of stone set amongst lovingly tended landscaped places or on the personal pictures and anecdotes of friends or loved ones.

FINIS

BEST BRASS AROUND

eduard

StuG III Ausf. G

Zvezda 1/35

Cat. No. 36380



KV-2

Tamiya 1/35

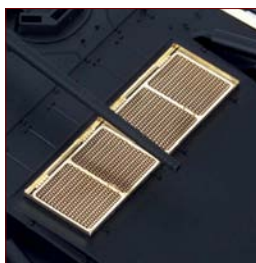
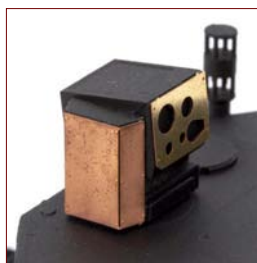
Cat. No. 36481



T-15 Armata w/ 57mm cannon

Zvezda 1/35

Cat. No. 36482



VALLEJO PUBLICATIONS

NEW!

A must have book for modern Soviet/Russian AFV lovers



Chema Cabrero show us in his book Red Steel the “how” and “why” paint process and weathering effects, sharing techniques and experience, as complete step by step, with full articles and dioramas, profiles by P. Albornoz and photo reference by F. Keegan.

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The initial Mk 1 Centurion ARV's (CentARV) were simply tug tanks converted from turretless gun tanks. The first prototype of the Mk 2 CentARV was developed by the Fighting Vehicles Research and Development Establishment between 1952 and 1953. The in-service Mk 2's were manufactured by Vickers at their Elswick factory between 1956-57; some of the first vehicle used former Centurion tank hulls, but the majority of the Mk 2's were built specifically as recovery vehicles.

The Mk2's had a crew of four - Driver, Vehicle Mechanic (VM), Winch Operator and Radio Operator. They were powered by a Rolls-Royce Meteor Mk 4B V12, 27 litre water cooled petrol engine producing 650bhp at 2500rpm, giving the vehicle a top speed of 21 MPH. For recovery the Mk2 was fitted with a winch with its own engine, and a rear mounted anchor spade. The winch was

capable of a direct pull of 31 tons capacity and by using 3:1 snatch blocks could pull up to 90 tons.

The CentARV was used by Australia, India, Israel, the Netherlands, Sweden, Switzerland as well as the United Kingdom. In the British Army the Centurion Main Battle Tank was removed from service in 1962, although the venerable MK2 ARV continued to serve until after the First Gulf war in 1990.

During the first Gulf war, British Armoured Engineer Regiments (AER) used Centurion Armoured Vehicle Royal Engineers (AVRE) to breach berms, tank traps and ditches, before the Challenger 1 tanks moved forwards and into battle. These AVRE's were up-armoured with extra armour plating on the side mounted 'bazooka' plates. Whilst many CentARV Mk2's served in the first Gulf war; I am aware of only one that also received the same up-armour package: the one belonging to 32 AER.

There's only one choice then it comes to a 1:35 model of the CentARV Mk2 - Accurate Armour. I had an older version of this kit with white metal parts - so this was going to be a quick build... or so I thought!



CENT OFF TO WAR

1:35



I'd managed to source a few images of the 32 AER ARV from different angles, and it soon became apparent that despite looking like a standard MK2, this one had lots of modifications added by its REME crew other than the extra armour.

These were:

- 'Penthouse' fitted over rear engine deck (Bedford frame and canvas)
- Foldout beds fitted to the penthouse frame
- Track pins welded to front sides for cables
- Track pins welded to spade for towbars
- Chieftain towbars mounted on top of frame
- Clansman radio antennas and mounts
- Chieftain smoke dischargers front and rear.
- Headlights remounted to lower position

I had also intended to use the up-armour plates from the recently released Amusing hobby Centurion Mk5 AVRE, but on test fitting it became apparent that there is a difference in scales between the two kits - so I ended up building these plates from scratch as well as the complex mounting brackets that fitted them to the side of the ARV.

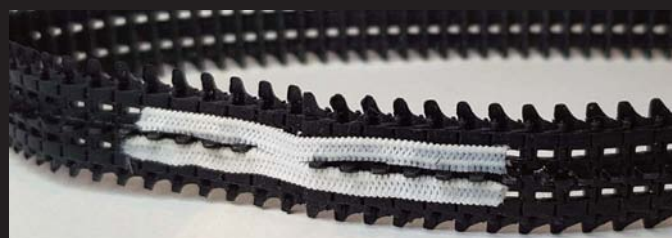
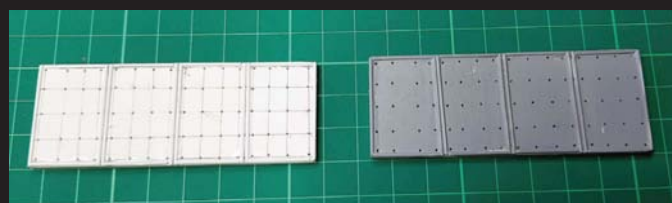
I placed a special order with Accurate Armour for the Chieftain smoke dischargers and tow bars and proceeded with the build starting with the undercarriage. The wheels and arms are both white metal and this really adds weight to the tank. Unfortunately, it also puts strain on the resin hull tub, so much so, that once I had all the wheels attached the hull started to warp and bend. Once the hull top was fitted this added extra strength to the hull, but as a single armoured vehicle this is easily the heaviest model I have ever worked on! I exchanged the kit 'hush Puppy' tracks for rubber band 'all metal' tracks and connected them at the top with some clothing elastic. This allows the tacks to be pulled open for easy fitting but remain tight once fitted; and is well hidden behind the side armour when fitted. Frustratingly, I didn't realise at this stage that the tracks on the 32 AER ARV were fitted on

backwards, so my completed model has its tracks on the wrong way around (shhh, don't tell the judges...). I'm told that in the field this was done to improve grip.

The rest of the standard build was straight forward. If could give one tip when working with resin (other than wearing a mask) I'd say 'test fit, test fit, test fit...' 10 minutes spent cleaning and adjusting the fit of a part will save you hours later trying to remove superglued parts when nothing else fits. In a break from my normal build methods, I added the chains and cables at this early stage, as their fitting was quite complex and would have resulted in me having to repaint most of them anyway once fitted. The 'track pins' for mounting the cables (and tow bars on the rear spade) were cut from piano wire; this is far stronger than plastic rod and once drilled into the hull (and spade) wasn't shifting. I also wanted to match the stowage of the 32 AER ARV as much as possible.

This included:

- Emergency starting cable (slave lead) wrapped around front left stowage bin
- 4 x Jerry cans on front left fender
- Cylinder (fire extinguisher?) mounted above jerry can
- 3 x toolboxes on top of superstructure
- Tarps on top of left and right stowage bins
- 5 x water Jerrycans on lower right-hand side below stowage bin
- Various items (oil cans, recovery equipment) mounted on spade
- 2 x Jerry cans mounted above exhaust outlet near rear smoke discharges (I'm told these were filled with water and would warm up over the day from the heat of the exhaust - this would then be used to wash - The plastic water Jerry cans would have melted)
- 2 x fold down seats (scratchbuilt) on top of superstructure
- 3 x respirator (gas mask) bags -always close to the crew as there was a real fear of chemical or biological attack. These were made up from air drying DAS clay
- Various items of crew webbing and bags



The rear penthouse frame was made up from brass rod and soldered to give it stability. Over the top of this I initially used some very thin plastic material, sourced from swimming pool overshoes. This has a great 'fabric' texture, although it proved impossible to get it to remain solid without flexing, meaning that the paint continually flaked off. I eventually covered this in paper, soaked with the fantastic VMS paper shaper liquid. I'm told this softens the 'glue' that holds the paper fibres together and allows the paper to be easily manipulated into shape than then dries solidly. I also used this method to make the various tarps on the ARV. Inside the penthouse I fitted etched brass bed frames from DAN Models, 'Thomas' bins from Accurate Armour and other various items from the spares box. I made up some mattresses (folded and unfolded); some sleeping bags and sofa seat cushions from DAS clay - anyone who's spent time in the British military will recognise the green striped mattresses. This REME crew certainly spared no effort in ensuring they were comfortable whilst at war!

The painting phase started with what I call the 'deep prime' - an overall coat of matt black auto primer covering every part of the model that can be reached. This is followed by a second coat of light grey auto primer, applied from above and the top sides. This allows some of the black, especially around the running gear to show through and adds an element of pre-shading. I then darkened some Mission Models MMP-039 British Sand Yellow Modern AFV and airbrushed this all over the model. I progressively lightened this colour, applying lighter coats with the airbrush, ensuring that what could have been a flat, one-colour scheme had some variation.



A coat of Future-Klear sealed this finish and provided a glossy surface for the application of decals (insert argument about glossy coats here).

I used the Star Models decal set for the CentARV, this includes two of the '4/3/B' shipping marks; the coalition chevron (inverted V) as well as the unit badges fitted to the front and spade at the rear.



I made up the front numberplate from various spare decals and hand painted the other shipping marks, numbers, and 'IRRETRIEVABLE' name on the sides – this matches the rough appearance of the markings on the real ARV. I added some heavy chipping around the more heavily accessed areas with some dark green and a sponge; and over the top of this dry-brushed gun metal – concentrating on the recovery components such as pulleys, chains, and the fair lead (winch feed at rear above spade). I'd usually use my own mixed oil wash (I've had it in the same jar for 20+ years - I just add more oil paint & white spirits as needed), but this time decided to use Mig Ammo PLW Shadow for Desert Brown Mig-1621.

I applied this in a pin-wash fashion with a fine brush around raised detail. This is a lengthy process, and initially looks too heavy; but as the wash dries it fades around the edges, giving a nice, feathered appearance. The only downside is that once the sand and dust coats are applied much of this effect disappears. At this stage I added the various storage items and sealed everything with a coat of Windsor and Newton matt acrylic and left the ARV to dry for a few days.

Weathering started with an overall brushed wash of thinned (with water) AK Accumulated Dust. On a real vehicle sand gets everywhere within hours of it being in the field and this product replicates this effect very well. Just remember that it's far easier to apply thin washes and repeat if needed than trying to remove a single coat that's been applied too thickly. The tracks got a thicker coat of the same product. Around the running gear and rear I airbrushed Tamiya Buff for a lighter coat of kicked up dust; then once again sealed with a matt coat. The final weathering stage was to add exhaust stains (Mig powders) and some oil streaking at the Auxiliary Power Unit (APU) and winch engine exhaust outlets.

I finished off the model by adding the flag made from paper and railroad model Union Flag decals, Scorpion Miniature Model Clansman antennas and bases; and some brass 0.30 cal shell cases on top of the super structure.

The crew are from Blast Models (BL-35055F/K) with added microphones and cables; painted in accordance with the excellent 'David Parker's Crew School' book – If you don't have one, you're missing out. It's improved my figure painting (and fear of it) immeasurably.

I cut a small base from MDF with a jigsaw and ironed on some heat activated MDF edging, before mixing up some plaster, white glue and various sands and dusts from the 'diorama drawer'.

This was unceremoniously 'splodged' into the centre of the base before spreading with a spoon. After drying in the UK sun (our one day of summer) for a few hours I pressed in some track marks and sat the very heavy model onto the base, the weight of the model itself being sufficient for it to sink slightly into the sand. I made up the sign and signposts from plastic card and added the vulture (Possibly Mantis Models?) to add a bit of visual interest – and once painted in a similar fashion to the ARV, called it done.





CENTURION ARV MkII



From start to finish was about 2 months – for anyone that follows my ‘Tank Room’ page on Facebook you’ll know this is a very slow build for me!



Panzerkampfwagen

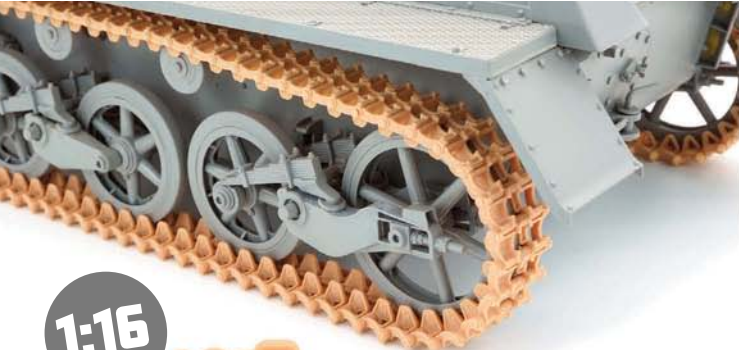
David Parker builds Trumpeter's 1:16 kit

IV

POSTPONED

Dear Reader, I have postponed the next part of the project as the model approaches completion. I am working to have the model completed in order to take it to the World Model Expo at the start of July and the constraints of our print deadline don't allow me to publish the conclusion of the project in the way I wish to. If all goes to plan the Panzer IV will be unveiled in the next Issue.





1:16



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1:16

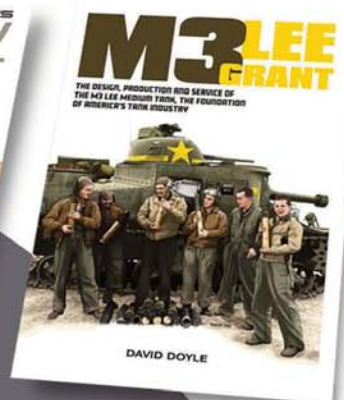
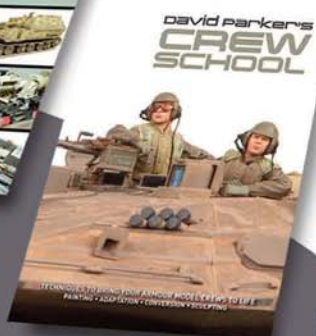


1:35



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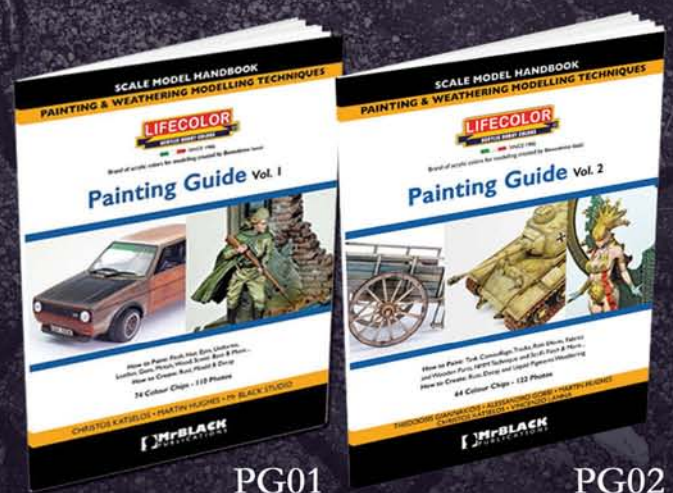
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END OF WWII SCENE



DAS ENDE

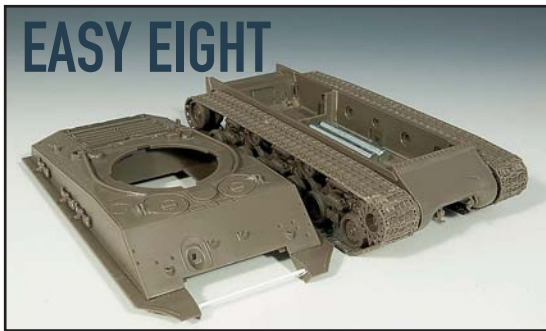
1:48

As soon as the M4A3E8 from Tamiya came out, I knew I had to build it, I knew I had aftermarket to improve it and it was an iconic tank of the Second World War.

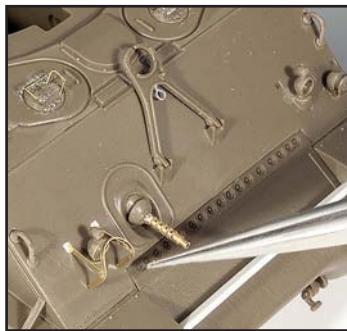
I started to think about making a small diorama representing the Allied victory in Berlin. Luckily I had a lot of accessories for a diorama, the main thing was two houses from the old Verlinden brand in 1:48, very rough in detail but with a little affection, they could be brought up to higher standards.



EASY EIGHT



I built the kit according to Tamiya's instructions, so I started with the chassis as usual. Link and length tracks are a bonus in these simple 1:48 models, much better detail than rubber bands.



The detailing of the upper hull was mostly done with the photoetch from Hauler designed for an earlier Sherman since I didn't have a specific set for this kit yet.



One of the finest elements that I tried to add was the casting marks on the tranny cover and turret. To do this, I used the Archer resin details. These relief details are applied under paint as you would apply a regular water-slide decal.



I textured the side of the turret with Tamiya putty. After applying it, with a stiff brush and liquid cement I slowly stipple the putty to recreate the casting texture.



I replaced the plastic barrel with a metal version made for the Hobby Boss kit. The only problem is fitting it to the Tamiya mantlet was adjusting the correct length of the barrel.



The .50 Cal machine gun is a model in itself; Hauler base and Rb models metal barrel.



I adapted most of the stowage from those manufactured by Legend some years ago for the Sherman, for this I made some base stowage with putty to fit perfectly to the rear deck of the model.





After a good priming in grey to detect possible errors or glue marks the base colour was applied with a homogeneous layer of XF-62 Olive Green from Tamiya.



To the base paint, I added drops of XF-67 Nato Green to lighten the colour and I applied it in the areas of more exposure to light.



For the last coat, I added XF-14 J.A. Grey to the previous mix and applied the paint in the areas of extreme light as you can see in the photo. I did this process in just one session and I don't go much by the paint mixes, I go mixing colours by eye until I like the result.



To finish off I gave it a couple of coats of Tamiya gloss varnish to preserve the base colour for later weathering processes.



The decals were minimal, simply helped by the Micro products it was a matter of placing, refining and letting dry to give them a final coat of varnish with a touch of smoke colour to shade the bottom of the stars.



I painted the accessories with an acrylic base in Vallejo's colours adding light and shadow with oil paints. When dry all was given a matt coat.



Before starting the chipping, I highlighted some details such as screws and protruding parts with a light green Vallejo colour.



The paint chipping was done with Vallejo 'German Camo', 'Steel Greased' for the polished metal and the wooden parts done with 'Buff', part of it was done with a brush and part with a sponge.



The polished edges were highlighted with a graphite pencil.

The next phase was to apply oils; first I applied oils to the tops of the panels to create random light yellow patches.



The next step was to create vertical lines with Streaking rust effects, I made fine and subtle lines that I then blurred with thinner and a flat brush.



While this process was drying, I started to give a light wash to all the nooks and crannies of the model to break the monotony of the green with AMMO's Nato Camo Wash. I removed the excess wash until it was to my liking.

I painted the rubber parts of the wheels with a mixture of black with a few drops of Flat Flesh while I painted the track with the same mix as before but adding some drops of Vallejo's Panzer tracks.





To continue the weathering process I subtly applied drops of earth pigment to the areas of dust accumulation. The dissolution was 50% with thinner to almost be a filter. After letting a couple of days pass for everything to dry properly, I finished with a light layer of Europe Earth pigment in the areas with the most accumulation of soil and I distributed it with Thinner and a medium brush. I must say that this process can be repeated as many times as you like until you consider it to be to your liking.



With a mixture of Europe Earth and Dark Earth pigments, I did the same process but on the undercarriage both outside and inside.



Details like the periscopes I painted with a mixture of black and clear blue glass.



At last, it was time to put the accessories in place, all of which I glued with fast-drying cyanoacrylate. The last touch for the rear loading was to add a rope to hold it.



Another detail I added to break up the homogeneous appearance of the pigments was a touch of oil and engine grease.



I fixed Mv's headlights in place with a drop of bright Tamiya varnish and then touched it up with some African dust.

THE JEEP



To accompany the M4A3E8 I decided on a Tamiya jeep with a Hauler upgrade as well. I started the construction process by improving the upper part of the chassis, adding the dashboard, the spare wheel holder and some other improvements shown in the picture.



The radiator piece comes along with the headlights so before I glued it to the chassis, I painted it black and added some lenses I had in the tailor's drawer.



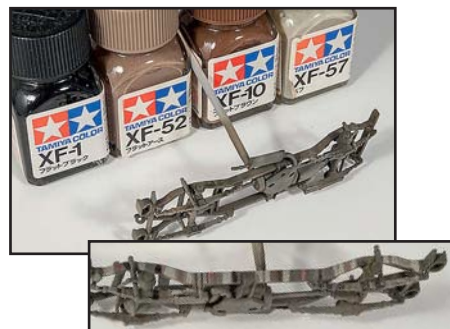
The machine gun that comes with the model is very basic but with the improvement of haulier, you can get a machine gun very well detailed and with a really impressive look



The basic colours I applied were the same as for the M4A3E8 and with the model cut out to make the subsequent weathering process easier.



To make weathering easier I applied a thin layer of XF-72 and XF-57 that always looks great on such a small model.



One of the techniques that I like very much is to vary a little the colours of the chassis with Tamiya enamels. As you can see in the photo, different coloured layers are applied and then blended with Thinner until a very attractive tonal variety is achieved.



With micro products, I fixed the decals which, I must say are of excellent quality and fit perfectly.



Another mix I always use is the same for the tires, it is 80% black and 20% flat flesh with acrylics.



I painted the seats with an acrylic base, in particular with Khaki Brown and applied colour and shadow rises with dry oils, that is, without using thinner to dilute them.



A curious process was that of painting the wooden parts of the tools. The green colour was the base with a coat of gloss varnish at the beginning of this process. The base colour was Vallejo's buff colour.



The next step was to paint some wood grains with the colour smoke by Vallejo. With the glossy base, it was very easy to remove some of the wood paint and leave some of the initial green colour which gives it a much more realistic look.



With small models, for me, it is easier to chipping with markers that are used for Gundam models, as you can see in the photo the result is very good.



Another highly recommended product is the Molotov Chrome colour. In this case, I used it for the base of the headlights, before colouring with transparent colours.



Before starting with the pigments I always apply a series of specific washes to highlight details and volumes.



Before starting with the pigments I always apply a series of specific washes to highlight details and volumes.



To apply the pigments to the lower part of the chassis, the first thing I do is deposit a mixture of Europe Earth and Dark Earth, the important thing is to highlight the contrast between the two pigments.



With the help of a brush, I deposited some drops of X-20a so that it would spread by capillary action. It is very important not to touch the model with the brush, otherwise, we may remove the paint by mistake.



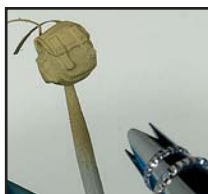
Finally, we can speed up the drying time with a hairdryer but just before finishing drying I apply some dry pigment by stippling with a thick brush so that in the wet parts they collect a little more pigment.



To finish the effects I applied some splashes with Fresh Mud and North Africa Dust to finish the bottom of this jeep.



I painted the accessories with shadows and lights with the airbrush as you can see in this sequence. I painted the details and profiles with oils, I find this method much easier.



Finally, all that remains is to attach the accessories to the model with a few tiny drops of cyano.





To continue with the diorama I needed figures, many figures and the truth is that at 1:48 scale, it is quite complicated to get figures that adapt to the different times and circumstances you need. That didn't happen to me in this case because the set of German figures captured from the Stalingrad brand were perfect for what I needed.

I chose 6 of the figures from the set of 10 that comes with the package. The lace is very good and I just needed to polish some details before glueing the arms and some accessories that come separately. The first step was to apply a good coat of black primer to the figures. In this particular case, I used the oils to paint the faces, through different layers without diluting I was creating transitions with the help of a tool that made my job much easier, a microscope for detailed work. Most of the uniforms I painted with airbrush and with Field grey and Neutral grey from Tamiya.

When I started to make these models for the diorama, I was very lucky that the Scale 75 brand released two American Second World War sets in 1:48 scale with exceptional quality. They had the poses I needed and they fit perfectly into the scene I had in mind. In order not to use the same method as with the German figures I decided to use only acrylics to paint the American figures. I used Vallejo's Flat Flesh for the faces, in principle. Also to finish and protect the figures and avoid glitter, a good coat of matt varnish was necessary.



FIGURES





RUINS

A detailed miniature model of a ruined building, showing a cross-section of the structure. The interior is filled with debris, including wooden planks, a green cloth, and a small wooden cabinet. A sign on the wall reads "STOP IN". The exterior walls are crumbling and broken, revealing the internal framework.

Finally, the piece placed inside one of the houses. As you can see, I also covered up the interior walls because of the defects I had.



A 3D architectural model of a two-story building, possibly a house or small commercial structure, showing significant damage. The model is constructed from white and light brown materials. The roof is partially collapsed, with a large section missing, revealing the internal wooden beam structure. The walls are also damaged, with large sections missing, exposing the interior. The building has a prominent arched window on the upper floor and a double door on the ground floor. A set of stairs is visible on the right side of the ground floor. The model is set against a dark blue background.





A good trick for creating marble-looking floors is to start by painting the dark and light areas as you can see in the photo.



With the help of stretched cotton, we cover the floor so that the holes can be seen so that the paint can pass through the cotton.



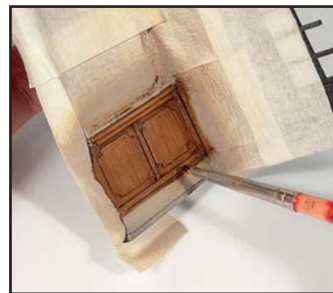
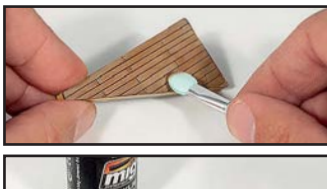
This is the effect on the floor, it is very realistic and easy to do. I painted the details with acrylics.



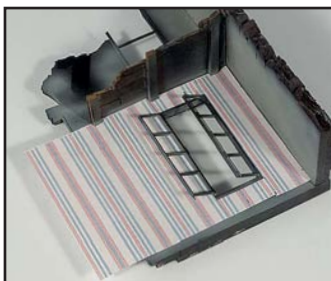
I painted the rest of the different floors in the houses with a dark brown base and then applied a light brown colour for the wooden floors.



Another very quick effect to make is with a light brown base I tried to recreate the wooden slats. That's why I applied oil without thinner, straight from the tube. Then with the help of a make-up sponge, I blurred some of the oil in the direction of the wood. I finally painted the details with acrylics. It can be seen in the following sequence.



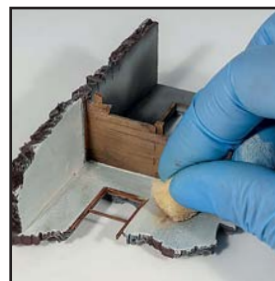
Another way to create effects on a wooden floor was with the help of washable pencils, applying different colours and then blurring the effect is also very good.



I decorated some interior parts of the houses with wallpaper printed on plain paper in the printer and glued with paper glue.



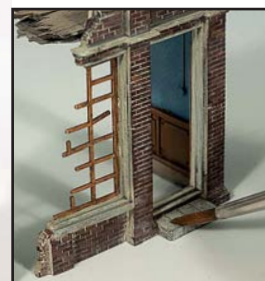
Other walls I painted directly with acrylics and then blurred with a sponge.



To continue with the exterior of the houses I started the painting work of the bricks. For this, I painted randomly with brown, orange and red colours.



With a mixture of Dry Mud and White Ashes pigments mixed with water, I painted the whole facade with a flat brush. After a few minutes, I removed some of the pigment with a sponge.



Occasional washing in some areas where moisture can accumulate.



With transparent plastic cut out and helped with white PVA glue, I glued broken glass to some of the windows.



To finish I already placed some woods between the floor simulating the beams that support the second floor and others were thrown on the floor.



For the accumulations of debris, etc... I started by depositing the remains of small stones, and a mixture of pigments helped by a big brush, I handed out the mixture randomly.



Finally, I deposited some woods after adding alcohol to fix the mixture.



At this point, I got my courage up with the two-component putty and made some broken curtains. To paint them directly, I first decided to adapt them with a natural shape on the walls of the house.



The painting was simple with lights and shadows in airbrushed green.



Finally, with fast-drying CA glue, I glued the curtains in place



The last steps were to do some weathering washings on the outside, with humidity, rust and different effects



Despite all the elements I had already done separately when planning the scene, I was missing something else and decided to put in a damaged Volkswagen. I started by doing some damage in certain parts. I started with the wheels, heated one of them with a lighter and pressed it on a flat surface, simulating a puncture.



I also made bullet marks on one of the doors with a bendy blade.



The base colour I applied was a Dark Yellow XF-60 with some drops of White XF-2 for the lights, while the interior seats were painted in brown XF-72.



I painted the details such as the tires, steering wheel, armchairs and others with acrylic paint, especially in the interior. On the outside, I painted some scratches and details of marks on the chassis with acrylics, especially in the area of the doors and the areas of greatest wear.



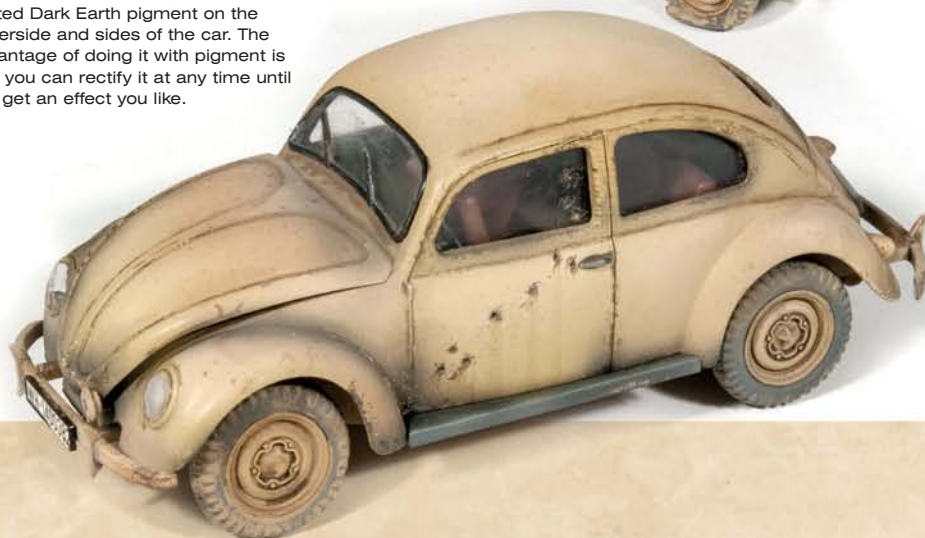
The next step was to apply a selective wash to the entire model, both interior and exterior with AMMO's Africa Korps Wash. Then I blurred it out partly with Thinner to remove the excess.



I applied the shadows in principle with slightly lowered brown colours to give depth and give the impression of having had an accident. I also relied on very diluted black and grey colours.



To break up the monotony of the exterior colours a bit, I splashed some diluted Dark Earth pigment on the underside and sides of the car. The advantage of doing it with pigment is that you can rectify it at any time until you get an effect you like.





From this point, I started to paint some accessories from the scene like the electrical supports of the house and so on.

I built the base with a foam plate in which I engraved the paving stones one by one with a knife, textured them with a brush and painted them with different shades of grey. Some of the paving stones I painted with other brown acrylic colours with a brush. Finally, with a mixture of brown pigments dissolved in water I soaked the whole base and removed the excess with a couple of sponges. The last step is that you can see in the photos, the painting of marks in the street with black and grey. I glued the houses to the base with white PVA glue as I had previously arranged.



I added a manhole cover made of evergreen and painted with acrylics.



On the opposite side of the houses I decided to put a telephone pole, my idea was that the wires would be broken and be in the street between the houses and the pole.



The small grasses that grow between the pavement simulate it by first applying a little white glue diluted in water to the joints of the pavers and then sprinkling with your fingers an artificial grass used in very fine wargames. Then I removed the excess with a dry brush.



He had kept paving stones of different sizes and shapes of the plusmodel brand for many years. It was the perfect time to use them, so I broke them a little more and with reddish pigments, I dyed them.



The next step was to place them near the houses in rubble modes and secure them to the base with X-20.



The last step was to fix the smaller pieces of stone, rubble and timber into place with some final blending and dusting using pigments.





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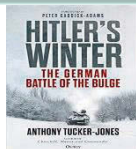
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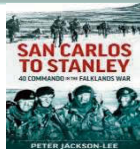
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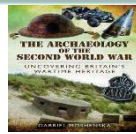
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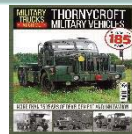
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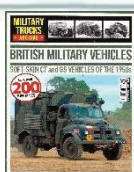
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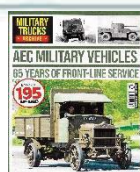
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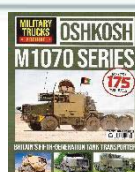
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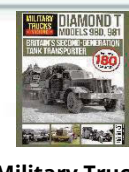
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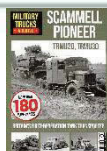
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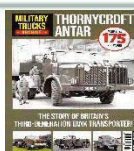
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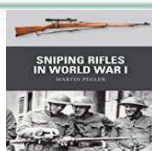
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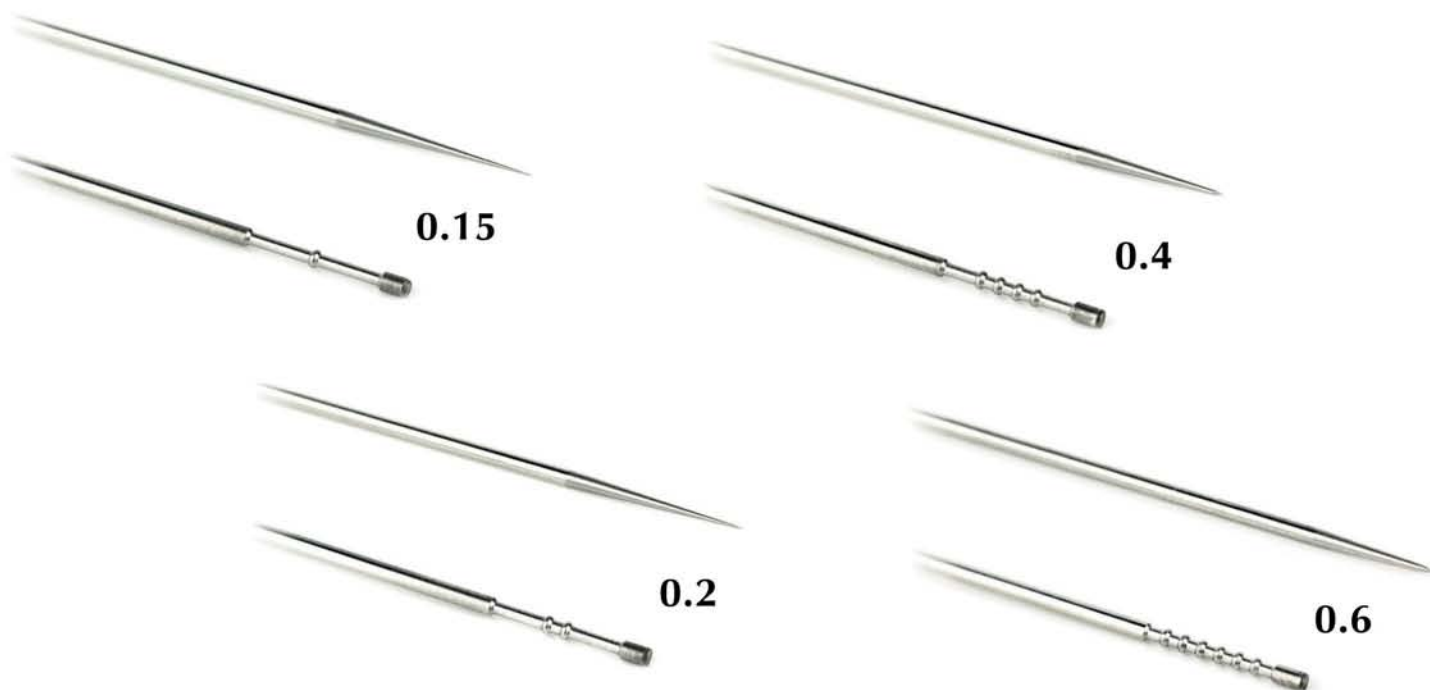
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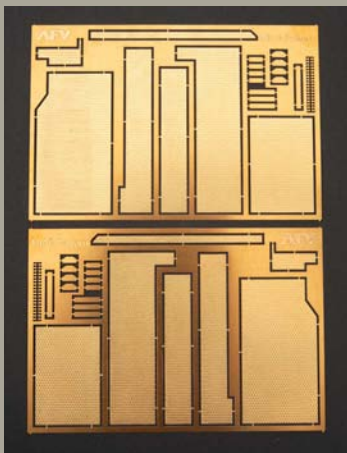
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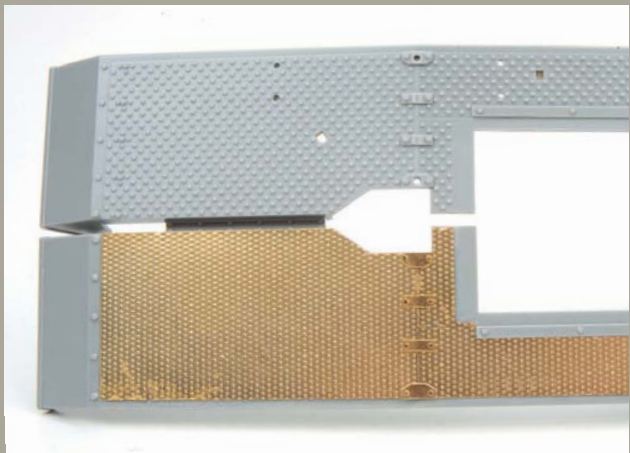
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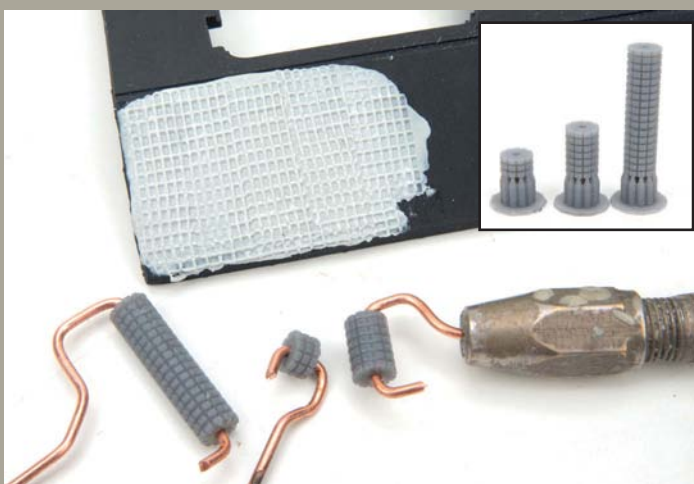
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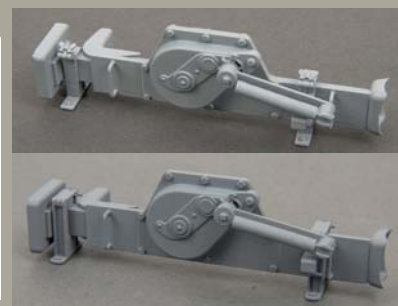
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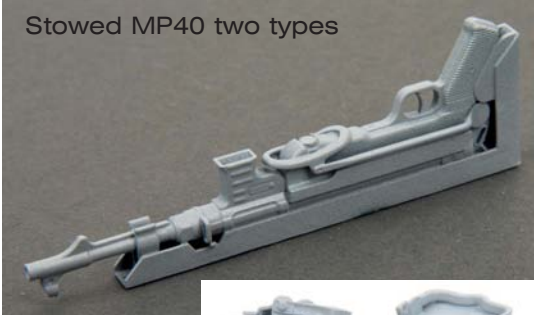
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