

REPLICATE A **FORD WORK TRUCK** p. 44

FineScale.com

FineScale

November/December 2022

40TH
1982-2022
ANNIVERSARY



Modeler®

Where size really has mattered since 1982

ASSEMBLE AWESOME ARMOR



Ilya Yut turned an out-of-the-box BMP-1 build into something special with painting and weathering. p. 32

**LEVEL UP
YOUR BUILDS
WITH TOP TIPS
FROM EXPERTS**

HOW TO

**DETAIL
DEFEATED
MECHS** p. 38



**SCRATCHBUILD
UNIQUE
DETAILS** p. 50

**UPGRADE
CLASSIC
KITS** p. 14



**BONUS
ONLINE
CONTENT
CODE
PAGE 3**

Vol. 40 • Issue 6

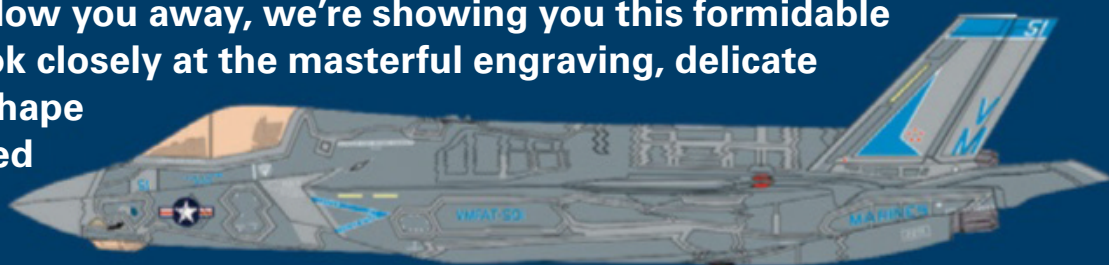
100% New Tooling

FORMIDABLE



1/48 F-35B Lightning II Short Take-Off and Vertical Landing (STOVL)

After years of “Bringing Reality to Life” with awesome models, Italeri does it again with their all new, F-35B Lightning II STOVL fighter (#552810). It's easily one of the most accurately detailed kits of its kind. We're so sure the accuracy of the molding will blow you away, we're showing you this formidable aircraft without paint, decals. or weathering. Look closely at the masterful engraving, delicate panel lines and fuselage detailing, the on-point shape and stealth profile, and other precisely reproduced features. Then see the craftsmanship first-hand at your hobby shop.



**1/48 single seat,
single engine
supersonic stealth,
multirole fighter**



- Vertical lift fan and swivel nozzle in exquisite detail • Landing gear, weapons bay and air inlets can be built open or closed • Accurate engine • Build cockpit canopy closed or open to reveal seat and cabin detail • 25mm gun system GAU-22A • Weapons Payload: GBU-32 JDAM 1000-lb (6pcs) • AIM-120C AMRAAM (2 pcs) • AIM-9X Sidewinder (2pcs) • GBU-12 Paveway II 500-lb (4 pcs) • Assemble exhaust in vertical landing or flight mode • Two weapon trolleys • Photo-etched parts • See the rest of the extraordinary details at www.modelrectifier.com

MRC™

M O D E L R E C T I F I E R C O R P O R A T I O N

360 Main Street, Suite 2, Matawan, NJ 07747 • 732-225-2100 • www.modelrectifier.com



FOUNDED BY ROY C. GELBER

■ Train Controls

■ Model Railroad Accessories

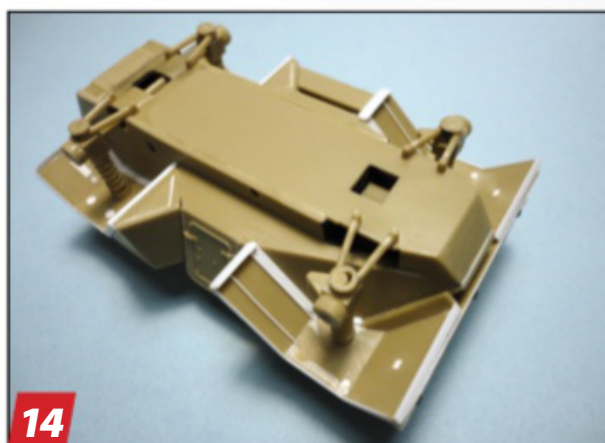
■ Plastic Model Kits

■ Scenery

■ Educational Kits

**22****FEATURES**

- 14 Tricking out an old Dingo**
Improving a 1/35 scale armored car
BART CUSUMANO
- 22 Burn out**
Turn up the heat and do something
a little different
ROBERT RAVEN
- 32 Paint and weather a
Ukrainian BMP**
Layering and wear produce a veteran
of the war in Donbas
ILYA YUT
- 38 Imagine big**
Combine story, weathering skills, and
scale for a satisfying scene
NICO SURATOS
- 44 Used, not abused**
Distress and weather a Moebius kit
for a Ford work truck
KOSTAS GEORGIU
- 50 Build a D-Day Priest**
Kitbash a Canadian M7
STEVE GUTHRIE
- 58 Classic Car Kits**
AMT 1964 Chevelle El Camino
TIM BOYD

**KIT REVIEWS**

- 54 Modelsvit F-82 Twin Mustang**
- 55 MPC Ramchargers Funny Car**

IN EVERY ISSUE

- 5 Editor's Page**
- 7 Scale Talk/Reader Tips/Q&A**
- 9 New Products**
- 28 Reader Gallery**
- 56 Advertiser Index**
- 57 Classified Marketplace**
- 57 Hobby Shop Directory**



**Accurate
Airlock Door!**

And other upgrades
for the new Aries 1B kit
from Moebius Models.



**PARA
GRAFIX**
.biz

Don't miss what's new!
Watch the
New Product Rundown
video today!



[www.finescale.com/videos/
new-product-rundown](http://www.finescale.com/videos/new-product-rundown)

XURON
CORP.

Photo-Etch Scissors for Fine Detail Work



Find Xuron® quality tools
at your favorite hobby retailer.

Subscribe for special email-only offers:

MakeltXuron.com



Create with Flex I File

FLEX-I-FILE



**Speciality Abrasives
Unique Hobby Tools**



Order

ONLINE

www.flex-i-file.com

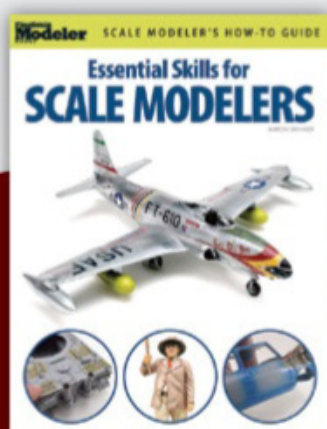
ALBION ALLOYS

GREEN
STUFF
WORLD

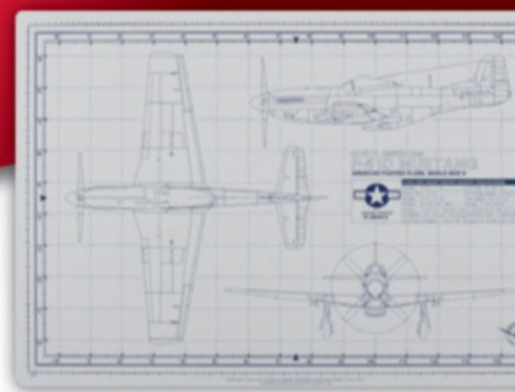
LIFECOLOR
ARTIST BRUSH STORE



Kalmbach Hobby Store is your one-stop shop
to get everything you need to build your next
model. Check out our selection of products
curated by the editors of
FineScale Modeler!



CELEBRATE BUILD A MODEL MONTH!



KALMBACH
**HOBBY
STORE**

Shop now at
KalmbachHobbyStore.com/ModelMonth

Sales tax and retail delivery fee where applicable.

P40578

By Aaron Skinner

BAMM is here, climb aboard!

The time has arrived. November marks *FineScale Modeler's* Build a Model Month, a first-of-its-kind celebration of scale modeling!

So, head to your workbenches and get building. But there's more to BAMM than just encouraging all of us to start cutting plastic and brushing paint. We also want you to get out there and proselytize; get the word out about the fun of modeling. Introduce the hobby to someone who isn't currently a modeler.

It can be a family member, distant relative, friend, or anyone else. Take a kit from your stash, find a place to work and build it together. If you are part of a model club, maybe you can organize a BAMM event to bring the fun to your community.

When you're done, share your stories with *FSM*. We want to hear how you are spreading your passion for scale modeling. Send us photos of the models, the build sessions, you and others enjoying the hobby. Tell us about exploits and experiences, challenges and triumphs. You can upload photos and stories at [kalmbach.com](https://www.kalmbach.com) or share them with us on Facebook and Twitter.

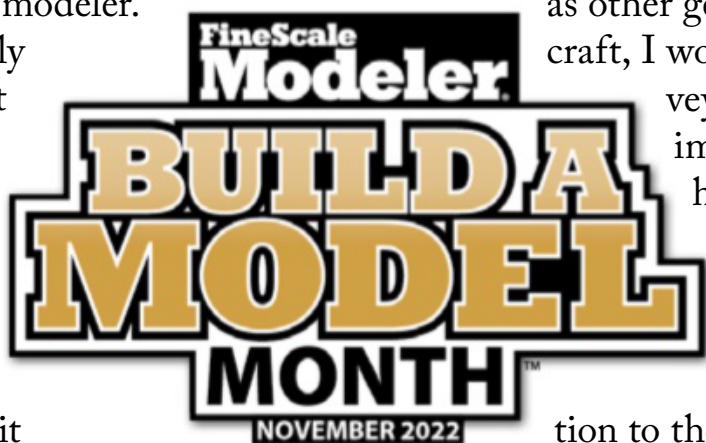
FSM is also hosting an online model contest during November with a cash prize for the winner, whose model will also be featured on a future cover of the magazine. Entries will be open from November 1-30, so check [FineScale.com](https://www.FineScale.com) for details

about how to submit your models. Another reason to get to the bench and get building. And that's what BAMM is all about!

• • •

This is the last issue of *FSM's* 40th anniversary, and it seems fitting that the focus is armor and military vehicles. Although armor modeling is not as big a segment of the hobby as other genres, such as aircraft, I would argue its purveyors have had an impact on the hobby that weaved its way into other genres.

In the mid-2000s, in addition to the old standbys of washes and dry-brushing, military vehicle modelers started using filters, dot-filters, pinwashes, color modulation, mapping, and hairspray chipping. At the same time, several companies sprang up to supply finishing products — pigments, pre-mixed washes and mud, etc. — aimed at armor modeling. Look around a model show now and you will see these techniques and products used on aircraft, cars, spacecraft, robots, and more. What started as a trend in armor modeling became a renaissance in scale modeling.


editor@finescale.com

FineScale Modeler

Editor Aaron Skinner

Editor, Scale Modeling Brand Group Tim Kidwell

Assistant Editor, Digital Kendra Bell

Assistant Design Director Scott M. Krall

Editorial Associate Monica Freitag

ART & PRODUCTION

Design Director Tom Danneman

Illustrator Kellie Jaeger

Production Coordinator Sue Hollinger-Klahn

REGULAR CONTRIBUTING MODELERS

John Bonanni, Tim Boyd, Paul Boyer, Andy Cooper, Raúl Corral, Chris Cortez, Marcos Cruz, Frank Cuden, Chuck Davis, Jonas Dahlberg, Walt Fink, Tom Foti, Phillip Gore, James Green, Caleb Horn, Ted Horn, Joe Hudson, Jim James, Mark Jones, Mark Karolus, Andy Keyes, Rick Lawler, Rafał Lebioda, Ulf Lundberg, John Maher, Chris Oglesby, Jeff Pollizzotto, Bill Plunk, John Plzak, Darren Roberts, Chuck Sawyer, Mike Scharf, Cookie Sewell, Bob Steinbrunn, Don Suratos, Karel Sutt, Matthew Walker, Jim Wechsler, Adam Wilder

KALMBACH MEDIA

Chief Executive Officer Dan Hickey

Chief Financial Officer Christine Metcalf

Senior Vice President, Consumer Marketing

Nicole McGuire

Vice President, Content Stephen C. George

Vice President, Operations Brian J. Schmidt

Vice President, Human Resources Sarah A. Horner

Circulation Director Liz Runyon

Director of Digital Strategy Angela Cotey

Director of Design & Production Michael Soliday

Retention Manager Kathy Steele

Single Copy Specialist Kim Redmond

EDITORIAL

262-796-8776

ADVERTISING DEPARTMENT

888-558-1544

Advertising Sales Representative

Michael Wieloch, Ext. 625

mwieloch@kalmbach.com

Ad Production

adservices@kalmbach.com

RETAIL, TRADE ORDERS, AND INQUIRIES

Selling *FineScale Modeler* magazine or products in your store:

Phone 800-558-1544

Outside U.S. & Canada 262-796-8776, Ext. 818

Fax 262-798-6592

E-mail tss@kalmbach.com

Website [retailers.kalmbach.com](https://www.retailers.kalmbach.com)

CUSTOMER SALES AND SERVICE

Phone 877-246-4847

Outside the U.S. and Canada 903-636-1125

Customer Service

customerservice@FineScaleModeler.info

SPECIAL E-MAIL & WEB ADDRESSES

Ad Sales adsales@FineScale.com

Letters to the Editor editor@FineScale.com

New Products mf Freitag@FineScale.com

Reader Gallery [Contribute.Kalmbach.com](https://www.Contribute.Kalmbach.com)

Reader Questions questions@FineScale.com

Reader Tips tips@FineScale.com

©2022, Kalmbach Media Co., all rights reserved. This publication may not be reproduced in any form without permission. Printed in the U.S.A. Allow 6 to 8 weeks for new subscriptions and address changes. Single copy: \$7.99 (U.S.). Print + digital subscription rate: U.S.: 1 year \$52.95. Canadian: Add \$8.00 postage. Canadian price includes GST, payable in U.S. funds. All other international: Add \$16.00 postage, payable in U.S. funds, drawn on a U.S. bank. BN 12271 3209 RT. Not responsible for unsolicited materials.





REAL COLORS AFW

144 COLOR RANGE & 22 AFW SETS

REALISTIC COLORS
IN YOUR SCALE MODELS



THE ORIGINAL BRAND * UNBEATABLE MODELING PRODUCTS



AK-INTERACTIVE.COM

Remember, safety first

This is not so much a Letter to the Editor as maybe a safety tip. Reading the July/August 2022 *FSM* and Darren Roberts' article on building the resin Collect-Aire 1/48 scale AJ Savage, I was surprised that there was no mention about the possible health effects of resin dust. I always wet sand with lots of water to keep the dust down. I was particularly concerned with Photo 14 where he suggests using an abrasive bit in a rotary tool but doesn't mention that it's a good idea to wear a mask when doing so. That being said, I thoroughly enjoyed the article and the issue as a whole. I have numerous resin kits (Chorozsy-Modelbud, Planet Models, Uni-craft, etc.), so it's always nice to see the inclusion of a resin or vacuum-formed kit.

— Kevin Lawton
Cottonwood, Ariz.

Ed.: You are 100% right, Kevin. Resin dust is irritating at the very least and can be harmful in large amounts. We always recommend wearing a dust filtration mask — the N95 we've heard so much about over the last year is a good choice — and eye protection when sawing, sanding, or grinding resin. — A.S.

Got a model to show readers?

Greetings! I've recently completed a waterline diorama with the Blue Ridge Models 1/700 scale SS *Normandie* resin kit, complete with figures, signal flags, and smoke, and I'd love an opportunity to submit photos to the magazine for review, and if worthy, publication. How does one submit photos and a brief summary?

— Colten Vanosdale
Thomaston, Ga.

Ed.: FineScale Modeler wants to feature the models of readers like you, Colten. Submit photos of your models through our FTP site, contribute.kalmbach.com. Be sure to include information about the kit, including scale and manufacturer, any extra work you did, how you painted it, and, most importantly, why you built it or what inspired you. Type that in the notes section of the form on the FTP site or include it as a separate text file. We look forward to seeing your model! — A.S.

Great cover!

The September/October 2022 cover with the exploded Spitfire is the most visually stunning cover I've seen. Awesome work!

— Scott Stachowiak
Freeland, Mich.



Recycling kit sprues fulfilling

The points raised in the July/August Scale Talk about polystyrene sprue not being recyclable should be of concern to all modelers. True, we can't reduce garbage to nothing but for those of us who try to recycle every scrap we can, if possible, it remains a disappointment.

However, aside from stretching the sprue over a candle flame to make thin plastic rods, there is a good way to reuse the sprue and put that plastic to use in modeling.

Sprue can be dissolved in various household chemicals, creating a thick and malleable goop that can be used as putty. It makes an excellent seam filler on plastic kits and when dry, it can be sanded down seamlessly.

It can also be pushed down into a one-sided push mold to create plastic copies of parts. Air bubbles can be a problem, and it needs to evaporate at least overnight, but, after a few attempts, you'll get a copy you can work with.

Just chop up the sprue sections and put them in a glass jar. I usually pour in about two fingers of acetone, which can be purchased in any hardware store. In 24 hours, the sprue is dissolved, and the goop is ready for use. It has the consistency of chewing gum for about a week until the acetone loses its potency. Stickiness increases quickly after it leaves the acetone, so you'll need to work quickly.

Although it will never replace resin, polystyrene goop does have its uses and you get a little satisfaction from knowing you've kept something out of the landfill.

— Frank Scarborough
Ontario, Canada

Ed.: Liquefied plastic does make a good filler. Thanks for the tip, Frank! — A.S.





STAR TREK

Build the Enterprise, Voyager, or your favorite Starfleet ship from AMT and Polar Lights!

Shop at www.CultTVmanShop.com

Phone: 770-797-5533

THE BEST MODELS OF THE YEAR!



FineScale Modeler is back on the road, covering scale model contests and shows from across the U.S. and around the world. We are bringing scale auto enthusiasts models from top shows including Southern Nationals, NNL Milwaukee, IPMS/USA Nationals, and more!

Contest Cars 2022 features 350+ great models - gassers, custom cars, dragsters, hot rods, pickups and more. From out-of-the-box builds to scratchbuilt wonders, you'll see the work of hobby veterans and novices alike as we celebrate another year of fantastic automotive scale modeling.



» Reserve Now at «
KalmbachHobbyStore.com/CC22

Free standard shipping to U.S. addresses only. Offer expires 11/3/2022 at 11:59 p.m. CT. Sales tax where applicable. *Contest Cars 2022* will be available November 2022. Cover subject to change.

P40357

NEW PRODUCTS

Compiled by Monica Freitag & Aaron Skinner

AIRCRAFT

1/32 SCALE



Cheetah D SAAF Fighter from Kinetic Model, No. 48081, \$99.99. **WBR**

1/48 SCALE



Z-526AFS Akrobat from Eduard, No. 84185, \$34.95. **WBR**



"Jig Dog" JD-1D Invader with KDA-1 drone from ICM, No. 48289, \$138.99.



AH-1G Cobra Over Vietnam with M-35 Gun System Hi-Tech from Special Hobby, No. SH48230, \$80.90.



YAK-9T WWII SOVIET FIGHTER from ICM, No. 32090, \$79.99. **WBR**

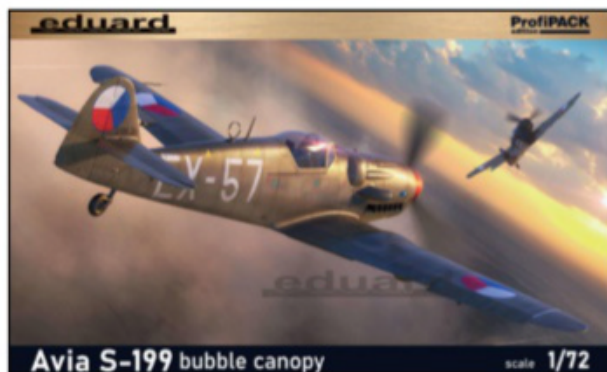
1/72 SCALE



AT-6C/D & SNJ-3/3C Texan Training to Win from Special Hobby, No. SH72450, \$22.70.



Fouga CM-175 Zephyr from Special Hobby, No. SH72323, \$22.70.



Avia S-199 bubble canopy from Eduard, No. 70151, \$26.95. **WBR**



The Ghost of Kyiv MiG-29 of Ukrainian Air Force from ICM, No. 72140, \$39.99.



Silbervogel suborbital bomber from Takom, No. 5017, \$54.95.



Silbervogel suborbital bomber and atomic payload suite from Takom, No. 5018, \$73.95.



TU-2T Soviet Torpedo from ICM, No. 2155, \$31.95.

ARMOR

1/35 SCALE



Laffly (f) typ V15T, WWII German military vehicle from ICM, No. 35573, \$66.99.



Unimog S 404, German military truck from ICM, No. 35135, \$71.99. **WBR**



Laffly V15T with Hotchkiss machine gun from ICM, No. 35572, \$66.99. **WBR**



Versuchstrager VT 1-2 tank destroyer from ICM, No. 2155, \$69.95. **WBR**



M114 Early & Late with interior 2 n'1 from Takom, No. 2154, \$54.95.



Vk 100.01(p) Mammut 2 in 1 from Takom, No. 2156, \$69.95. **WBR**

1/72 SCALE



28cm SK C/34 Guns Battleship Scharnhorst Turret B from ICM, No. 5016, \$73.95.



APA-50M (ZIL-131), Airfield mobile electric unit from ICM, No. 72815, \$18.99.

FIGURES

1/8 SCALE



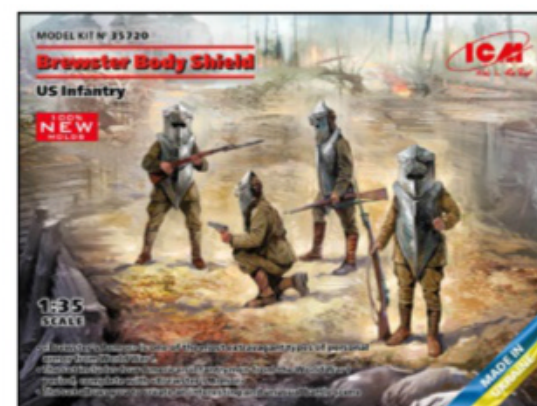
Vitor Hugo's The Hunchback of Notre Dame from D&H, No. DHG1416, \$38.95. **WBR**

1/16 SCALE



WW2 Assault engineer-sapper from ICM, No. 16013, \$48.99.

1/35 SCALE



Brewster body shield US infantry from ICM, No. 35720, \$32.99.

AIRCRAFT DETAIL SETS

1/32 SCALE



R-2800 Fast Fix (late) from Resin 2 Detail, No. R2D32051, \$44.99.



Curtiss SB2C-4 main cockpit superdetail set from Resin 2 Detail, No. R2D32075, \$44.95.



Fast Fix Saab J29 Tunnan seamless intake upgrade from Resin 2 Detail, No. R2D32080, \$24.99.



B-17 Flying Fortress Fast Fix Control Column upgrade from Resin 2 Detail, No. R2D32068, \$12.99.

1/48 SCALE



Fast Fix B-26 Marauder cowl and engine upgrade from Resin 2 Detail, No. R2D48223, \$39.99.

AIRCRAFT DECALS

1/48 SCALE



A Bunch of Spooks – F-110A, F-4B, F-4Cs from Fundekals, No. FD48033, \$22.

Micro-Mark®

Your one-stop source for unique tools, supplies, model kits and more!

FREE SHIPPING!

on ANY order over \$100* when you place your order at www.micromark.com and enter **Promo Code 4603**

OVER 5,200 ITEMS IN OUR CATALOG AND WEBSITE, INCLUDING...

NEW!

Innovative Desktop Dust Collection System is Now Available for Makers and Professionals



#90535 Micro-Mark Desktop Dust Collection System



Micro Power Sander Creates Perfect Finishes on Plastic, Wood, Metal and More

#81266 Micro Sander

*Offer applies to standard shipping to the 48 contiguous United States ONLY. Heavy item surcharges still apply. Offer cannot be combined. Pre-Order items excluded. Offer ends 11/30/22.

Your modeling skills will

SOAR with FineScale Modeler!



No matter what you like to model, it's in *FineScale Modeler*.

Go to www.FineScale.com



PRECISION POWER TOOLS FOR YOUR INTRICATE PROJECTS

Real experts for delicate drilling, cutting, grinding, polishing and cleaning jobs.

Light-weight (500g/1.2lbs) miniature power tools for 110 – 120V power supply. Gear heads made of die-cast aluminum. With specialty, balanced low noise DC motor for high life expectancy.

The PROXXON MICROMOT system features more than 50 high-quality power tools and a huge selection of matching accessories.

Please contact us for a free catalog.

PROXXON

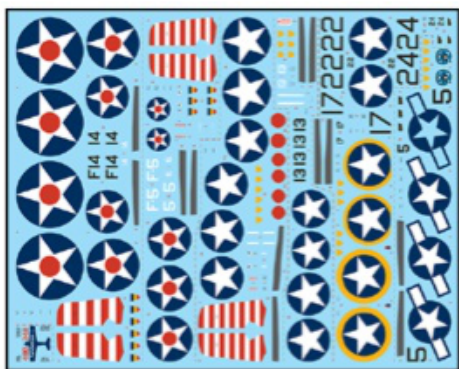
www.proxxon.com/us

PROXXON Inc. – Hickory, NC/USA – Email: sales.us@proxxon.com

Professional Rotary Tool IBS/E

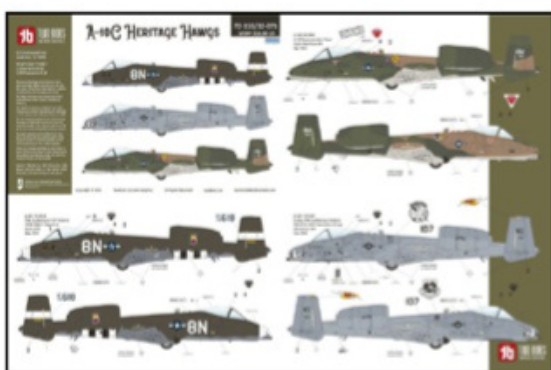
Longneck Angle Grinder LHW

Belt Sander BS/E

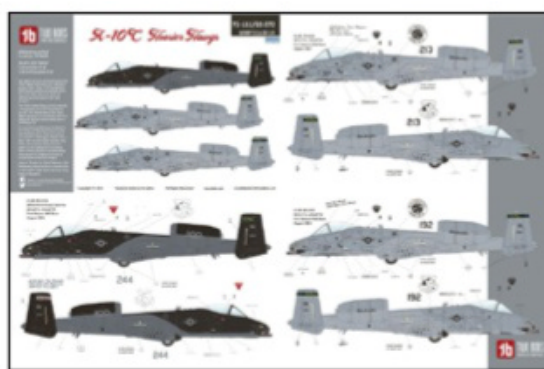


F4F Wildcats from Fundekals, No. FD48034, \$25.

1/72 SCALE

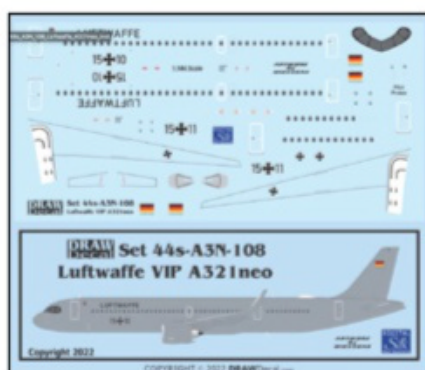


A-10C Heritage Hawgs from TwoBobs Aviation Graphics, No. 72-110, \$16. Also contains 1/32 sheet 32-071.



A-10C Hoosier Hawgs from TwoBobs Aviation Graphics, No. 72-111, \$16. Also contains 1/32 sheet 32-072.

1/144 SCALE



Luftwaffe VIP A321neo from Draw Decal, No. A3N-108, \$14. Also available in 1/200 \$10.

PAINTS



WWII Soviet Aviation acrylic paint set from ICM, No. 3016, \$12.99.



The Ghost of Kyiv Ukrainian Air Force acrylic paint set from ICM, No. 3027, \$12.99.

40TH
1982-2022
ANNIVERSARY

40 YEARS OF FINESCALE MODELER

This year marks the 40th anniversary of *FineScale Modeler* magazine. Celebrate with these exclusive products from the *FineScale Modeler* editors!



Shop now at
KalmbachHobbyStore.com/FSM40

Sales tax where applicable.

P40246

DISCOVER DEPTH -OF- SCALE

**STEP-BY-STEP
PROJECTS!**

Combining Scales for Realistic Dioramas shows modelers how to add an astounding level of detail to dioramas by incorporating figures, vehicles, and scenery in varying scales.

Written by master modeler Enrique Carrasco, this all-new 112-page book includes:

- Seven step-by-step depth-of-scale projects combining up to three scales in a diorama
- Scenes from the Middle Ages, Roman Times, the American Revolution, World War II, and more
- Techniques for painting, modifying figures' poses, and scenic effects

And more!



Combining Scales for **REALISTIC DIORAMAS**

by Enrique Carrasco



*Take your dioramas to the next level with
the amazing depth-of-scale technique!*



KALMBACH
**HOBBY
STORE**

Order your copy today at
KalmbachHobbyStore.com/Dioramas

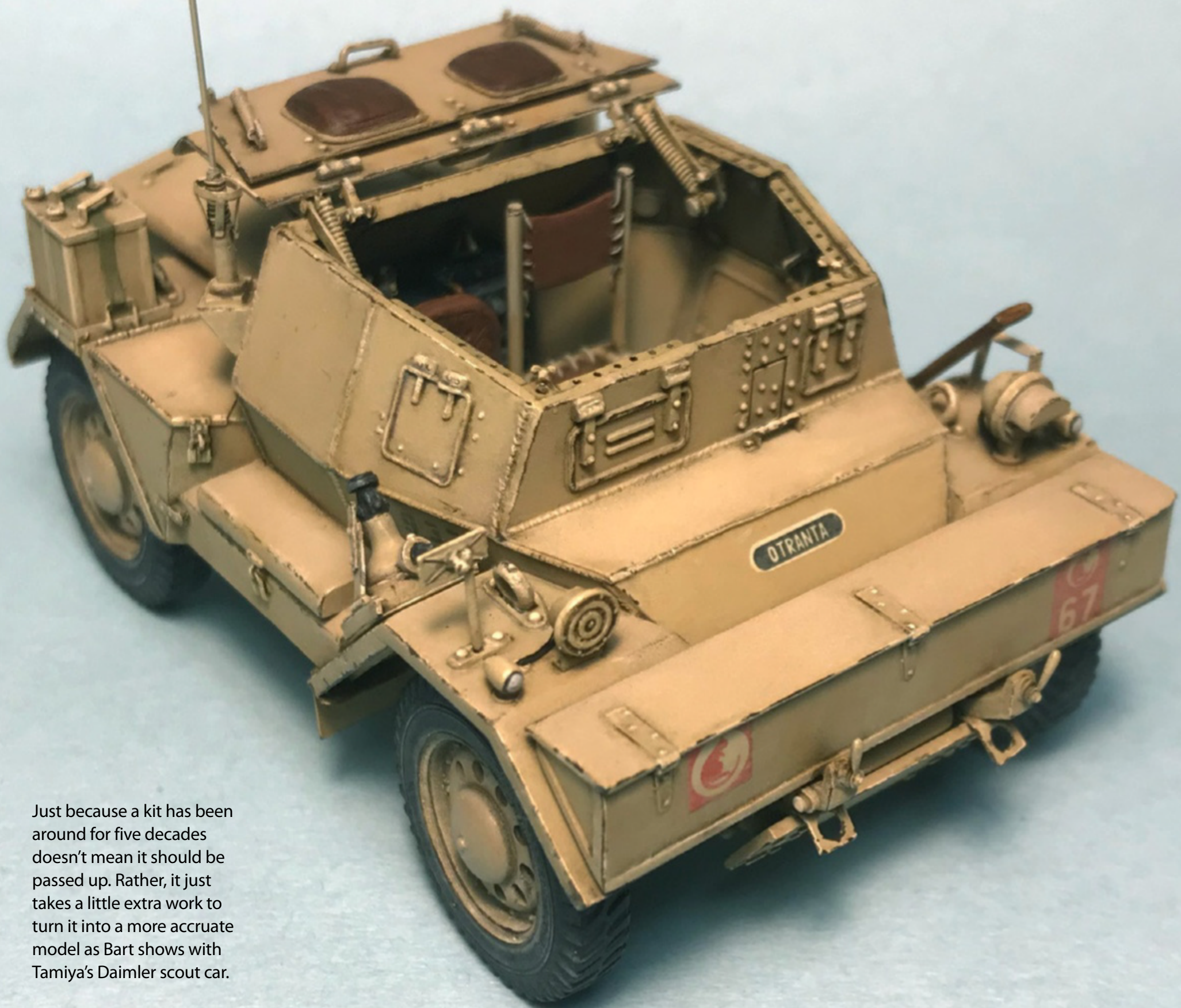
Sales tax and retail delivery fee where applicable.

P40485

Tricking out an OLD DINGO

Improving a 1/35 scale armored car

BY BART CUSUMANO



Just because a kit has been around for five decades doesn't mean it should be passed up. Rather, it just takes a little extra work to turn it into a more accurate model as Bart shows with Tamiya's Daimler scout car.

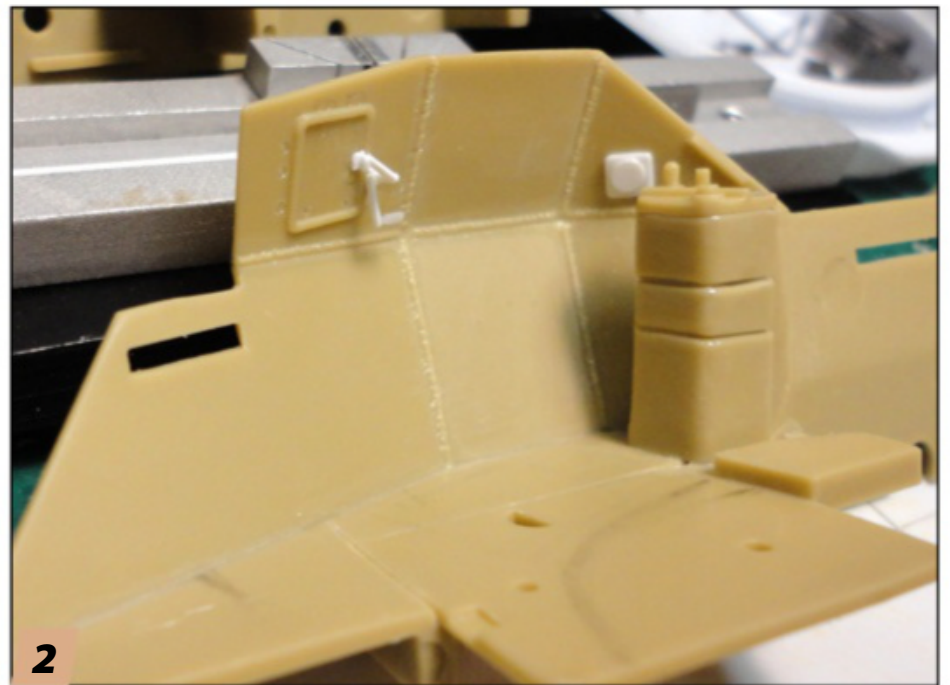
Most modelers have a large stash of unbuilt kits, or closet insulation, as one of my friends refers to it. For older hobbyists, many of those kits can be old, simple, and devoid of the details we expect in today's offerings. A good example is Tamiya's 1/35 scale Daimler Mk.II scout car, known in service as the Dingo. Looking through my stash for a small, simple project, I came across one of these kits, first released in 1972. Opening the box revealed 70-odd plastic parts as well as an Eduard photo-etched metal (PE) set (No. 35143) and some resin stowage from Verlinden.

The age of the Tamiya Dingo is highlighted in the simplified interior and the omission of suspension and drive components. The few details present would require reworking or were just unuseable. Much to my surprise, fit seemed to be quite good and an application of Deluxe Materials Perfect Plastic putty took care of any gaps.

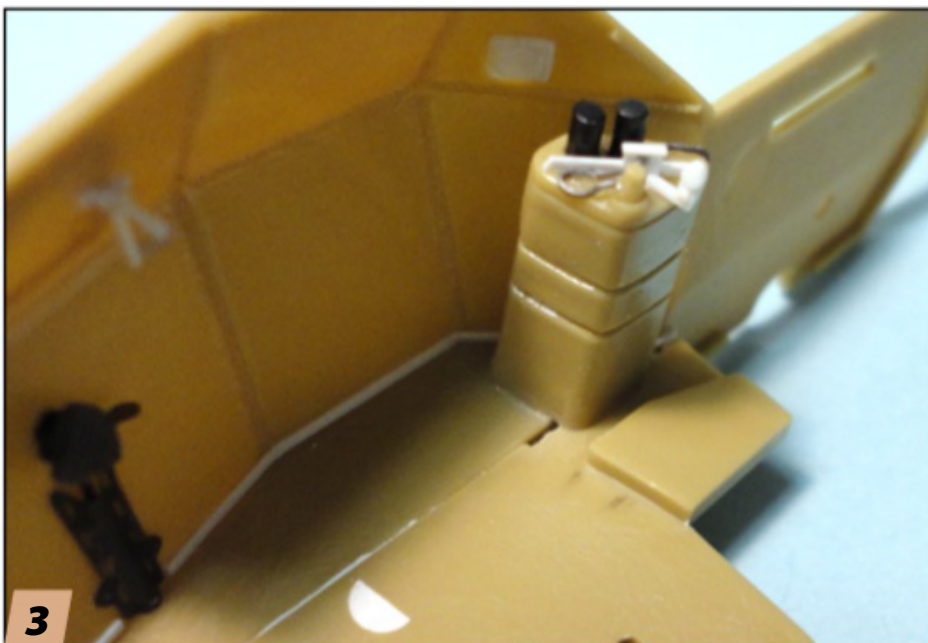
With older kits, I look at what's missing and then figure out what can realistically be added and what will just have to stay as-is.



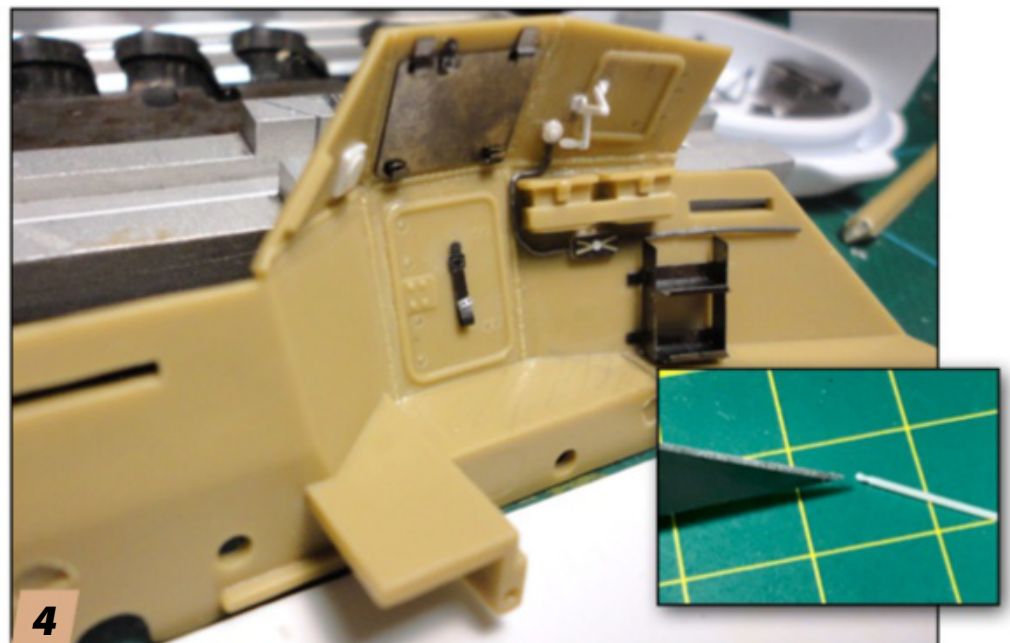
1 The parts lacked the Dingo's prominent weld seams both inside and out. I measured each joint and cut stretched sprue to match, placed it along the panel edge, and doused it with liquid cement. After a few minutes, more cement was added and I textured the sprue with a chisel.



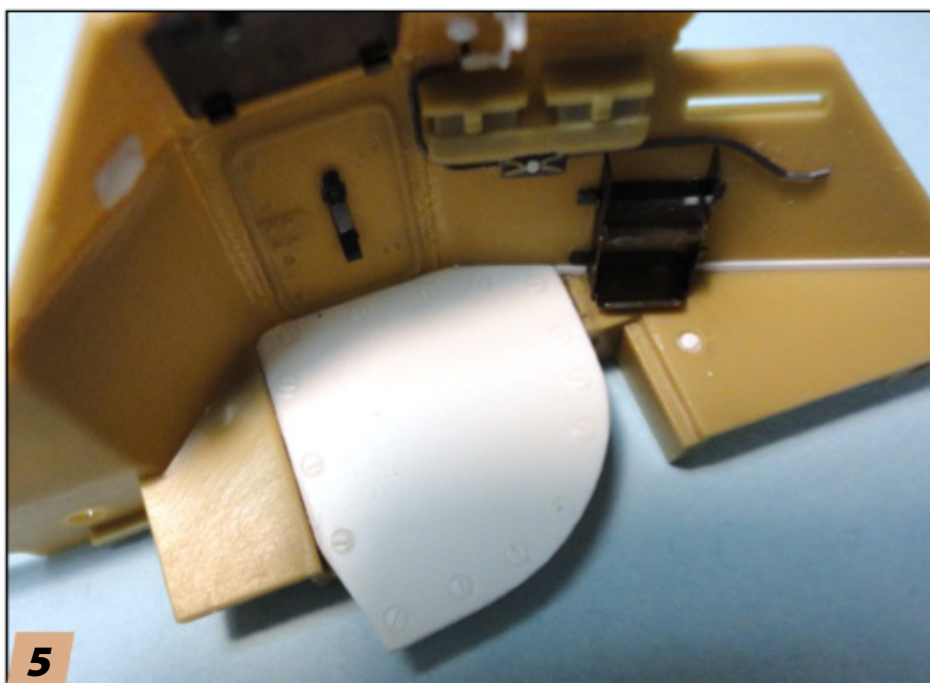
2 Working from photos, I added interior details, including panels and vision port opening mechanisms made from styrene strip, rod, and sheet. Styrene rod used for the handles was measured and shaped using a sharp No. 11 blade and plenty of patience.



3 I stuck to adding details I felt comfortable reproducing and that would be visible, including the fuel tank behind the driver. The kit detail is undersized, but I decided against replacing it and detailed the top with styrene rod and strip.

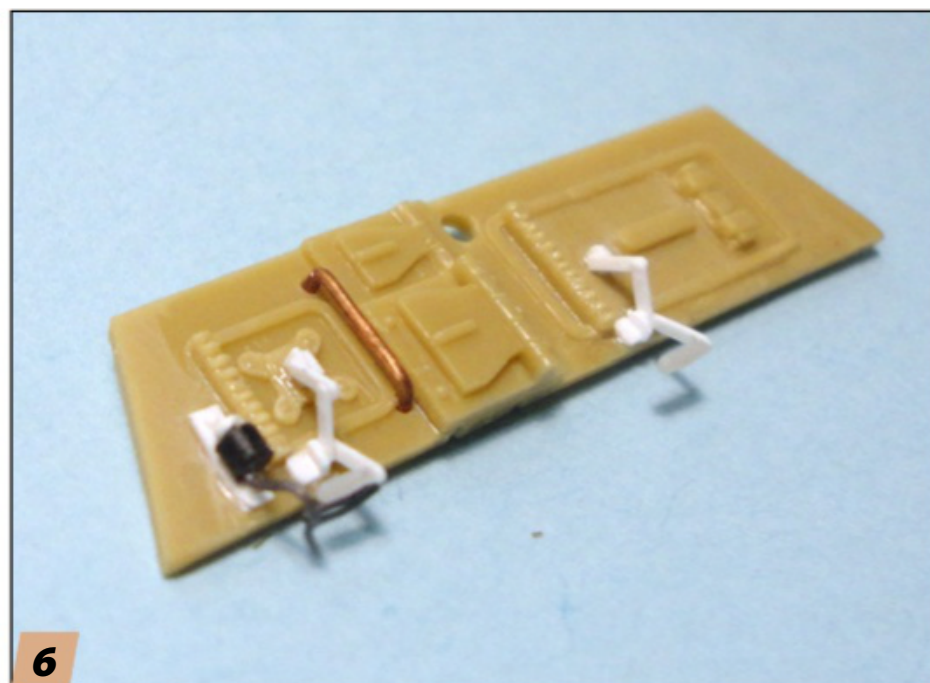


4 Eduard PE added stowage racks, missing panels, and straps. I had to make five vision port mechanisms. The key to duplicating all five was making the first and measuring each part. I reproduced each individual part for the remaining mechanisms using those dimensions.



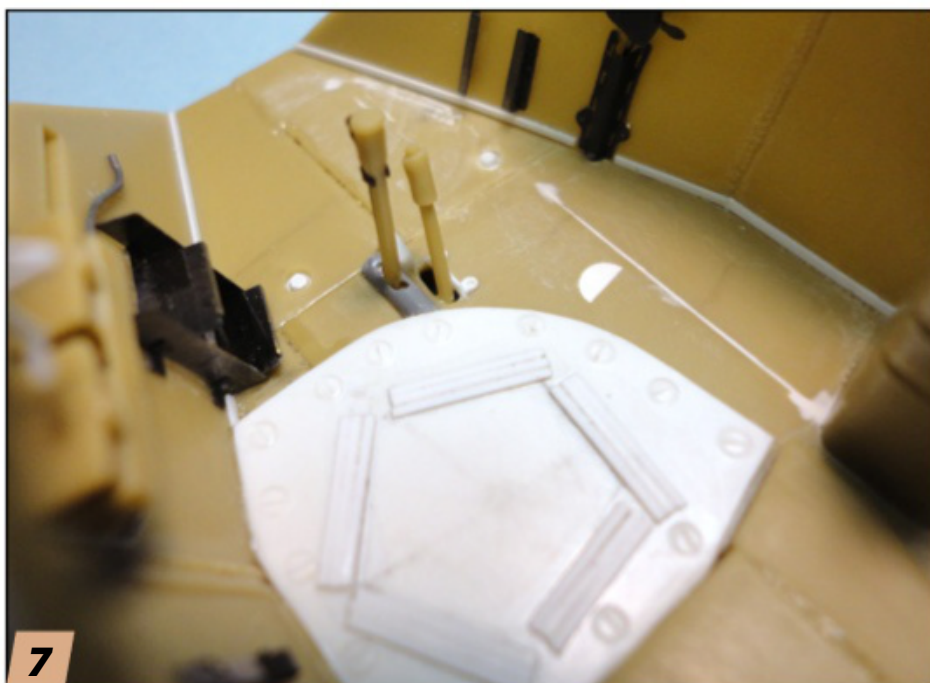
5

The kit omitted a raised platform on which a seat sits, so I made it from thick styrene. Photos showed large screws around the edge, which I made using a beading tool. Pressing the tool into the plastic created dome shaped impressions, and then I pressed a chisel into the center.



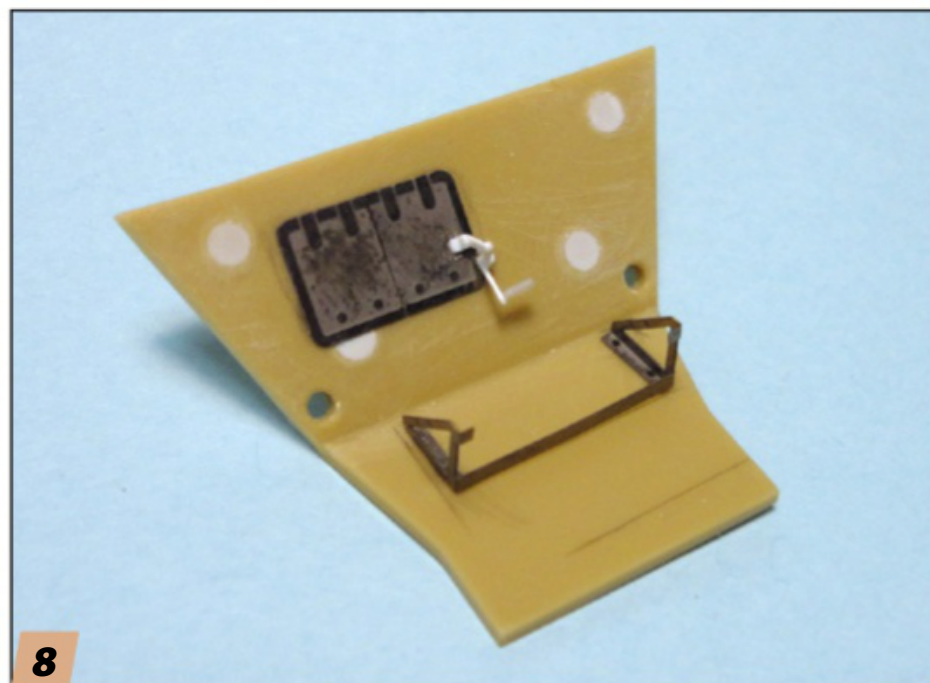
6

The front plate with the driver's vision hatch will get PE panels, so I removed the plastic parts. I added visor mechanisms to the molded hatches, a copper-wire grab handle, and a lamp made from styrene rod and strip with solder wire.



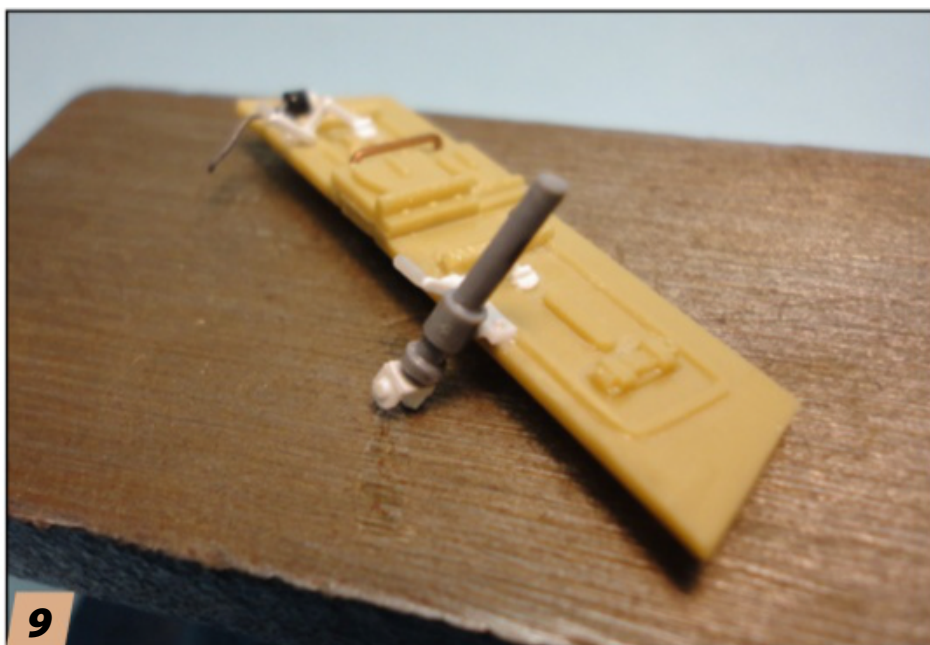
7

I improved the handbrake and gear selector with styrene and PE and corrected the way they mounted on the floor. Once the balance of the PE and scratchbuilt parts were in place, I glued the hull halves together and filled the seams.



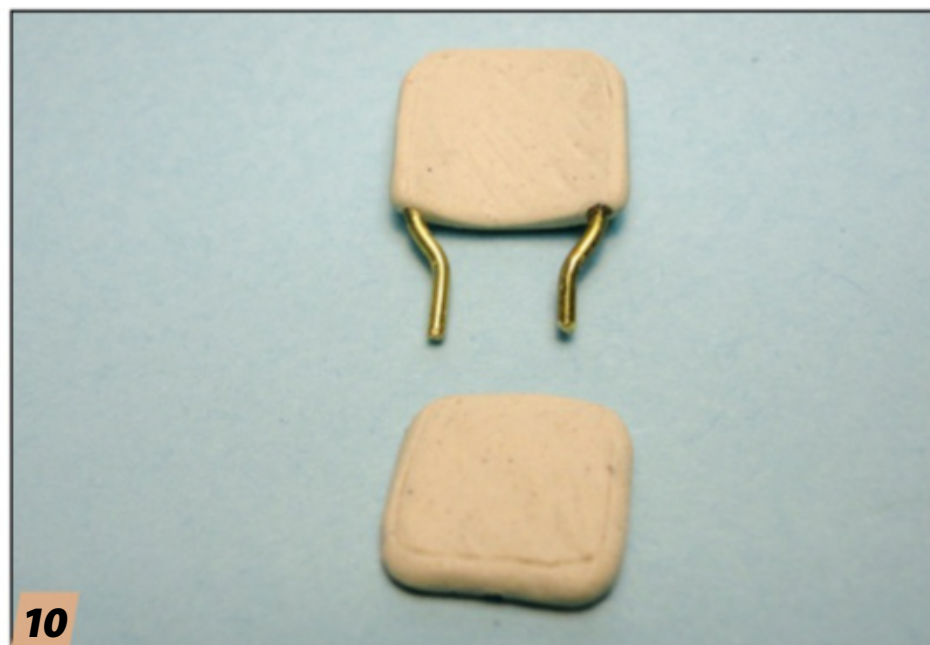
8

Tamiya molded the rear vision port on the outside but neglected the interior face. Fortunately, the Eduard set included two vision port parts that I had not used. After careful measuring, those stood in for that detail. PE brackets and the radio rack finished the rear bulkhead.



9

To improve the steering wheel, I scratchbuilt a shaft from interlocking styrene tubes and rods as well as strip for the universal joint at the bottom. More styrene tubing and strip formed the bracket that holds the steering shaft to the underside of the front plate.



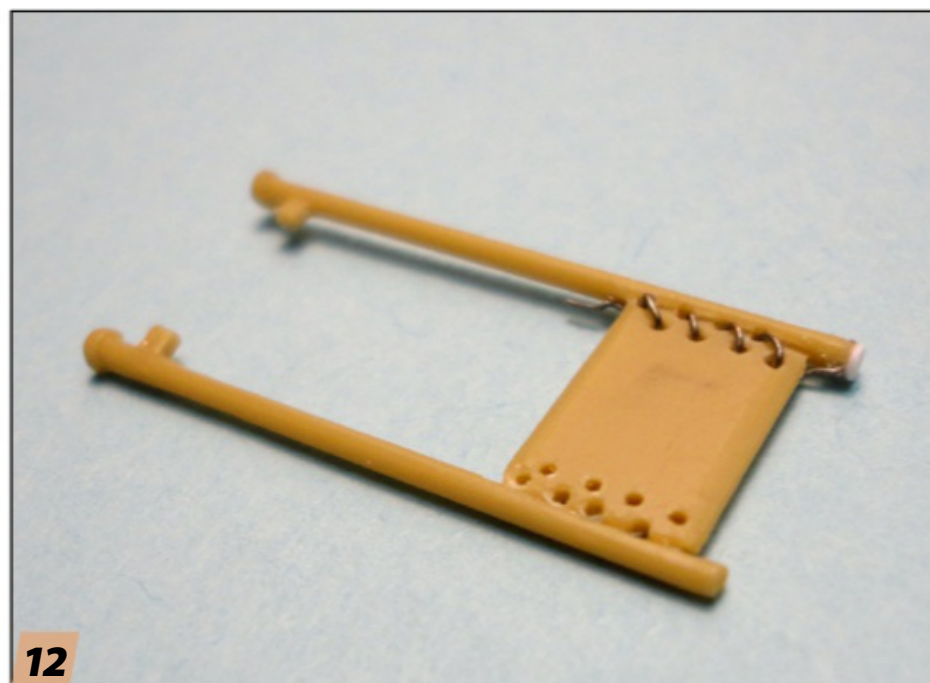
10

I replaced the driver's seat completely, forming bottom and back cushions with Apoxie Sculpt rolled flat then cut with a hobby knife. Baby powder prevented it from sticking to surfaces and tools while I rolled it out. Texture was added with a round toothpick.



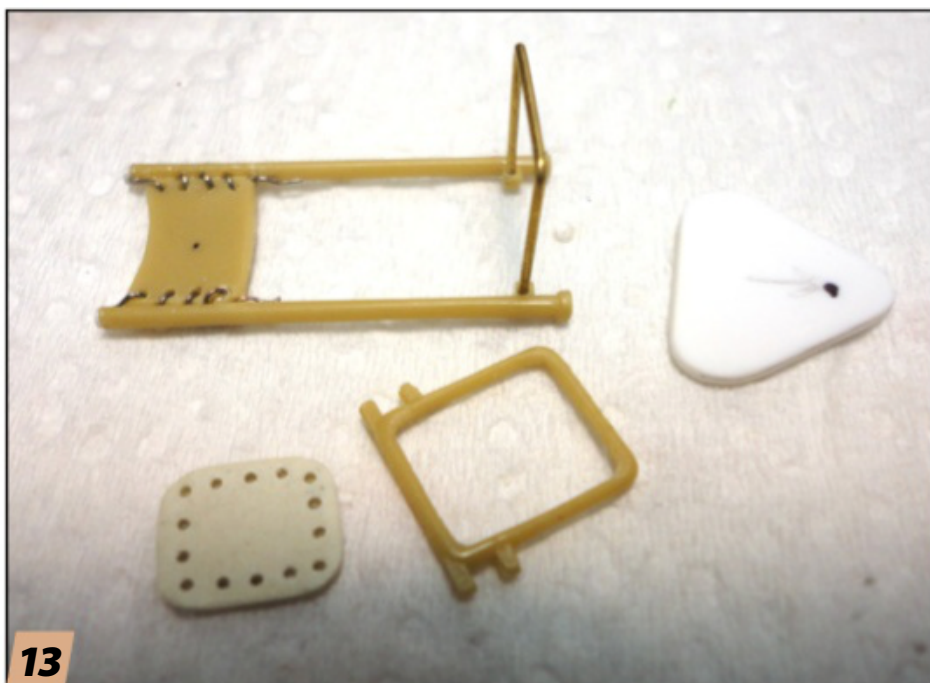
11

The bottom of the driver's seat sat on an adjustable frame in the real vehicle, which I re-created using styrene strip. To attach the seat back, I glued styrene tubes to the floor to fit the brass rod supports I previously inserted into holes drilled into the rear cushion.



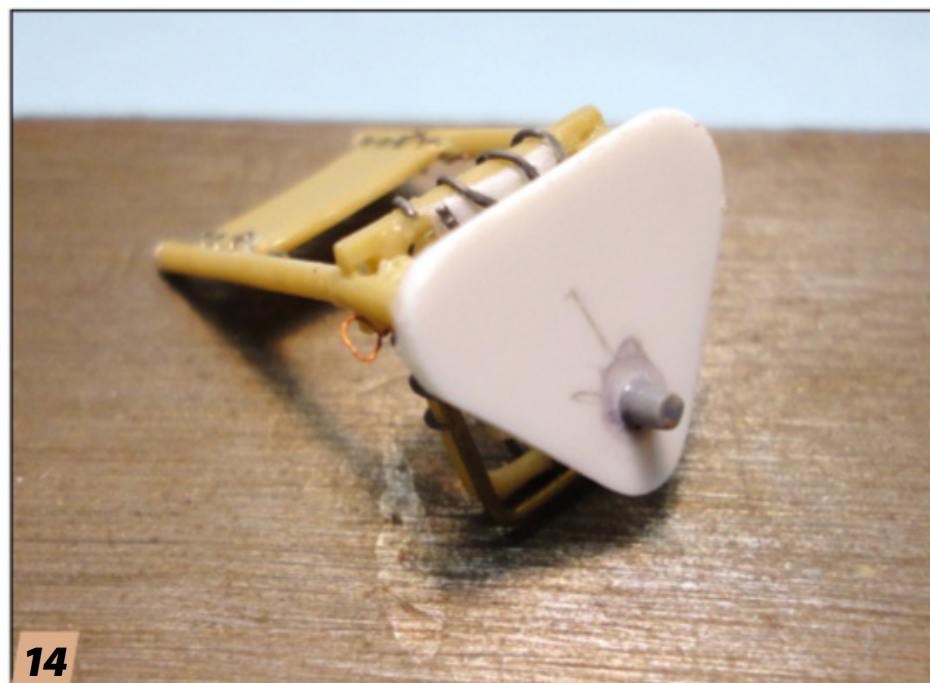
12

The other seat was a metal frame with canvas for the back and seat supported by rope lacing. For the back, I deepened the separation by scraping the back of a No. 11 blade along the edges. The lacings were thin solder threaded through holes drilled along the sides.



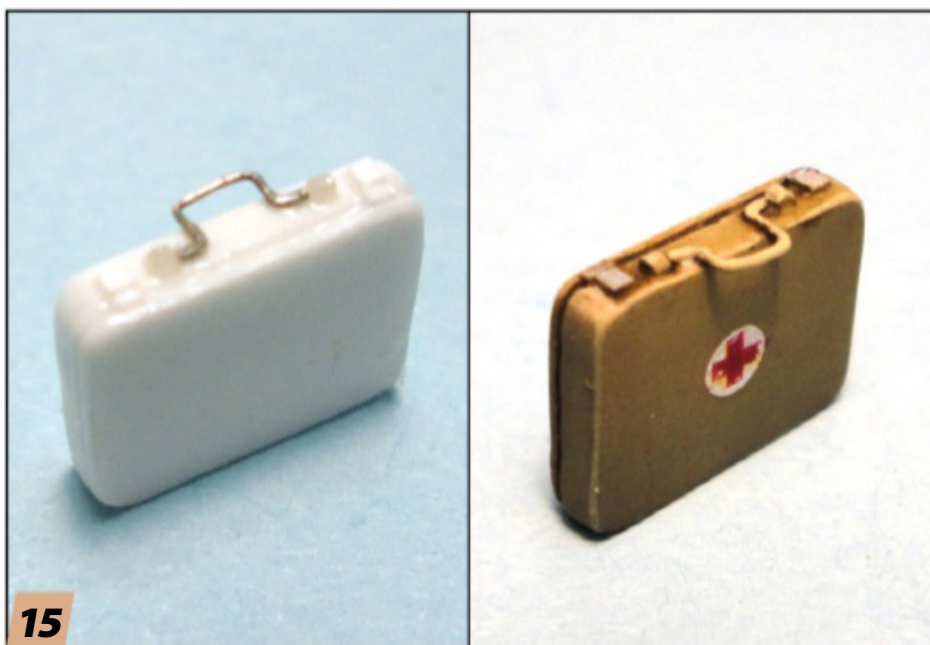
13

For the seat bottom, I carefully separated the molded cushion from the delicate frame. I made a replacement bottom with two-part epoxy putty rolled thin. When it was almost cured, I drilled holes to accept solder laces to hold it in place.



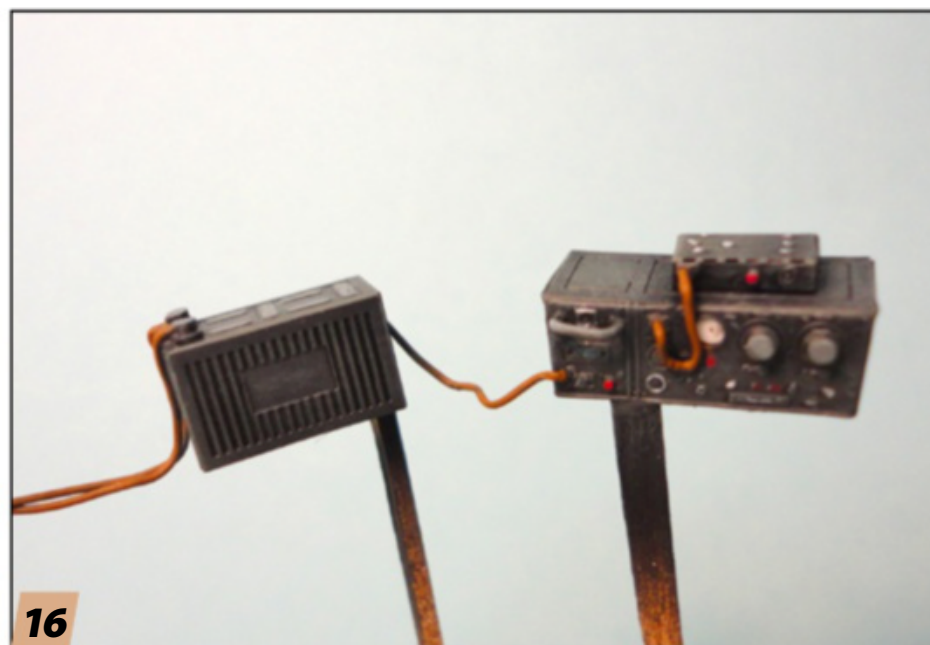
14

I attached the seat to a sheet-styrene base with styrene rod underneath that fit into a styrene tube on the floor. Although it's not perfect, I think my efforts do a decent job of representing the actual seat.



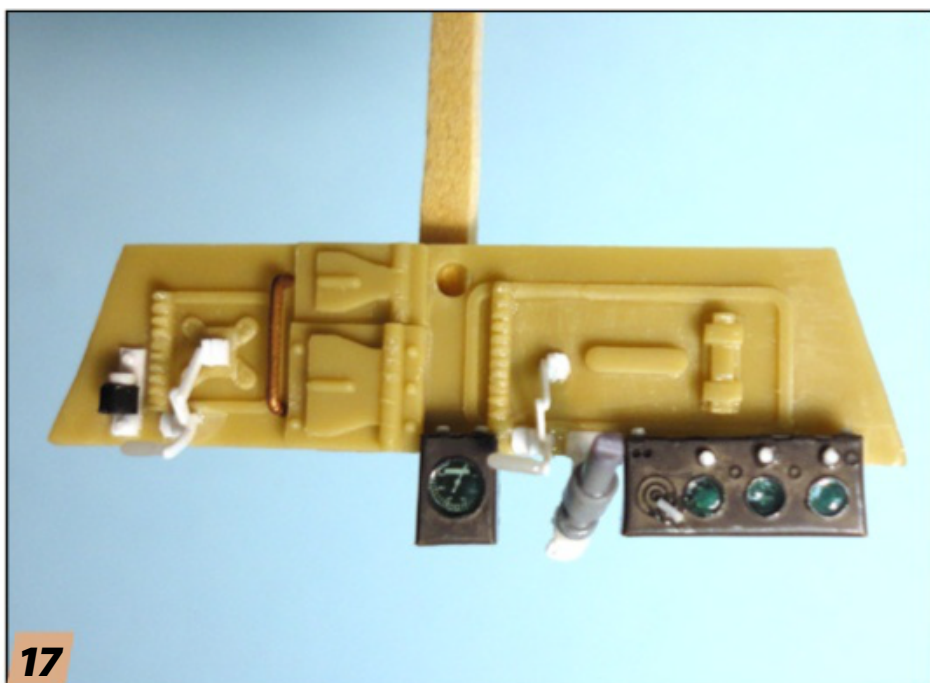
15

To replicate the first-aid kit located behind the driver, I laminated styrene sheet, sanded it to shape, and detailed it with styrene clasps and a copper wire handle. After painting, it was simply glued in place.



16

After bending and assembling the Eduard PE radios (including film parts for the dials) and related battery, I wired them with solder using photos to get the connections correct.



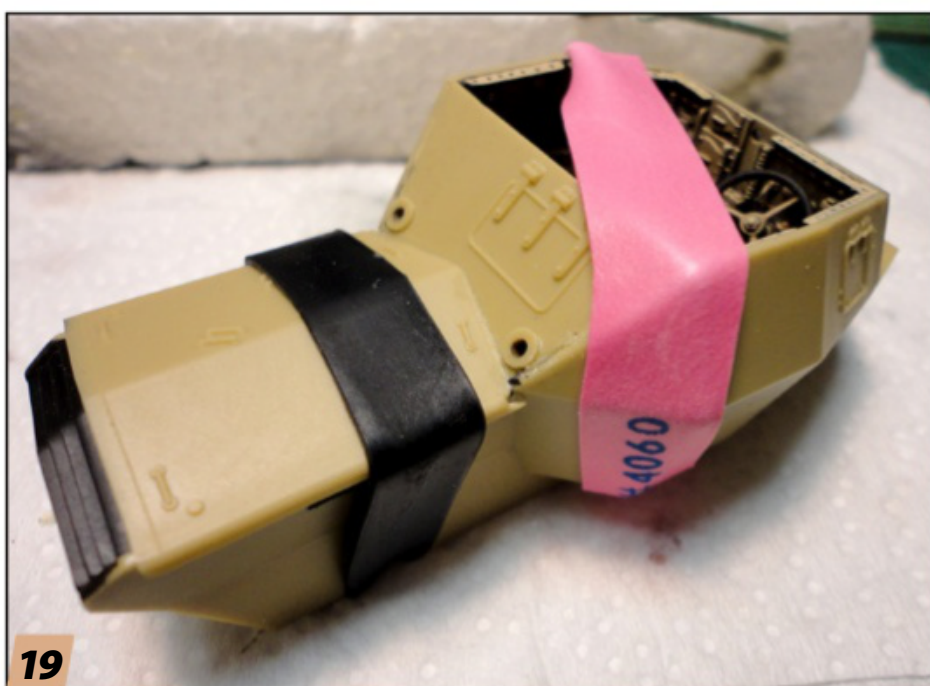
17

The front panel received the driver's instruments courtesy of the Eduard PE set. As with the radios, the set included film parts for the dials, which I painted white on the back for more definition.



18

Over a base coat of Vallejo Surface Primer Black (No. 73.602) mixed with 10% Vallejo Airbrush Thinner (No. 71.361), I airbrushed the interior with a mix of 4 parts Tamiya Buff (No. XF-57) and 1 part Flat White (No. XF-2) cut with 40% Tamiya Acrylic Thinner (No. X-20A) at 18 psi.



19

I added the rest of the interior components and buttoned up the body. To minimise a gap around the rear panel, I strapped the assembly together with heavy rubber bands used for vegetables. I gave it all a good dose of Tamiya cement and let it cure for a week.



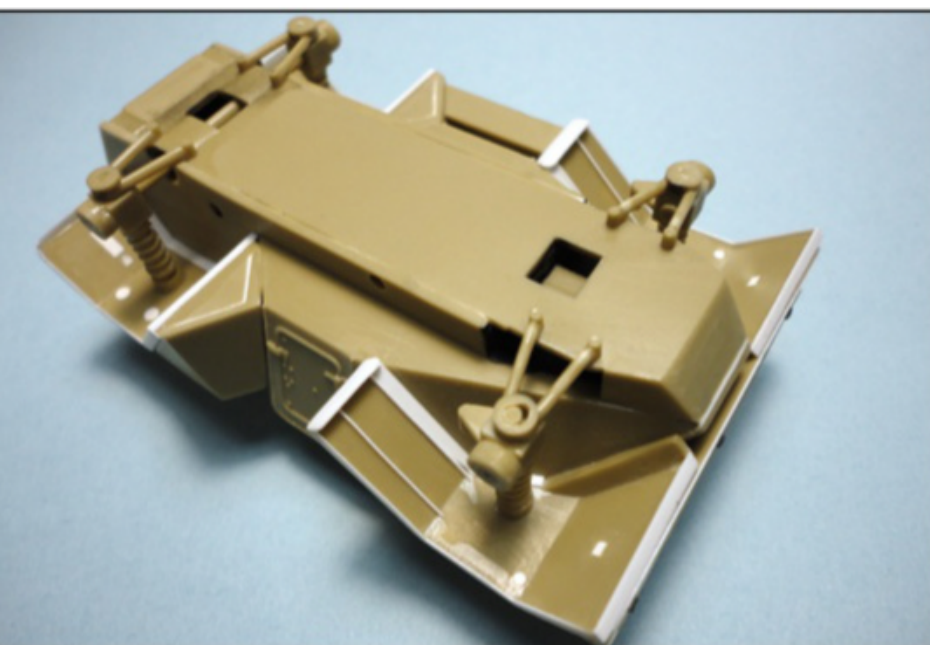
20

The fenders fit well, but I used Perfect Plastic Putty to fill ejector-pin marks and locators where PE parts would replace kit items. This has been my go-to putty for a while; it is water based, has no odor, and can be smoothed with a damp cotton swab or cloth.



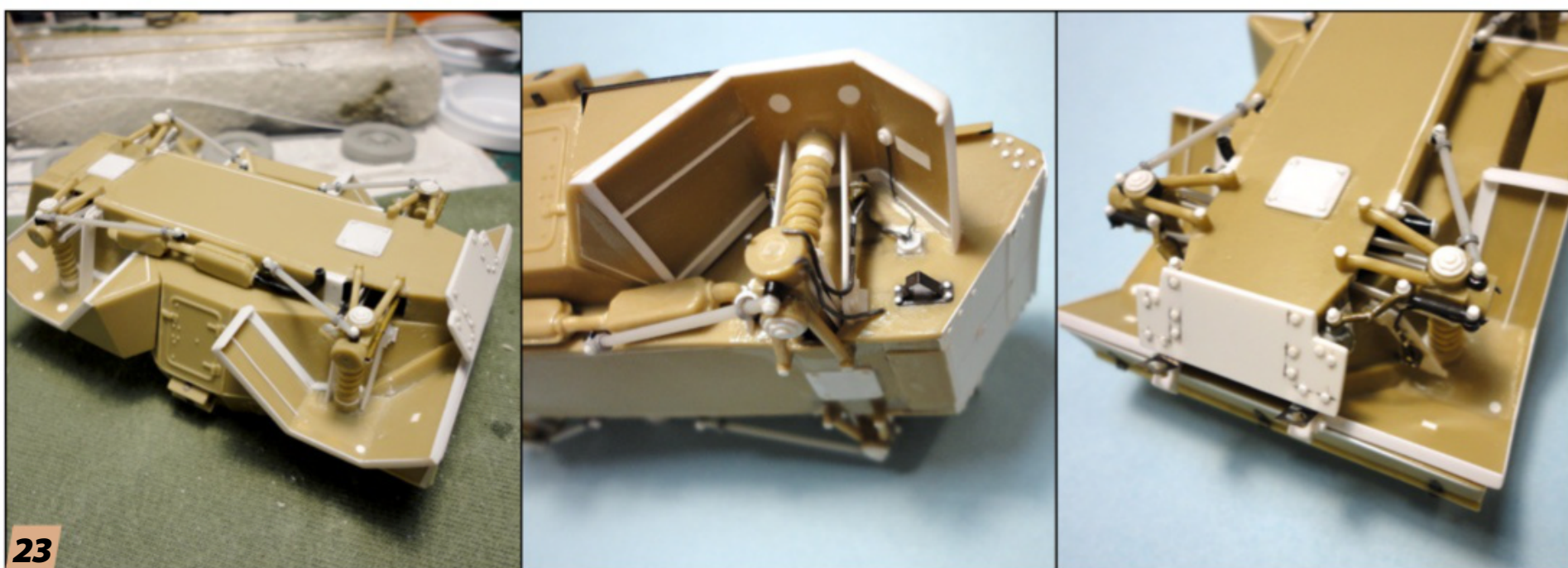
21

The real Dingo had lips on the edges of the fenders, so I added them with styrene strip glued on the outer faces and trimmed to length. More styrene provided structural details underneath.

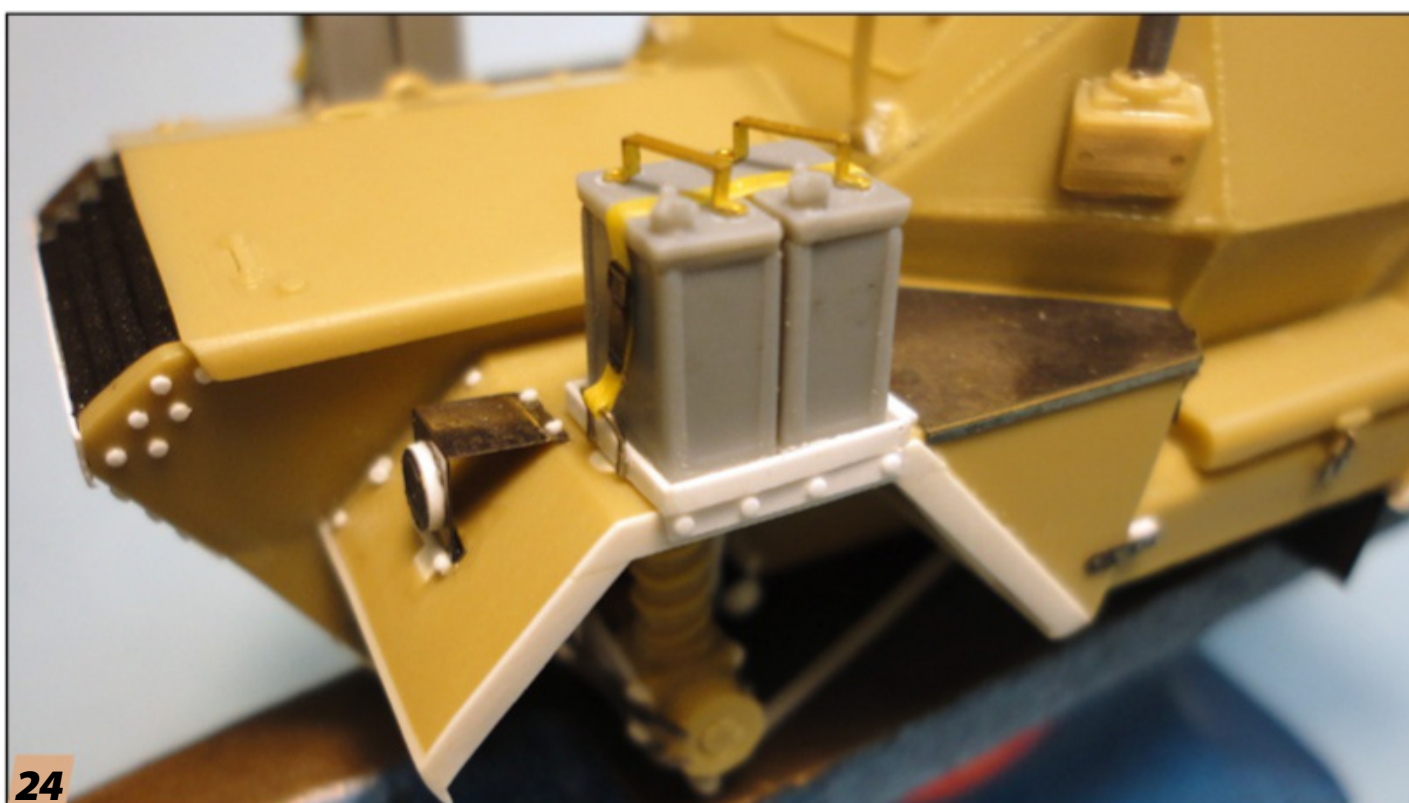




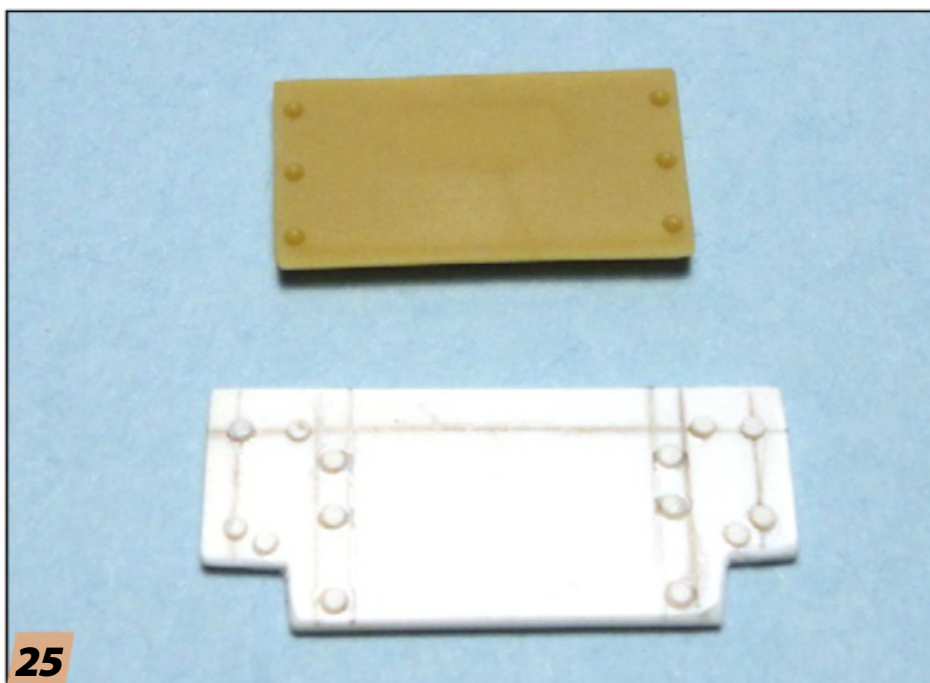
Beyond coil springs around shock absorbers, the suspension is nonexistent. My improvements started with me carving out and deepening the edges of the spring coils to give them more dimension.



Photos and other references were invaluable as I added missing suspension elements including braces, struts, tie rods, bolts, brake lines, electrical wiring, and more. Is it perfect? No. But it looks a great deal better. To complement all of that effort, I replaced the kit tires with a resin set from Panzer Art (No. RE35-031) that showed the correct tread.

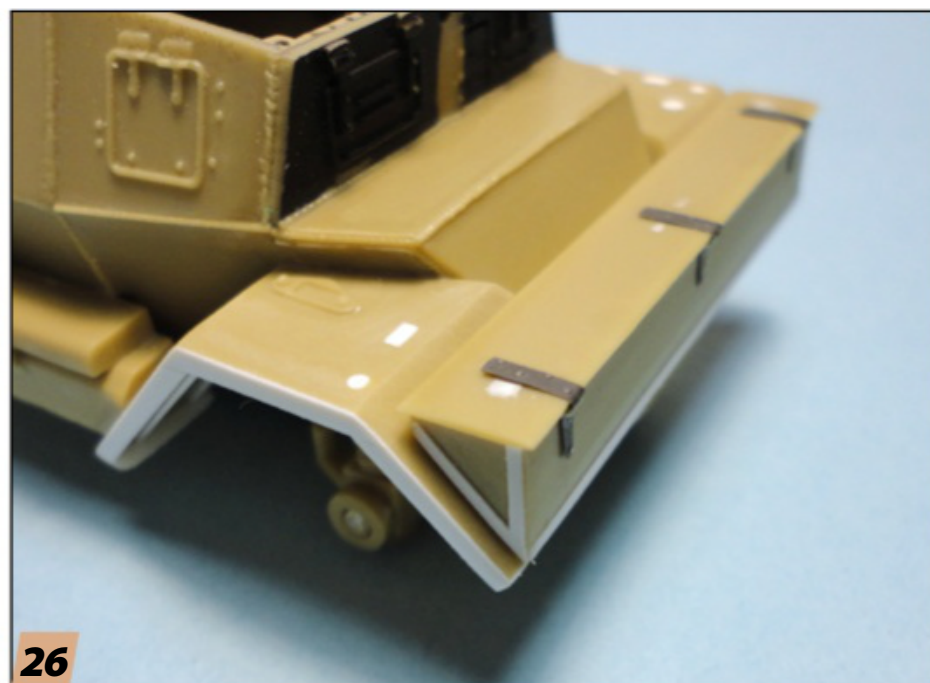


I subbed out the kit supplied water cans on the rear fenders in favor of parts from Bronco's 1/35 scale WWII British Field Accessories Set (No. AB3562) that included PE handles. I scratchbuilt the trays with styrene sheet and strip and fashioned retaining straps from Tamiya tape and PE buckles from my spares box.



25

The kit's front lower armor plate was incorrectly shaped. I cut a new plate from styrene sheet and detailed it with bolts made using a punch-and-die set.



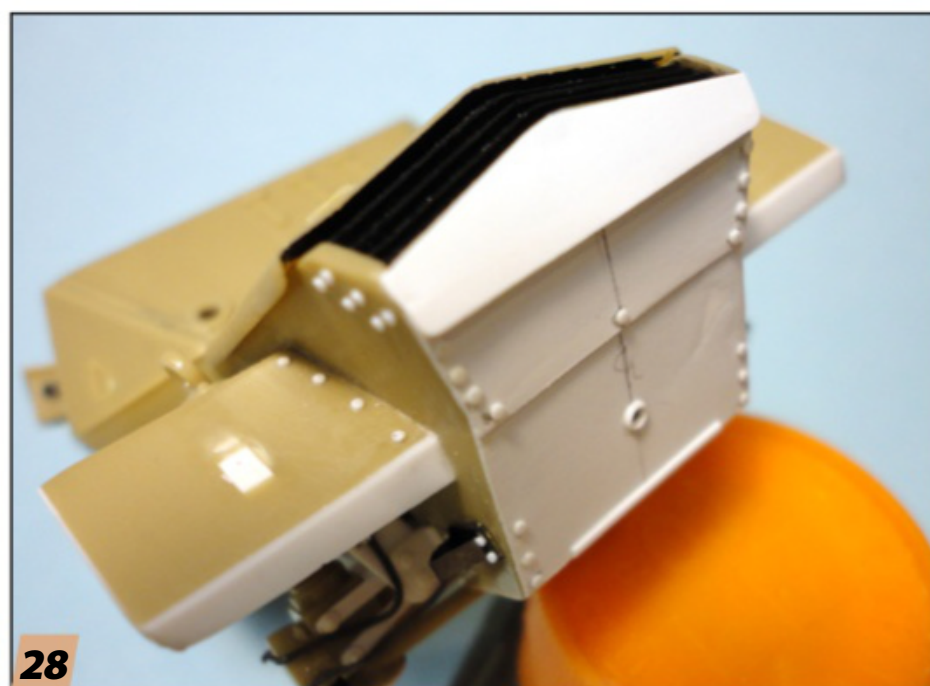
26

With the new plate in place, I attached the nose stowage box and detailed it with PE clasps and styrene strip supports.



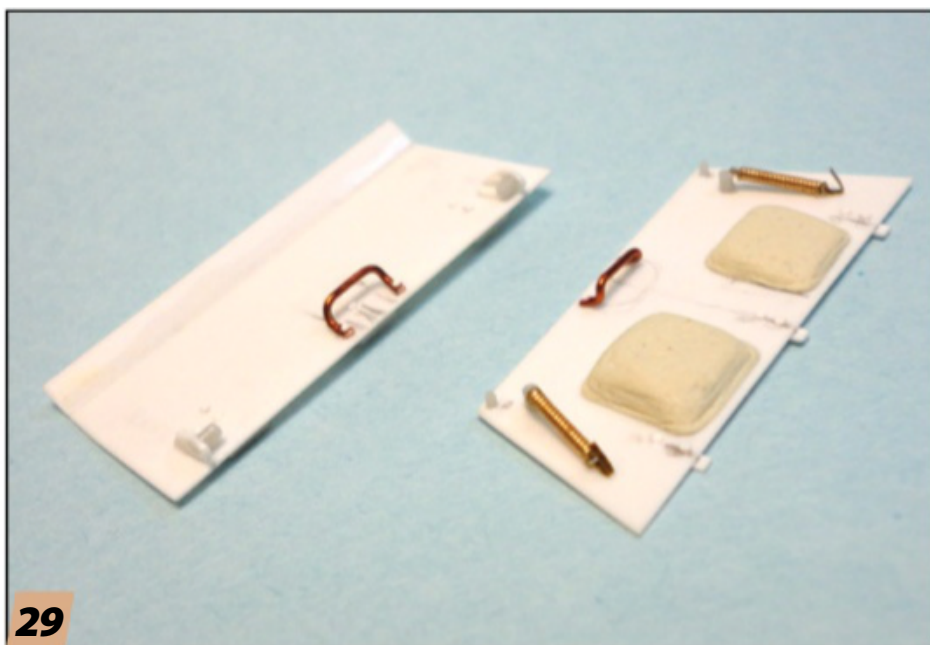
27

Now I could add the mounts for the sand channels many Dingoes carried up front. The meat of the mounts is laminated sheet plastic, carved at one end to replicate the curved surface, then I added details with styrene strips and punched discs as well as repurposed PE.



28

To accurize the rear panel, I laminated three styrene sheet panels decorated with punched styrene bolts over the kit part. There should be four louvers on top, not three as molded. I fixed it as best I could, by deepening the indentations between them with a chisel.



29

Dingos had either canvas or thin armored roofs. Opting for the latter, I replaced the kit's too-thick parts with thin styrene detailed with copper wire handles, epoxy putty cushions, styrene attachments, and brass-wire springs for the folding mechanisms.



30

The last gonzo fix fashioned a jack for the right front fender in place of the misshapen kit part. I cobbled a replacement together using a 1/72 scale differential housing from my spares box and various bits of styrene strip and rod.

31



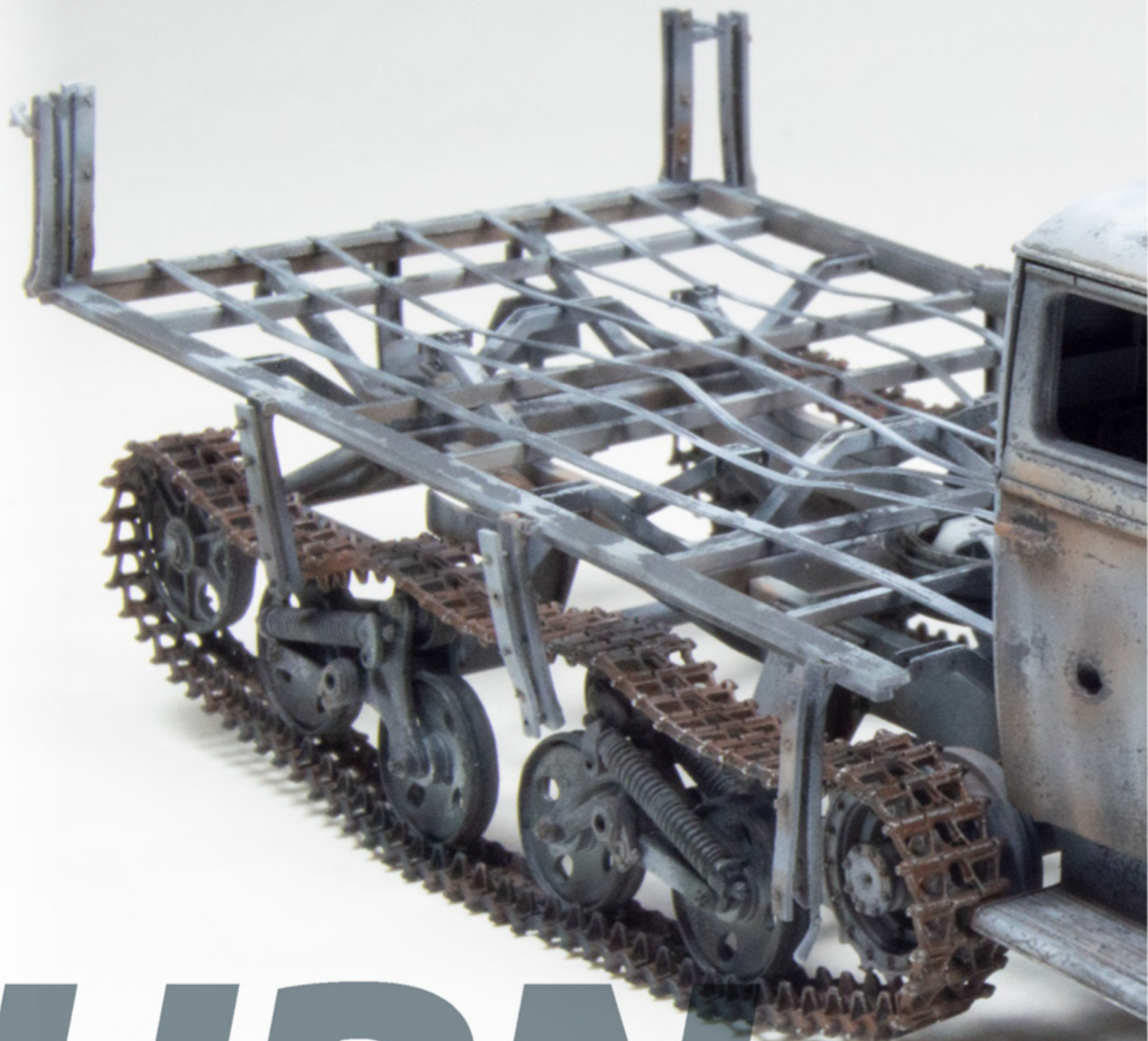
I painted the exterior with the same sand color and technique I had used inside before adding the kit decals. (Surprisingly, after 30 years of being stored in hot and muggy Florida, they worked fine!) A brown oil wash and pinwashes of raw umber defined details. A few day later, high spots were defined a lighter shade of the base color applied by hand.



FINAL THOUGHTS

AFTER ASSEMBLING ALL THE ELEMENTS, I applied a few scratches with a mix of Humbrol Scenic Track Color (No. 173) and Flat Black (No. 33). I have to say that this was one of the more challenging projects of the many that I've tackled. All of this was done over a year and the model was almost sent to the circular file on more than one occasion. But I learned a lot and I'm happy with it — and more importantly, it kept me off the streets at night. **FSM**





BURN OUT

Turn up the heat and do something a little different

BY ROBERT RAVER

My friends know that I'm always up for a project that will get me thinking, researching, and doing a bit of scratchbuilding. After a couple of pretty straightforward builds, I was looking to shake off the ho-hums and thought

replicating a burned-out vehicle may be just the thing.

I had to decide how complex a subject I wanted to tackle. A closed-up armored vehicle, such as a tank, would have low complexity with only the rubber parts of the wheels and maybe its track pads burned

away in a fire. Something like a cargo truck with a wooden bed would be more complex as the wood, tires, and interior appointments all go up in flames leaving behind a lot of intricate steel. Might as well go big, so I chose a Dragon 1/35 scale Opel Maultier halftrack.

Robert Raver had never before modeled a vehicle destroyed by fire, but there's a first time for everything.



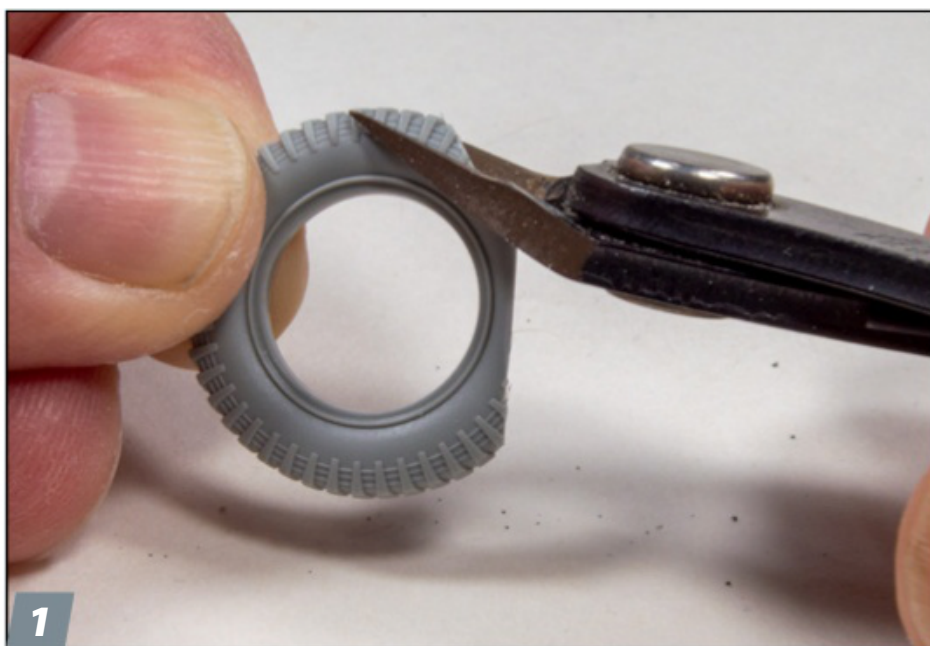
When making major changes to a scale model — especially one with a lot of different sections or subassemblies — I tend to break my modifications down into individual sub-projects. For the Maultier, the kit's overall detail was good, but I faced several substantial alterations:

Wheels: The road and idler wheels would need to be modified to show only rims because the solid rubber tires would burn away

Interior seat: I'd have to build a bench seat frame to depict what would be left after a fire consumed the upholstery

Cargo bed: The model would need a cargo bed consisting of only the metal components that survived the inferno

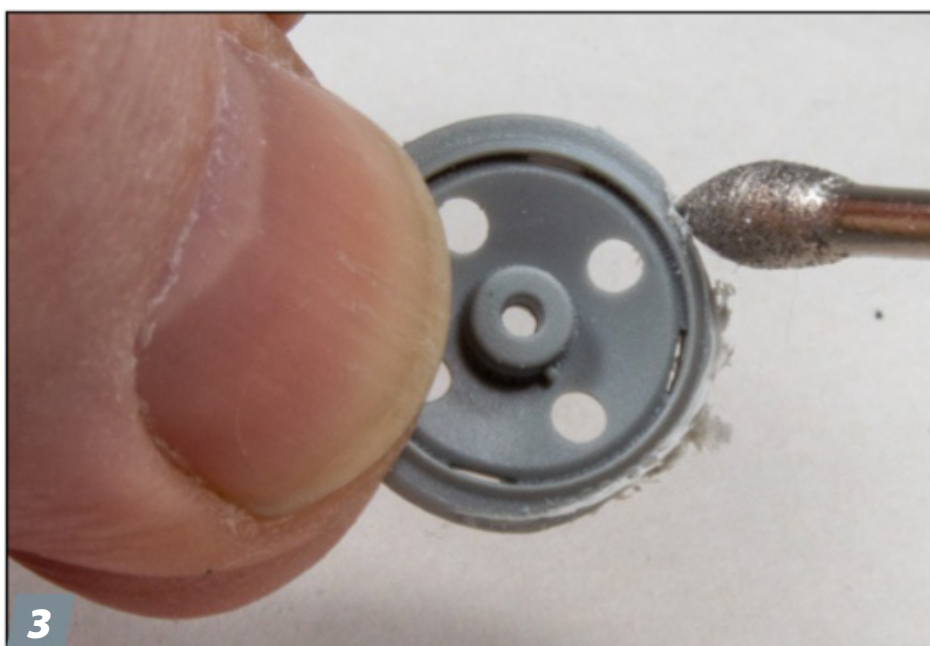
With my punch list together and the model kit waiting on the workbench, it was time to dig in!



1 Dragon's Maultier has the tires molded to the front wheels' rims. The first step was to clip away most of the tires with sprue cutters.



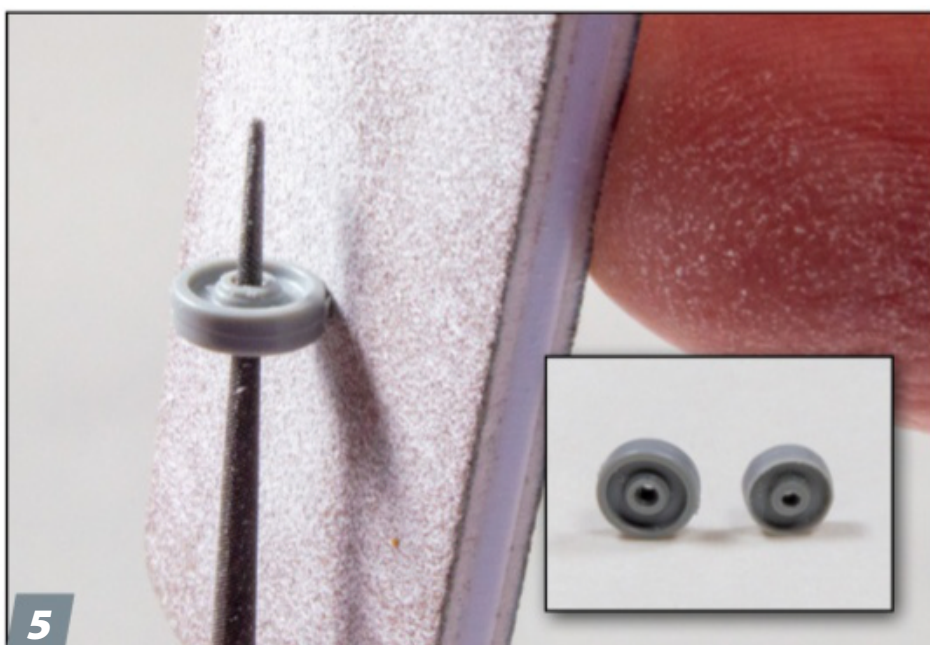
2 Then I cleaned up the remaining rim parts with files and sandpaper and assembled the wheels.



3 A rotary tool made quick work of the halftrack road-wheel tires. Keep the speed slow or you risk the burr melting the part rather than cutting it. Files and sanding sticks smoothed out any rough patches.



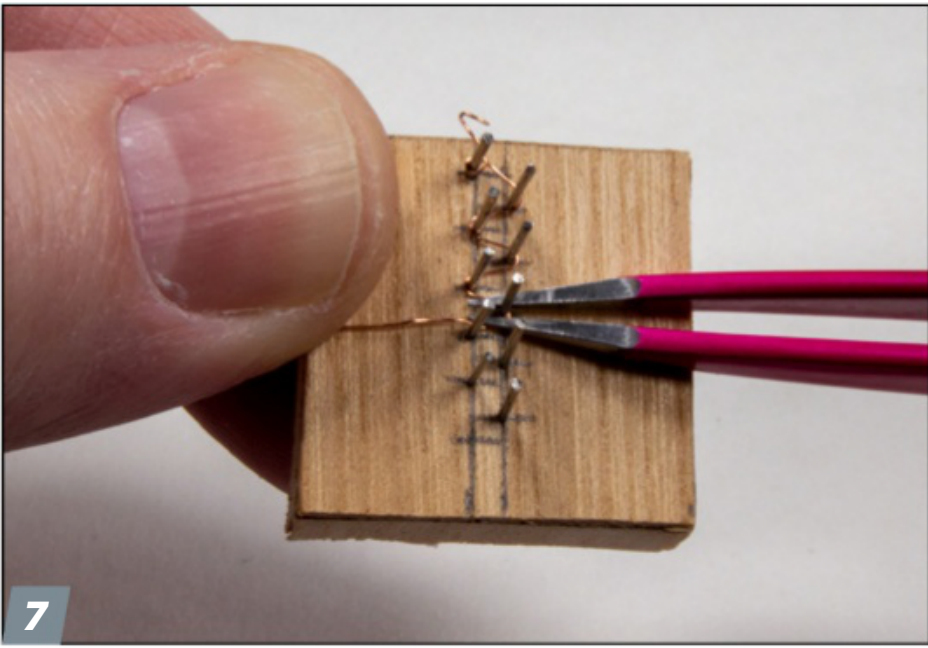
4 While consulting photos of a Maultier restoration online, I noticed a groove around the circumference of the road wheels that held the solid rubber tire in place. I went back to work with a round file and sanding sticks to finish this detail.



5 The idler rollers proved easier to modify than the road wheels and fit handily on a round file for sanding. Again, simply take what would be the rubber portion off the wheel and leave the central hub. Notice the difference between the original (left) and sanded (right) idlers.

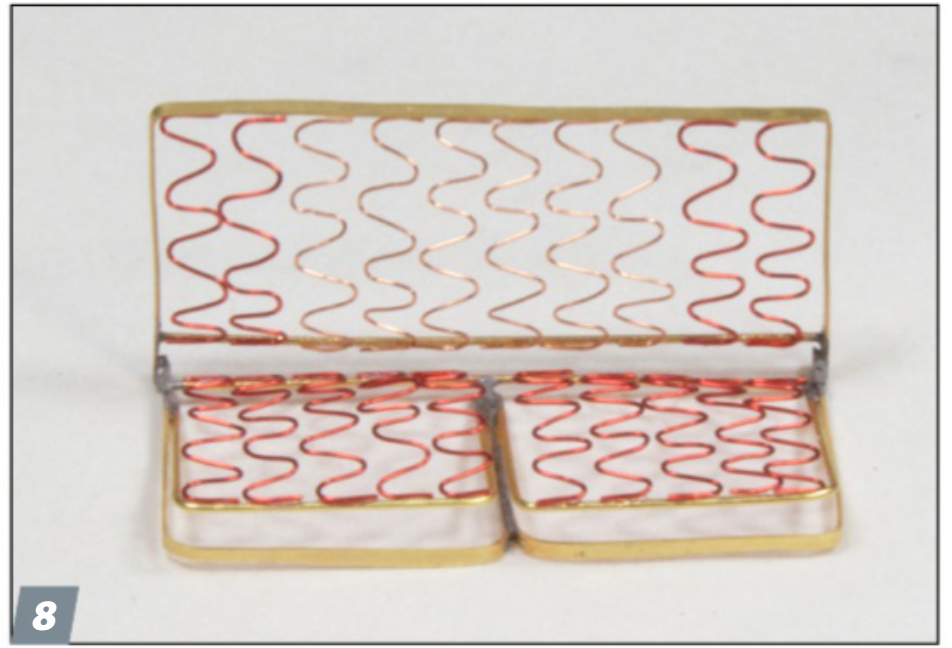


6 Knowing the bench seat upholstery would burn, I searched the internet for images of 1940s truck bench-seat frames. Using those references and the kit part as a guide, I fashioned the components of the frame from brass strips and wire and soldered them together.



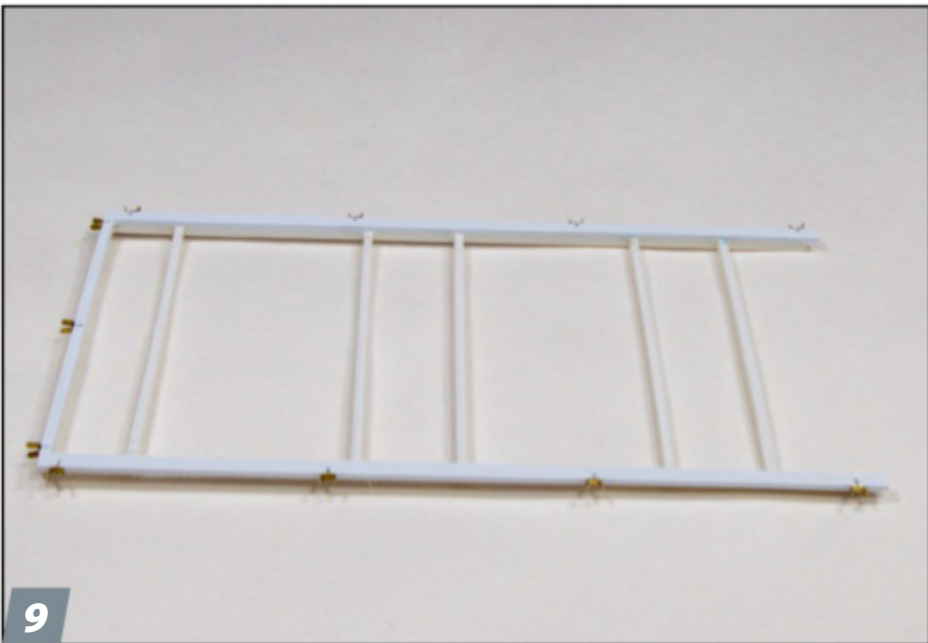
7

Based on seat-frame images online, I settled on a simplified wavy pattern for the exposed springs. I made a jig from a small block of wood and cut-off sewing pins. The jig allowed me to wrap fine wire around the pins and quickly make several springs similar in shape and size.



8

Armed with a pile of springs, I superglued them to the frame at regular intervals. Not the simplest detail to construct, but necessary for depicting a vehicle destroyed by fire and well worth the effort for the added realism.



9

After the seat, I went back to the internet to find anything I could about the frame of a Maultier truck bed. Between what I found there and studying the kit parts, I scratchbuilt a frame from styrene angle, square rod, and brass hinge parts from my spares box.



10

Naturally, the kit parts had the details for the sides of the cargo bed molded in, so I cut these away from the rest of the parts to end up with a pile of hinges and brackets.



11

I sanded off the excess plastic from the recently removed hinges and brackets. Using a pin vise, I drilled holes for the bolts that would have held the wood components to the metal supports.



12

Of course, the wood burned but the bolts would have remained. I replicated the bolts with short lengths of brass wire inserted and superglued in the holes.



13

I made the metal supports from square styrene strip and backing plates for the hinges from thin styrene sheet. The backing plates were attached with space between them and the hinge to show a gap where the wood had once been.

Knowing the halftrack was bound for a diorama, I placed it in on the base with all the components mocked up in order to attach the bed hinges at the correct angles and get a sense of how it was going to look. Satisfied with my progress, it was time to paint.



14



15

Studying images of burned vehicles online was key to determining the finishing approach. First, I mixed Ammo by Mig Jimenez (Ammo) One Shot Primer Black (No. AMIG2023) and Grey (No. AMIG2024) and primed everything. Then I coated the model parts with hairspray for the chipping that would come later. Over the hairspray, I airbrushed a semi-translucent squiggly pattern of 1:3 Vallejo Model Air White (No. 71.001) to Vallejo Airbrush Thinner (No. 71.261) with a few drops of Vallejo Flow Improver (No. 71.262) on the main body parts. Removing the nozzle tip on the airbrush and dialing down the pressure to around 5 PSI helped reduced splatters and spidering.

In references, I noticed burnt paint left tide marks. I mixed Ammo Washable White Camo (No. AMIG0024) with a tiny amount of Washable Dust (No. AMIG105) and hand-painted the effect, focusing around the chipped areas. Hint: You can use water to rework the washable paint.

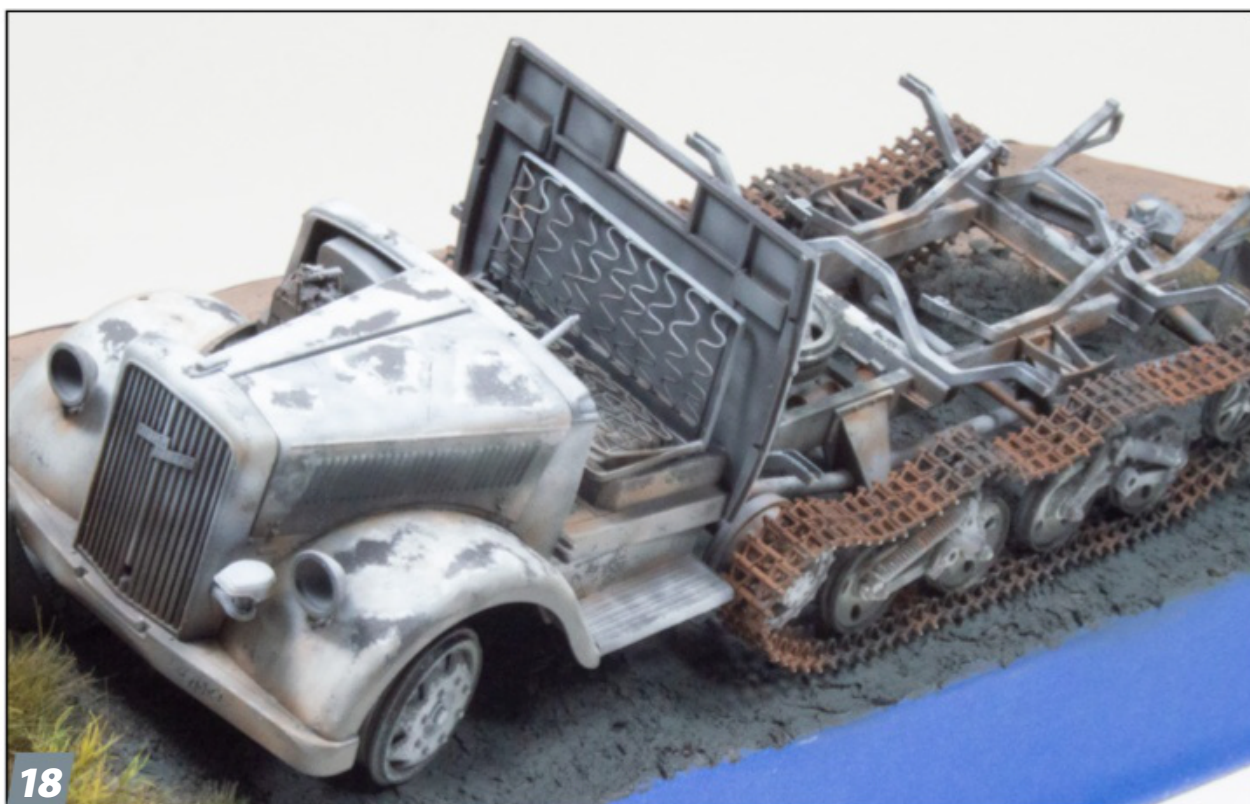


16

Next, I sprayed Vallejo Model Air Rust (No. 71.080) to select areas, using the same mix as I did with the white; I painted the tracks Ammo Rust Tracks (No. AMIG034). I let everything dry about 10 minutes and chipped the paint with a stiff paintbrush, a scouring pad, and water.



17



Now, it was time to start thinking about textures. The first step was to temporarily place the model on the base and determine the extent of the scorched area around the Maultier. I painted this area flat black to represent the singed ground under and around the vehicle.



I mixed Ammo Asphalt Texture (No. AMIG2107) with small bits of crushed cork to represent the remains of the burnt tires and other refuse. It also worked as an adhesive for bits of wood and reworked kit parts from the cargo bed frame that would fall under the chassis.

On the bed frame, I focused on placing the ash mixture where it would naturally collect, like on the metal stowage bins and spare wheel. I also placed it on and around the tracks. After it was all dry, I dry-brushed Vallejo Silver Grey (No. 70.883) to represent the lightest ash.



Inside in the cab, I dabbed a little bit of ash around the base of the bench seat. My thinking was that the seat material and sparse interior comforts would mostly burn, so I kept the amount of ash minimal and focused on the burnt metal painting effect.

FINAL THOUGHTS

THE LAST STEP was to add the remnants of the cargo of fuel drums and jerry cans. Now, you can see why the truck would have burned so fiercely. This project was a welcome departure from a typical build. Scratchbuilding, multiple finishing techniques, and a good deal of research brought this idea to life. The destroyed Maultier will provide great visual interest as part of a diorama I have in progress. It pushed me to try something new, and I'm glad I accepted the challenge. **FSM**

WHAT IS AVAXHOME?

AVAXHOME-

the biggest Internet portal,
providing you various content:
brand new books, trending movies,
fresh magazines, hot games,
recent software, latest music releases.

Unlimited satisfaction one low price

Cheap constant access to piping hot media

Protect your downloadings from Big brother

Safer, than torrent-trackers

18 years of seamless operation and our users' satisfaction

All languages

Brand new content

One site



AVXLIVE ICU

AvaxHome - Your End Place

We have everything for all of your needs. Just open <https://avxlive.icu>

DEREK JORDAN

TULLAHOMA, TENNESSEE

Derek built his Academy 1/72 scale F-14A to depict a fighter right after the first Gulf of Sidra incident when two Libyan Su-22s fired on a pair of Tomcats and were subsequently shot down. He weathered his F-14 in accordance with photos taken of the Tomcats after the mission.

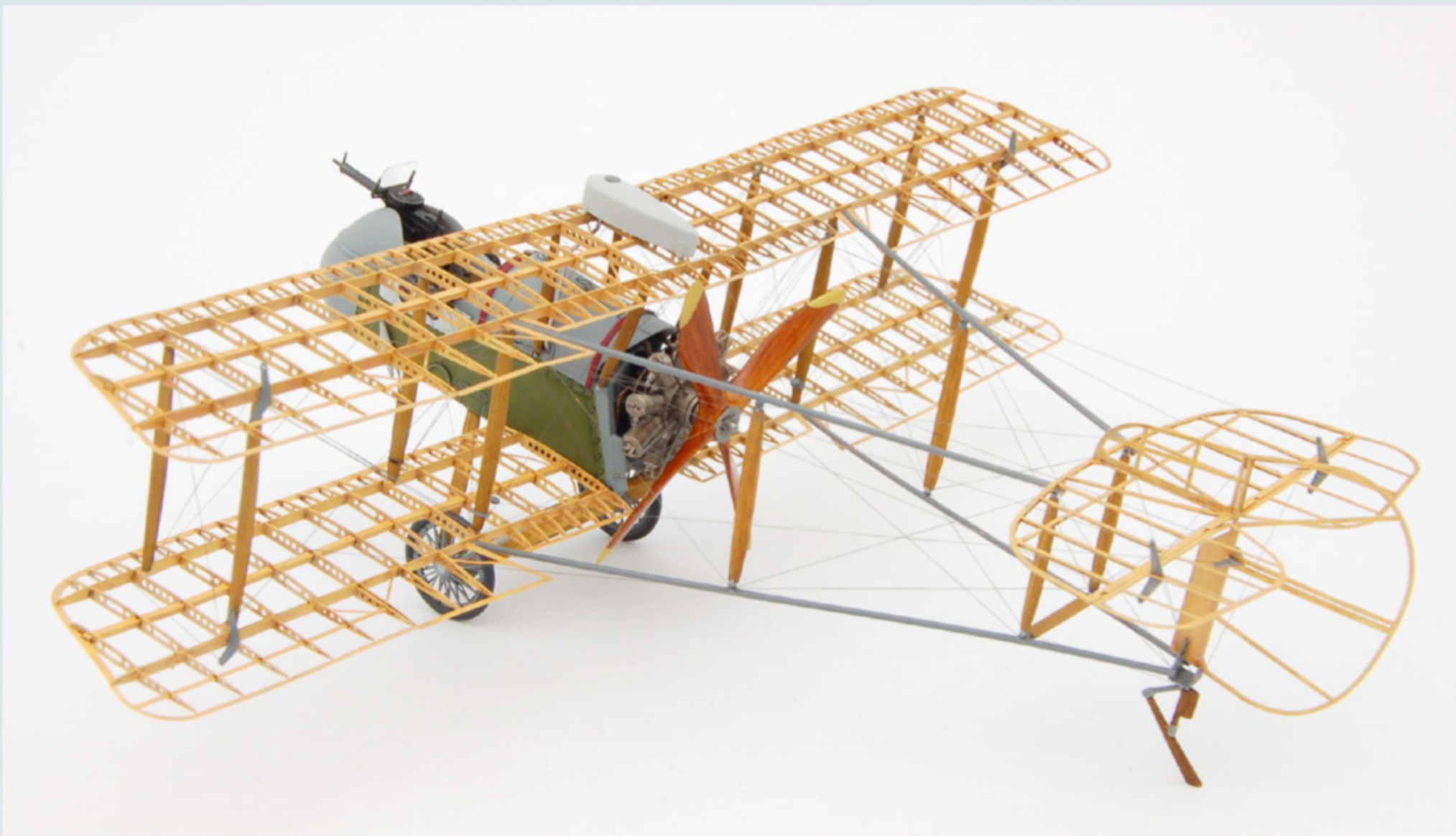


DAVID MORRISON

TORONTO, CANADA

David built this MPC 1/48 scale Eagle Freighter from one of his favorite TV shows, *Space:1999*, out of the box aside from a few aftermarket details. He added extra Round 2 decals and turned-metal accessories for the engine bells and struts, plus softer springs from Timeless Hobbies to make it settle just the right amount.





▲ **MARCO PRETO**
VILA NOVA DE GAIA,
PORTUGAL

Marco built Eduard's Stripdown 1/48 scale Airco DH.2 and painted it with Vallejo acrylics and oil colors. To make its structure sturdier, most of the photo-etched metal parts were soldered. Marco did all the rigging with Uschi van der Rosten medium rigging thread.



◀ **ADAM HILLS**
AURORA, ILLINOIS

Adam dressed HobbyBoss' 1/48 scale A-10C in Selfridge Air National Guard Base 100th Anniversary markings from Speed Hunter Graphics by Reid Air Publishing. Details added to the Thunderbolt II include Quinta Studio cockpit 3D decals, and he painted with Tamiya and MR Paint colors. He scratchbuilt the GAU-8 display stand to match one he saw online, and all munitions and ECM pods are magnetically attached and removable.



▲ MICHAEL EPSTEIN
PRAIRIE VILLAGE, KANSAS

Michael built this Kübelwagen Type 82/3 (dummy tank) using an aftermarket body, stowage, and various other details from Neo Grade. Based on those used German troops in North Africa, this transformation required Michael to thin the aftermarket tank body for the Kübelwagen to fit as well as leave off the headlights and windshield. Michael weathered and marked his Type 82/3 with decals from his spares.



▲ DOUGLAS SCOTT
FOUNTAIN INN, SOUTH CAROLINA

Douglas chose to build and finish his AMT 1/32 scale Trade Federation tank in a blue and gray scheme seen in the first season of *Star Wars: The Clone Wars* TV series. He painted with enamels and acrylics and weathered the Separatist vehicle with artist oils and pastels. Douglas topped off the build with a pair of antennas that didn't come with the kit.





NILS KEMPKENS
**VIERSEN, NORTH RHINE-
WESTPHALIA, GERMANY**

Nils built his 1/35 scale diorama around a Sherman kitbashed from two old Italeri kits and Verlinden's dozer conversion. He scratchbuilt the house and base out of styrene foam.



Paint and weather a UKRAINI



Layering and wear
produce a veteran
of the war in Donbas

BY ILYA YUT

For modelers, the Soviet designed BMP infantry fighting vehicles are attractive subjects. They look aggressive and cool, and, given how widely they have been used, can be finished in an endless variety of camouflage and markings. Plus, they are often fitted with weird, improvised armor and non-standard armament. Several years ago, I considered building a BMP in overall white United Nations markings. Then I found a profile by Ukrainian artist Volodymyr Booth — his work has graced model box tops from MiniArt, Ammo by Mig Jimenez, Rye Field, and ICM — of a Ukrainian BMP-2 from the fighting in the Donbas region in 2014. Based on photos, it showed a vehicle

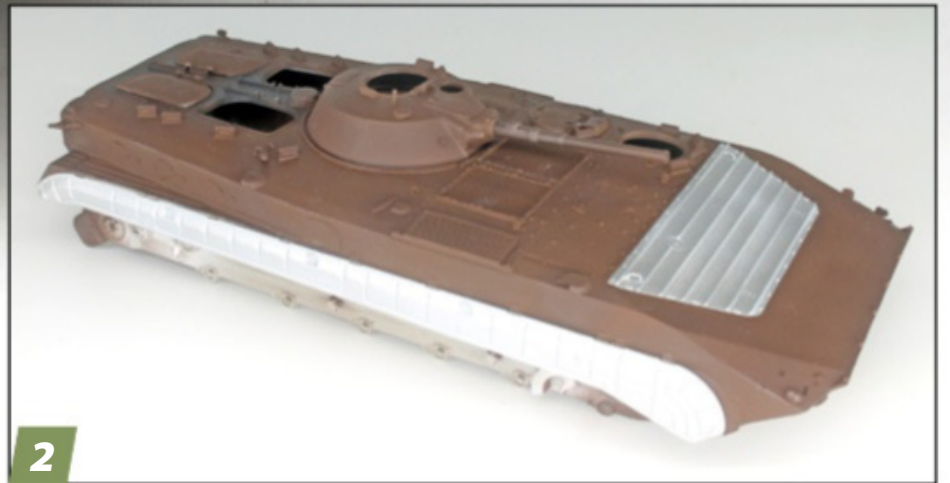
emblazoned with patriotic slogans and the road wheels painted in Ukrainian colors.

Unable to get a BMP-2 quickly, I opted to build a Trumpeter 1/35 scale BMP-1. I made a few basic modifications, like wire handles, but otherwise, the build was easy and straightforward, so I could focus on painting and weathering.

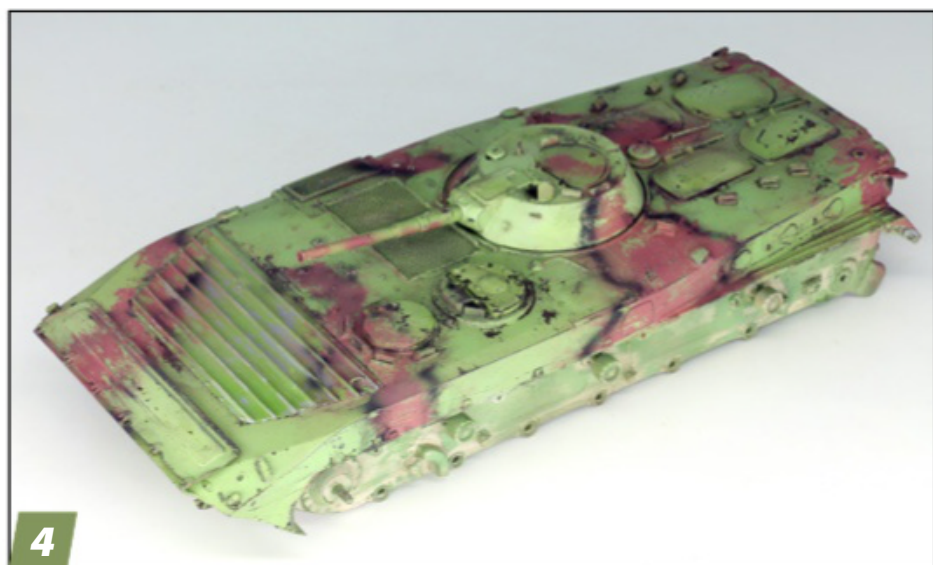
AN BMP



I dry-fitted the subassemblies to check fits and plan my approach to painting. The Trumpeter kit included a turned-metal gun barrel, photo-etched metal (PE) engine screens, and clear parts for the vision blocks and periscopes.



In preparation for chipping, I airbrushed most of the vehicle with Mr. Color Red Brown (No. C41) for a deep rust undercoat. Parts such as the part of the glacis and the fender skirts that are aluminum were painted with Mr. Surfacer White 1200 followed by Mr. Color Silver (No. C8).



3 After applying a couple of layers of AK Interactive Worn Effects (No. AK088), an acrylic chipping fluid that works much like hairspray, I applied a mix of Mr. Color Russian Green 1 (No. C135), Interior Green (No. C27), and Flat White (No. C62). A few minutes later, I brushed water onto the model, let it sit, then went to work to chip the surface with stiff paintbrushes, old toothbrushes, and toothpicks.

4 I applied Ammo by Mig Jimenez (Ammo) Scratches Effects Chipping Fluid (No. A.MIG-2010), then airbrushed a mix of Tamiya NATO Brown (No. XF-68) and Flat Red (No. XF-7) lightened with Flat White (No. XF-2) for camouflage swatches outlined with Tamiya Flat Black (No. XF-1). Next, I applied water and wore this layer with the same tools.



5 During the war in Donbas, the Ukrainians added white stripes to their BMPs; both sides used the same kinds of vehicles so quick identification was essential. I masked the lines with Tamiya tape backed with Ammo Camouflage Masking Putty (No. A.MIG-8012) to protect against overspray. I airbrushed Ammo Matt White (No. A.MIG-0050) over Ammo Scratches Effects to be able to wear the stripes.



6 Then it was time for the real fun as I added vivid colors in contrast with the military camouflage. Using Tamiya acrylics, I hand-painted the slogan on the port fender; the flags were initially masked and airbrushed before a few brush strokes were added for a field-applied look. I airbrushed the individual road wheels. The vehicle number was taken from leftover decals and drawn by hand in other places.

7 Over another layer of Ammo Scratches Effects, I applied a mix of Tamiya Wooden Deck Tan (No. XF-78) and Flat White for light caked on dust around the lower hull, especially under the fenders. A coat of Vantage Modelling Solutions Satin Varnish sealed all of the work; satin surfaces work well when using artists oils, enamels, and pigments for weathering and allow mistakes to be removed easily.



The next day, I applied a pinwash of Ammo Dark Brown (No. A.MIG-3512) mixed with Starship Bay Sludge (No. A.MIG-3532) and cut with enamel thinner. Flowed around details it gave the surface more definition and helped to blend contrast and darken the initially light shades.



Generally, when weathering a model, I leave certain areas relatively clean, while others get covered with dust, mud, and other effects. The contrast seems more realistic. On the BMP, I applied small dots of oil paint selectively and blended them with a brush slightly damp with thinner. Pigments were added either dry or fixed with odorless thinner.

The lower hull received more dust, including AK Interactive Dust & Dirt Deposits Light Dust (No. AK4062) and Sand Yellow (No. AK4061). These enamels act a little like pigments after they dry and can be wiped away with a dry brush to refine and adjust the buildup of dirt. I also drew a filbert brush damp with thinner down the surfaces to produce streaks. Dry pigments blended the effects.



To enhance the lower hull weathering, I brushed small amounts of Ammo Acrylic Sand for Diorama Beach Sand (No. A.MIG-2106) around the suspension arms and speckled elsewhere. AK Fresh Mud (No. AK016) and Ammo Nature Effects Dark Mud (No. A.MIG-1405), both enamels, applied similarly imitate damp mud. The final touches were wet stains painted with Abteilung 502 Engine Grease (No. ABT160) oil paint.



The wheels were weathered in a similar way, combining light and dark speckles, some general dusting, and wet effects. I hand-painted contact points on the road-wheel rims, sprocket teeth, and the idlers with silver.



13

Streaking is one of my favorite weathering effects, but one that took me time to master in terms of how, where, and how much should be added. In this case I opted for individual streaks as opposed to general streaking. I applied thin lines with dusty and dark oils and then blended them as I deemed fit.



14

More wet effects were applied with variety of modeling and artist oils. I speckled on smaller dots for minor splashes. Bigger areas that could be spilled fuel or water were applied with a fine brush and blended in several layers. Note that these effects can also enhance the contrast between panels.



15

Unlike Soviet main battle tanks, photos of BMPs do not show heavy exhaust and soot effects. I followed my reference and applied a little Wilder Gunpowder Line Black pigment (No. GP02) to the grille covering the exhaust.



16

Moving to the tracks, I airbrushed a base coat of Mr. Color Brown (No. C310) lacquer.



17

A very thin mix of Tamiya Buff (No. XF-57) was airbrushed over the tracks in an irregular pattern to add a layer of dust and dirt.



Finally, I gave the tracks' contact points a metallic sheen with pigments scrubbed on with a rubber sculpting brush. I also added some dusty pigments before gluing the tracks to the model.

FINAL THOUGHTS

AFTER PAINTING LIGHTS AND PERISCOPES, I attached the subassemblies and added bright accessories to catch the eye. I found what I needed in kits, appropriately enough, from Ukrainian manufacturers MiniArt and Dan Models — except for the log which I made from a chopstick. The hairspray technique is a powerful tool getting a chipped paint look, but the method is not 100% precise and controllable. The result seems to depend on several things: the thickness of hairspray or chipping medium layer, its drying time, the type and brand of paint and its thickness and drying time, amount of water applied, intensity of rubbing, etc. I have used it on a bunch of models and each one seems a little different. In the case of this model, I found out that Mr. Color paints are stronger and provide finer chips than Tamiya acrylics under the same circumstances. **FSM**



Imagine BIG

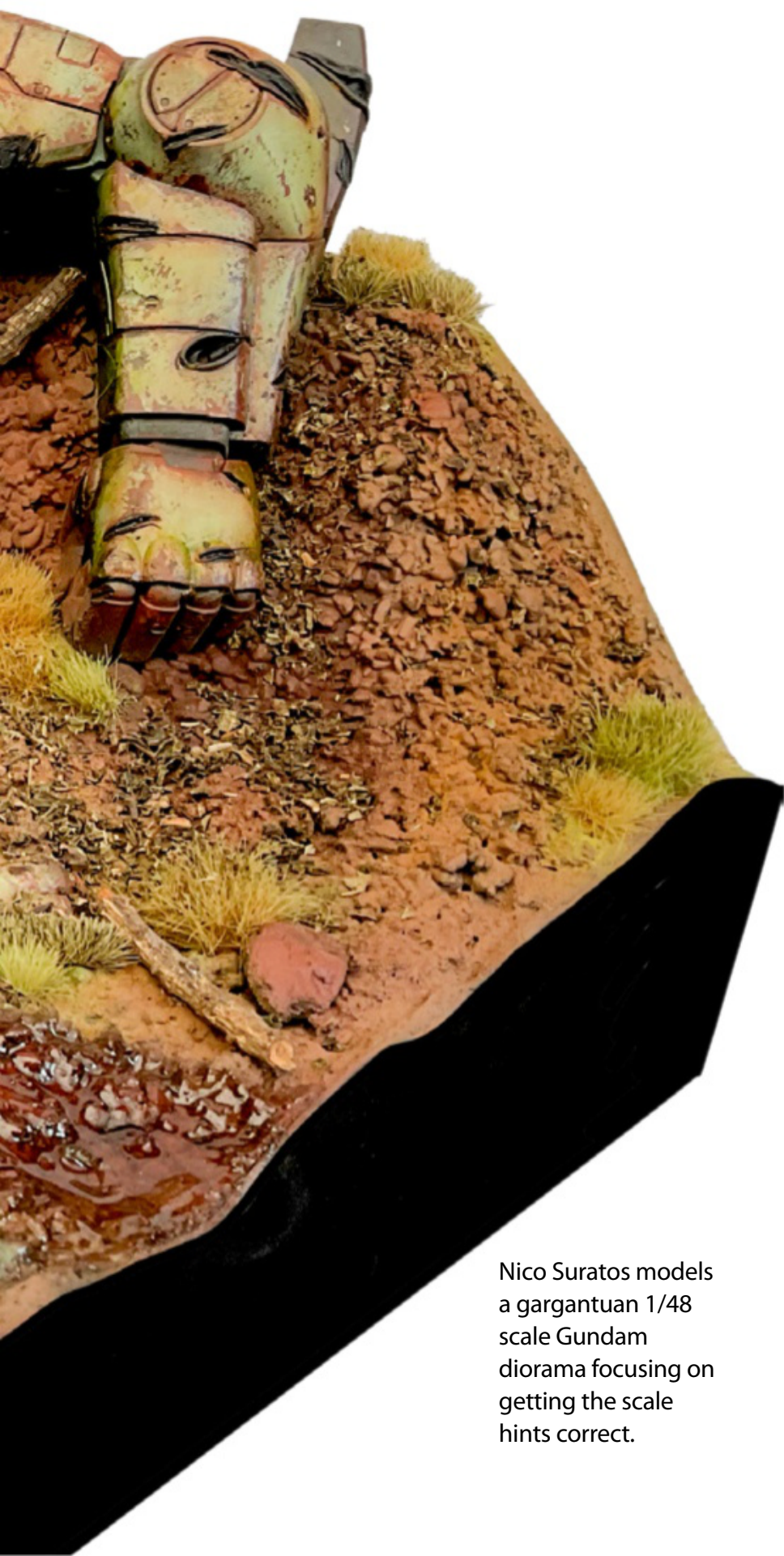
Combine
story, weathering
skills, and scale
for a satisfying scene

BY NICO SURATOS



As modelers, we often think in stories. Even if we're building a historically accurate model, we think about the narrative of the actual vehicle or person we're replicating. The same goes for models of fictional subjects, too. As a Gundam fan, I imagined a story about a reluctant kid forced to fight for the Principality of Zeon against the Earth Federation. Piloting one of the many mass-produced Zaku II mobile suits, he fought as well as he could, but was overwhelmed by the enemy. I like to think the pilot got away, but the suit, battered and forgotten, was left to fight its own battle against time and the elements.

That's where the idea for my diorama, "The Lost Battle," came from, and I wanted to make something suitably impressive. Gundam mobile suits are enormous when compared to humans, and that scale wouldn't be satisfied by a 1/144 scale model. Luckily, I had a mega-size Bandai 1/48 scale Char's Zaku on hand. But how to model the derelict suit slowly succumbing to decades of abandonment?



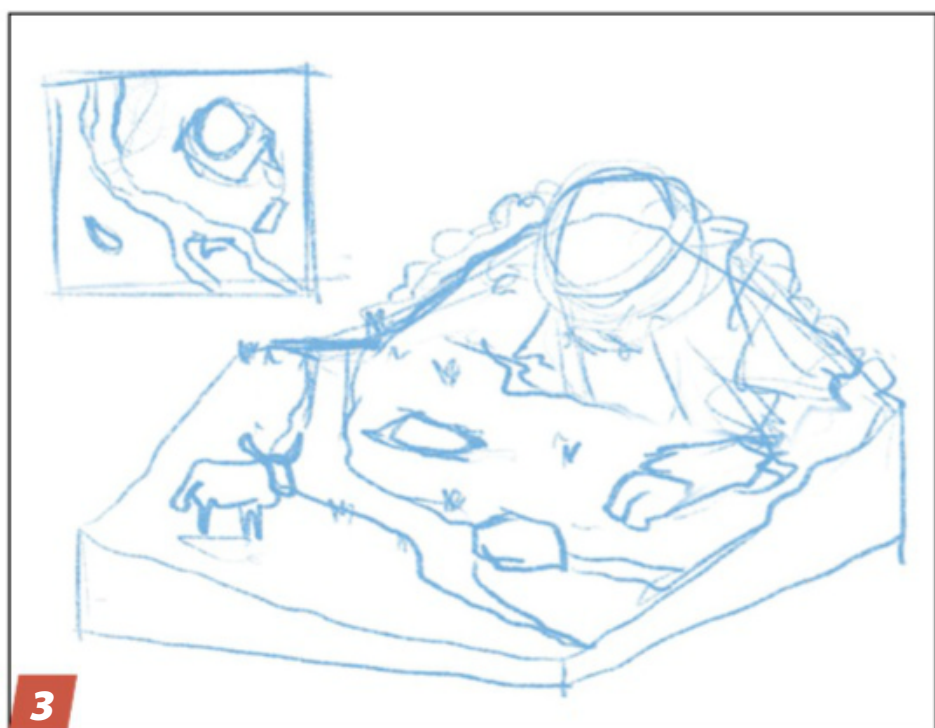
Nico Suratos models a gargantuan 1/48 scale Gundam diorama focusing on getting the scale hints correct.



While the Zaku is the focus of the diorama, there wasn't a lot of modification I needed to perform before building it. I used a dull hobby knife to make scratches and cracks in the glass in front of the eye sensor.



I assembled the torso, head, and arms. The long, thin locator hole on the mobile suit's head needed to be filled and sanded smooth. At that point, I turned my attention to the base.



The idea for the diorama looked pretty clear in my head, but I find it a good idea to sketch out a plan. A diagram helps me get the angles and placement right, and I made mine in Procreate on my iPad.



4 Rather than extruded polystyrene (XPS), I chose expanded polystyrene (EPS) for the base. I cut a section roughly 10 inches square and shaped it with a knife. When I was happy with the overall design, I glued the Zaku in place with white glue and let it dry 24 hours.



5 A mix of white glue, water, and aquarium sand made the perfect ground texture at this scale. I covered the whole base with this sand mixture and made sure no EPS showed. While this dried for the next day, I went back to work on the Zaku.



6 When placing the figure, I thought having one of the arms ripped off would look cool. To represent the damage, I added pieces of scrap styrene sheet, rod, and tubing, as well as lengths of wire to the area where the arm was ripped from the shoulder.



7 My favorite technique for adding battle damage is to melt areas with a soldering iron. It's perfect for mimicking effects from an energy weapon. I made multiple marks, including a big hole in the chest, then carved smaller dents and scratches with diamond files and hobby knives.



8 My plan was to have a river next to the Zaku. I placed a few smooth pebbles along the path to represent large rocks and boulders. I painted the riverbed Vallejo Ground Texture Rough White Pumice (No. 26.212). The light-colored texture would help later during the painting process.



9 To add a variety of textures to the base, I applied Vallejo Earth Texture Dark Earth (No. 26.218) on the peaks and level surfaces. I only added a thin layer of the textured paint so the aquarium sand would still show through and then let it dry.



10 The sides of the EPS base were really ugly. To make them presentable, I cut styrene sheets to match the edges and elevations and attached them with foam-safe glue. When dry, I beveled the edges with a foam sanding pad.



11 Air dry clay filled any gaps between the styrene sides and the EPS. After it had hardened, I went over the clay with more Vallejo Earth Texture Dark Earth to help it match the rest of the base.



12 In preparation for painting and weathering, I stippled Vallejo Plastic Putty (No. 70.401) onto the Zaku's head and select portions of the upper torso with a stiff brush. The scene needed more wreckage, so I glued some resin scraps on the ground under the severed arm.



13 For painting, I used a Harder & Steenbeck Infinity CRplus with a .2mm nozzle. The whole scene received a coat of Vallejo Mecha Black Primer (No. 74.642) mixed 1:1 with thinner. I covered every nook and cranny so, if I missed a spot while painting the colors, it would pass for shadow.



14 Vallejo Surface Primer German Red Brown (No. 73.605) thinned 1:1 served as a rusty undercoat. I left some of the hard to reach areas and some of the edges black for post-shading. I also used the German red brown as the base color for the groundwork.



15 I airbrushed Vallejo Mecha Color Brown (No. 69.818) thinned 3:1 to paint the majority of the groundwork, purposely avoiding the edges and nooks and crannies and focusing on the visible areas. Vallejo Model Air Dark Green (No. 71.012) resembles algae along the stream's banks.



16

Three hand-brushed coats of Citadel Agrax Earth shade gave the stream a glossy, wet look in preparation for the water. I gloss-coated the whole model, let it dry overnight, then sprayed the Zaku with Vallejo Chipping Medium (No. 73.214) mixed 1:1 with thinner and applied in light passes.



17

After the chipping medium cured for a few minutes, I painted the Zaku Vallejo Game Air Dark Green (No. 72.728) or German Grey (No. 71.052), depending on location, thinned 3:1. I airbrushed it all over the model and did not leave any of the rust undercoat showing.



18

I post-shaded the Zaku with Vallejo Duck Egg Green (No. 71.009), thinned 3:1. This color is quite similar to the original Zaku green seen in the anime, just a bit lighter. Weathering, washes, and pigments will tone it down to what I want.



19

After post-shading, I brushed water onto the model to activate the chipping medium beneath and used toothpicks, bamboo skewers, and an old stiff brush to chip the paint. Once happy with the look, I sealed the Zaku under flat varnish to protect my work.



20

I brushed Vallejo Model Color Green Grey (No. 70.971) on the bottom edge of all the chipped areas and painted all of the damage made with the soldering iron Panzer Aces Dark Rust (No. 70.302). I also used the sponge technique to make more select chips with the same rust color.



21

Usually, to use Vallejo Water Texture Still Water (No. 26.236), you'll pour it onto your selected area. This time, I brushed it to better control where it flowed. Make sure to pop any bubbles that form with a toothpick or sharp knife point. Ultimately, I applied three layers of water.



Vallejo Dark Rust Wash (No. 76.507) went in crevices and around the slash marks. I apply the wash to the area, dip my brush into my water cup, and then quickly blend the wash to avoid tidemarks. I went over some slashes with Vallejo Game Ink Black (No. 72.094) for more contrast.



I applied a variety of Vallejo Pigments — Burnt Sienna (No. 73.106), Natural Sienna (No. 73.105), Dark Red Ochre (No. 73.107), Dark Slate Gray (No. 73.114) — to the groundwork. Chrome Oxide Green (No. 73.112) enhanced the algae airbrushed earlier.



Dark red ochre pigment provided fresh rust around the slash marks on the Zaku that would be more exposed to the sun and rain. The key was not to do too much and give the whole model too much of an orange tone. I sealed my work with two light coats of clear flat.



Vallejo offers a multitude of scenery products, including tufts of self-adhesive grass. I chose a few different colors and textures and placed them around the landscape. For my peace of mind, I also used a dab of wood glue to make sure they stuck.



I opened a couple of dry tea bags and scattered their contents over the diorama. I secured the leaves with a mix of 10% isopropyl alcohol, 45% water, and 45% white glue spritzed from a refillable spray bottle. A couple of twigs made for convincing fallen branches.

FINAL THOUGHTS

SENSE OF SCALE remains top of mind whenever I make a diorama, and it's even more crucial with Gunpla (which stands for Gundam plastic model) to understand how big the mechs actually are. To drive the scale home, I snatched a 28mm cow from my *Dungeons & Dragons* miniatures, painted it, and placed it near the river to have a refreshing drink. Final touches included a Payne's gray oil wash in the slash damage and then adding some streaks to mimic rain marks. When the washes dried, I sealed the Zaku with another coat of flat clear varnish. This was my first time modeling in 1/48 scale (I usually stick to 1/144), and I'm satisfied with the project overall. Here's to making another diorama in this scale soon! **FSM**

USED, NOT

Distress and weather a Moebius kit for a Ford work truck

BY KOSTAS GEORGIU



Running with the assumption that pickups are meant for work, Kostas Georgiou dinged, dented, and weathered a Moebius Models 1/25 scale 1972 F-100 Sport Custom to get a cared-for but obviously used appearance.

ABUSED

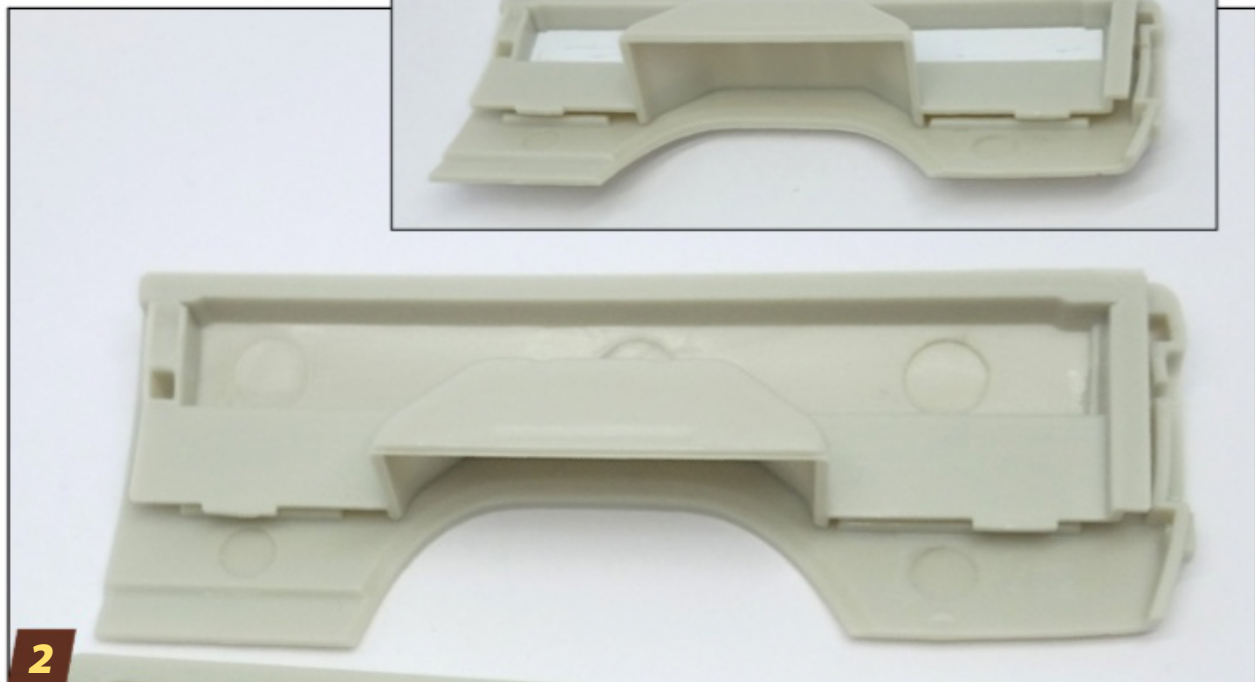


Ford produced its fifth generation of F-series pickup and commercial trucks for the 1967 to 1972 model years. Built on the same platform as the fourth-generation F-series trucks, the fifth-generation body underwent style changes, had a larger cab, and offered expanded engine options.

I wanted to model an F-100 that had been extensively used over the years and turned to the Moebius Models 1/25 scale 1972 F-100 Sport Custom. In terms of accuracy and quality, the kit offers a complete engine that can be displayed with a removable hood that lacks hinges. Visible ejector-pin marks need to be filled, and some areas needed work to fit together properly — particularly the windshield and the cap. But after that, it's all about getting a realistic appearance.



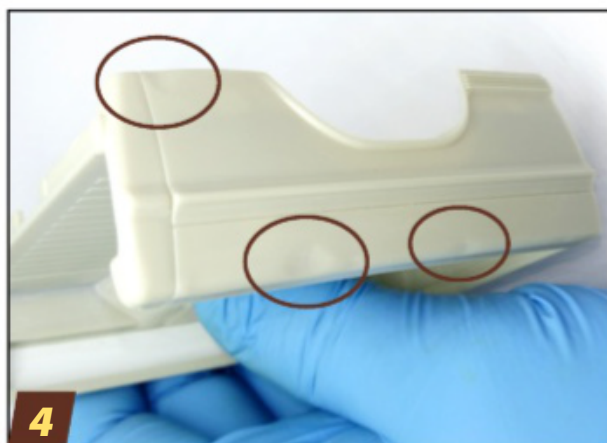
1 There were many ejector-pin marks that would be in obvious places once the model was complete. I was able to handle the marks on the four corners under the hood and the radiator support with Mr. White Putty. Just fill and sand.



2 The pin marks inside the bed sides were another matter. Difficult to get to and deep, they needed another solution entirely. I cut thin styrene sheet to shape and inserted it into the sides to hide the ejector-pin marks. It was a quicker solution than trying to fill and sand the awkward locations.



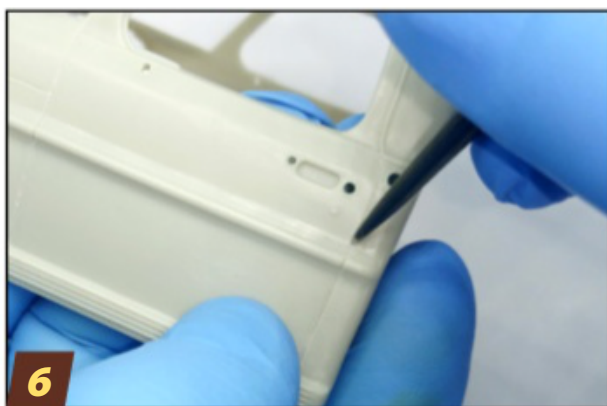
3 I assembled the bed and filled some small gaps with Mr. White Putty diluted with liquid cement, thus minimizing sanding. Then I went around the bed and made dents and dings on some edges with a utility knife. Photos of real vehicles helped tremendously with this process.



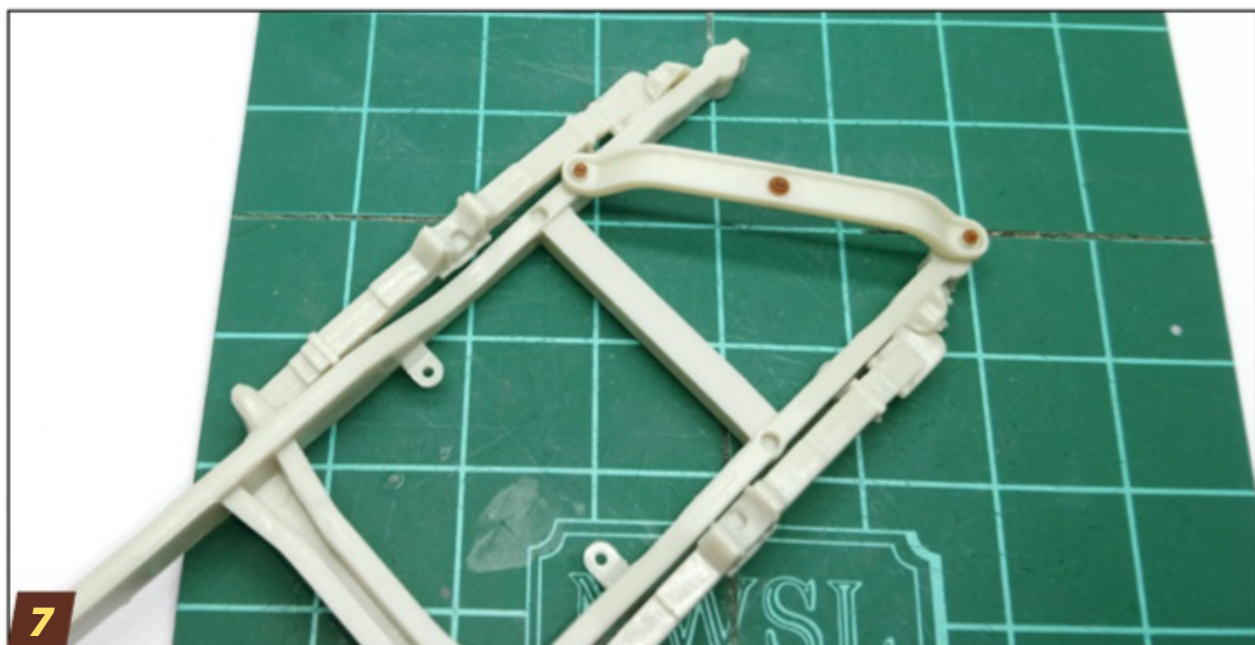
4 A bit of 800-grit sand paper removes hard edges left by the knife. After following up with steel wool to polish the plastic, what I was left with was something that looked like beat-up sheet metal. I repeated the process for the front fenders, doors, and roof, too, always referring to references as I went.



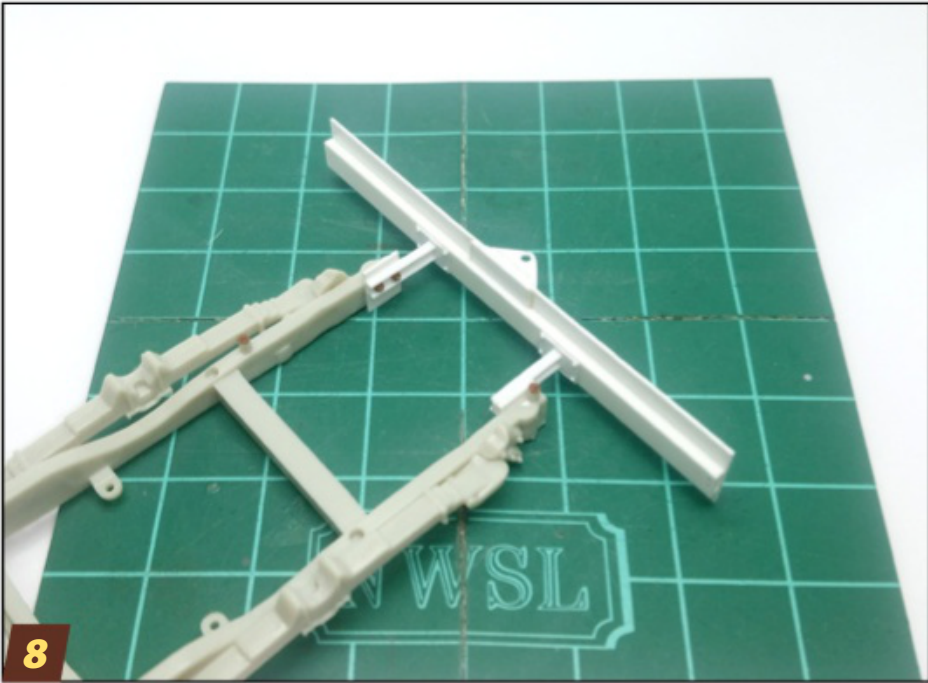
5 For me, it's easier for painting and weathering if the tailgate is removable. I cut off the locking pins from the right side of the tailgate to achieve this.



6 The panel lines around the doors were too shallow, so I deepened them with a scribing tool and removed any remaining plastic particles with a toothbrush. Then I lightly sanded the body with 1000-grit sandpaper in preparation for paint.



7 Tichy Train Group Hex Nut/Washers (No. 8080) and Hex Bolt Heads (No. 8083) brought up the detail on the chassis, which led me to think about replacing the kit's rear bumper.



8

A picture of a raw steel bumper online seemed to fit the bill. I scratchbuilt a replica from styrene sheet, U-channel, and strips. Tichy bolts detailed the connection to the pickup frame.



9

After completing all my adjustments to the body, I washed the parts with soapy water, let them dry, and then sprayed everything with Ammo by Mig Jimenez (Ammo) Titans Hobby Black Matt Primer. It's a robust primer with just a slight sheen.



10



Next came some rust tones. First I airbrushed select areas Tamiya Hull Red (No. XF-9) diluted 7:3 thinner to paint. I followed up with a wash of Mr. Hobby Rust (No. H344) over all of the body, chassis, and engine parts. I airbrushed thinned AK Interactive Real Color Orange (No. RC207) for lighter rust tones.



11

Further, I hit the chassis a couple of heavy washes made from Tamiya Red Brown (No. XF-64) followed by burnt umber artist oils.



12

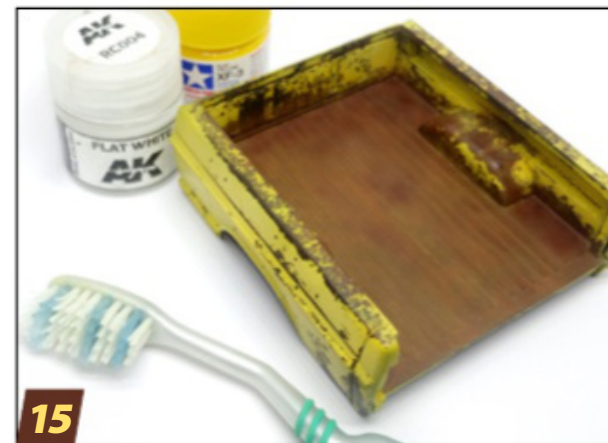
Similarly, I applied burnt sienna and Naples yellow oil paints to the cab with an old paintbrush, mixing the colors on the model until I was happy with the result. Then I sealed it with a flat clear coat and applied AK Light Rust Wash (No. AK046) over all of it.



13 Looking for more color variation in the bed, I started with a Tamiya Red Brown wash, followed by an application of burnt sienna, Naples yellow, and cadmium yellow artist oils. After these dried, I brushed on AK Light Rust Deposits (No. AK4111) and Light Rust Wash. Then I airbrushed at low pressure heavily thinned AK Real Colors Luminous Orange (No. RC207) and British Sand Yellow (No. RC093) in random areas.



14 Next up, I moistened specific areas on the pickup with water and sprinkled salt over them. These areas would be where the most rust would show through. When the salt was dry, I airbrushed the whole model with two coats of AK Worn Effects (No. AK088) chipping medium.



15 I base-coated the pickup Tamiya Flat Yellow (No. XF-3) and then lightened it with some AK Real Colors Flat White (No. RC004) for areas of faded paint. After the paint was dry, I applied water to the model with a paintbrush and scrubbed the salt away. The water also activated the chipping medium, which I scrubbed with a toothbrush to reveal the rust colors beneath.



16 The tailgate was painted flat white for contrast and chipped the same way as the rest of the body. I made rust bleeds and streaks with AK Light Rust enamel wash and a fine-tipped brush. The overall result was a worn and used vehicle, but far from abandoned.



17 However, there was still more to do! The outside of the Ford and certain recesses picked up more dirt with AK Streaking Grime (No. AK012), and I accentuated the doors and other panels with black Tamiya Panel Line Accent Color (No. 87131). Light streaking on vertical surfaces was created with raw umber oil paint.



18 Washes of Revell Middle Stone (No. 32141) and a mix of Vallejo Yellow Ochre (No. 70.913) and White (No. 70.951) created dust inside the pickup bed. A wash of AK Real Color Sand Yellow and Flat White mixed 2:3 did the job for the chassis underneath.



19 The exhaust pipes and mufflers were primed gray and painted AK Dark Aluminum (No. AK11208). I made the rust spots with Tamiya Red Brown and a micro-cell sponge.



20

To distress the tires, I sanded the rubber with 140-grit sandpaper, painted the wheels, and then applied several washes of Revell Middle Stone and my mix of Real Color Sand Yellow and Flat White.



21

The interior parts received the same black primer as the exterior. I painted the parts and popped details with black Tamiya Panel Line Accent Color, removing excess with thinner. Chrome parts were picked out with a silver Sharpie marker.



22

I weathered the floor and seat with my sand yellow and white wash and came back through with raw umber artist oils to create heavier dirt. I cut strips of thin paper, painted them Real Color Yellow Ochre (No. RC016), and attached them with white glue for the tape. Scraps of paper and cloth simulate trash.



23

I made scale leaves with dead leaves and a punch from Green Stuff World and sprinkled them in the bed and engine compartment, held down with white glue. I also added a spare tire in the bed, basswood planks, and a scrap of paper soaked in white glue and painted blue.



24

Tamiya Clear Orange (No. X-26) colored the parking lights and I weathered the kit's chrome parts with black Tamiya Panel Line Accent Color. On any parts I painted chrome, I used a acrylic washes to make sure an enamel wash didn't damage the underlying paint.



FINAL THOUGHTS

AT LAST, I went around my well-worn Ford F-100 and attached the windshield wipers, side mirrors, and final chrome parts. I placed a more leaves in the back, but it was otherwise done. Or was it? Cool as the truck was, it needed something more: A base! Now, where did that sheet of foam insulation get to?

Ed: Download the FSM December DLC to see how Kostas makes the base. **FSM**

Build a **D-DAY PRIEST**

Kitbash a Canadian M7

BY STEVE GUTHRIE

Steve combined parts from four kits to build an accurate M7 Priest used by the Royal Canadian Artillery during the invasion of Normandy. He used decals from several sources including Starmer's Armour, Microscale, Aleran, and his spares box, and he added the chalk loading markings on the side with a fine white pencil.



To bolster the pre-landing bombardment of the Normandy beaches, the Canadian Army decided to have the 96 M7 105mm self-propelled howitzers assigned to the 3rd Canadian Infantry Division fire from their Landing Craft, Tank. They would lead the armada, laying down covering fire for 30 minutes, and then turn away to wait their turn to land. Each of the guns in the 12th, 13th, 14th, and 19th Field Regiments Royal Canadian Artillery fired between 100 and 150 rounds. Recognizing the issues of firing from a moving ship on the rough waters of the English Channel, planners did not assign specific targets to each group of guns but laid out an area to drench with harassing fire and keep the defender's heads down.

Making a plan

I wanted to build one of the D-Day M7s starting with a Uni Models (UM) 1/72 scale Priest (No. 213). While detailed, the kit is marred by poorly defined suspension units and link-and-length tracks that are too narrow and have the wrong pattern for a D-Day Canadian Priest. So, I replaced the suspension with parts from a Dragon M4A1 (No. 7568), **1**.

The Canadian guns exhibited several production changes: While most had the later trailing return roller VVSS bogies, a few had the earlier type with the return roller mounted atop the bogie. Rather than try to attach the Dragon bogies to the UM hull, I replaced the lower hull with the Dragon parts including the cuff-style tracks. The vehicle I modeled had the early spoked idlers, so I used a pair from a Heller M4A2 (No. 7894).

The Dragon lower hull fits the UM upper hull with a little sanding, **2**. By the same token, I was able to fit the UM interior into the Dragon hull with a little extra work.

The UM upper hull parts show a fine cast texture which is wrong for the rolled and welded steel plate on the full-size vehicle. Gentle sanding eliminated it.

Body work

Although some of the Royal Canadian Artillery M7s had the early shallow anti-aircraft gun "pulpit" at the right front corner of the fighting compartment depicted in the kit, most had the later, deeper version. When I started this project, I picked up an Italeri Fast Assembly Kit of the M7 Priest/Kangaroo (No. 7513) thinking some parts might come in handy. They did.

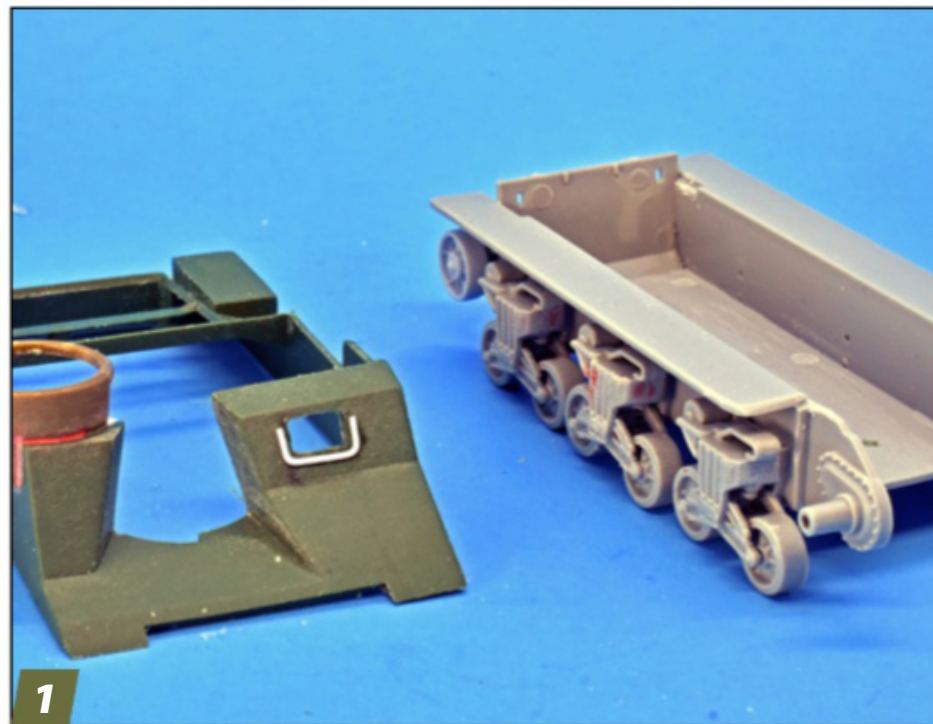
Using a razor saw, I cut the deep pulpit off the Italeri hull. With a little sanding and filing, it fit onto the hull in place of the UM parts. The internal wall of the pulpit is too short. You can either lengthen the part or make a new one from styrene strip; I did the latter. Fortunately, the UM .50-caliber machine-gun ring fits the Italeri pulpit perfectly, **3**.

One detail that UM missed is the stowage boxes on the rear deck. A separate box is welded onto each side, but as molded in the kit, they appear to be part of the hull. I made a few passes with a scribe to create seams at the side and rear and made new lids from .010-inch styrene sheet to improve these features, **4**.

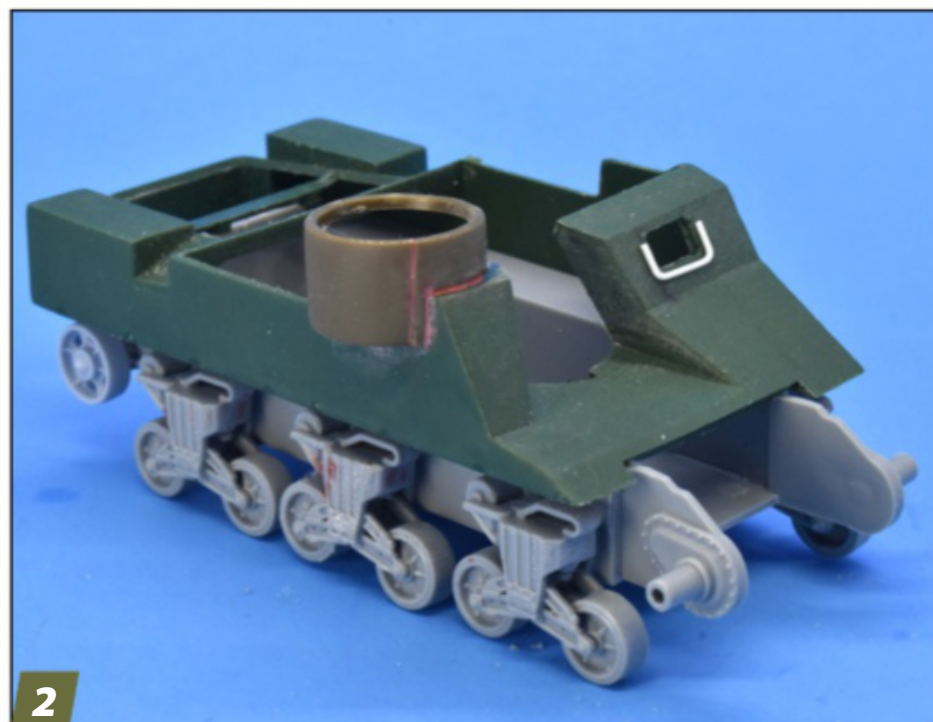
Interior work

The UM kit depicts ammunition storage with a number of parts glued together to simulate shells in their packing tubes. Instead, I used the bins from the Italeri kit filled with packing tubes made from 1/16-inch styrene rod. A Micro-Mark Chop-It made the job simple.

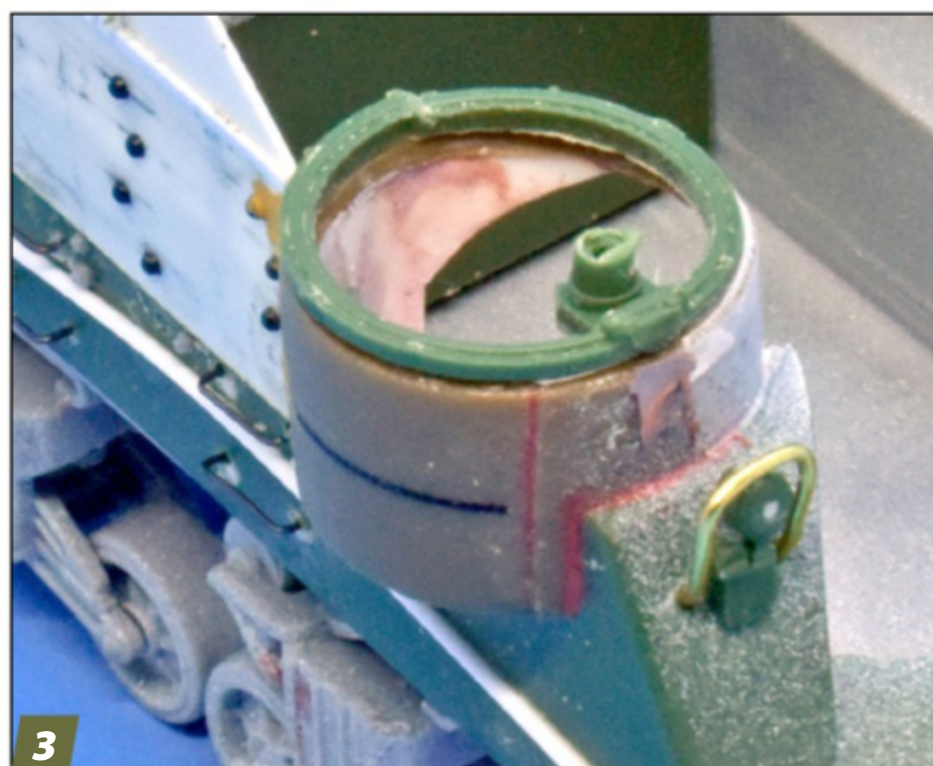
I wanted to pose the driver's vision port open. The UM kit provides a hatch, but there's no indication of where it should go on the front of the fighting compartment. Using drawings and photos, I cut a hole shaped to match the door in the correct spot. I added



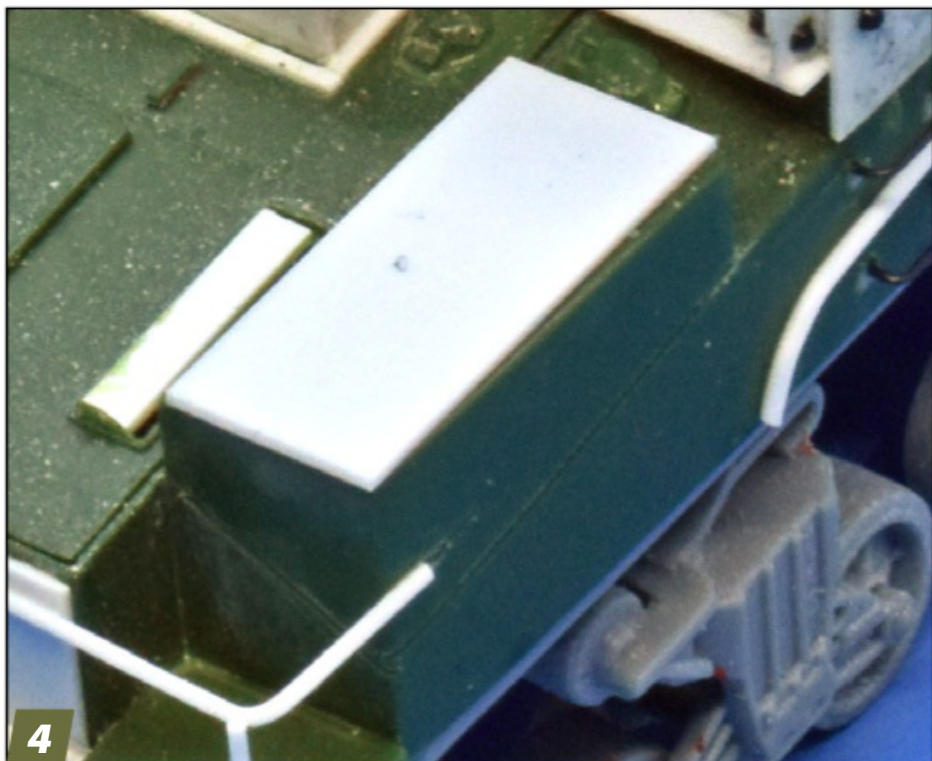
To model the correct suspension for the Canadian guns, Steve replaced the lower hull and bogies with parts from Dragon.



Despite the different manufacturers, the upper and lower hulls required only minor sanding to fit together.



Sanding and a little filler were all it took to graft the tall Italeri machine gun pulpit onto the UM hull.



4 Defining the rear stowage boxes with scribed outlines and new lids improved the appearance of these features.

the prominent lip to the hole using .020-inch styrene rod and detailed the inside of the hatch before placing it and the scratchbuilt hold-open strut aside to be added later, **5**.

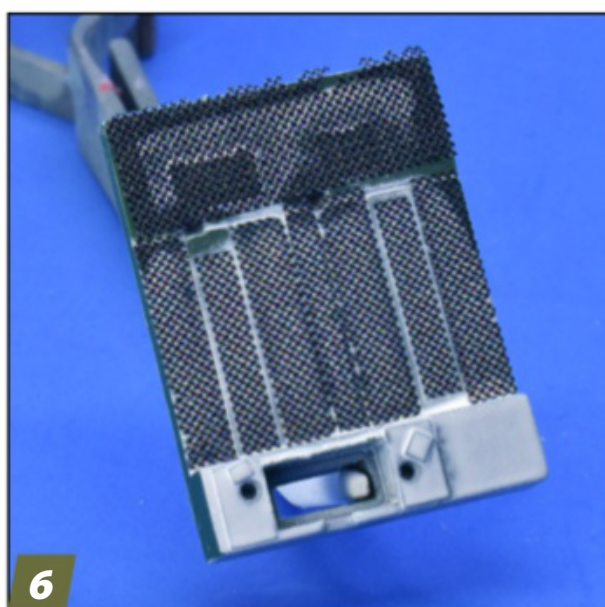
The floor of M7 fighting compartment had non-skid steel, but the UM parts are smooth. I added the texture with Archer Fine Transfers Resin details and made hinge and handle detail from .010-inch styrene rod, **6**.

Armament

The gun goes together well, but I needed photos to overcome weak instructions to locate the elevation and firing gear on the right side. I replaced the UM parts for those controls with finer parts from an Ace 105mm howitzer (No. 72530). I bored out the hole for the mounting pivot pin so I could push it all the way through the saddle base. There is a PE detail for the end of the recuperator, and I added a San Juan Details (formerly Grandt Line) nut-bolt-washer casting to the end of the recoil sled under the barrel. One feature all D-Day Priests shared was a layer of thin rope wrapped around the recuperator above the howitzer barrel. Many explanations for this have been advanced but the most likely was a way to help cool the barrel during extended firing; the rope would



5 After cutting out the driver's vision opening, Steve detailed it with styrene rod. He replaced the kit's PE headlight guards with brass wire.



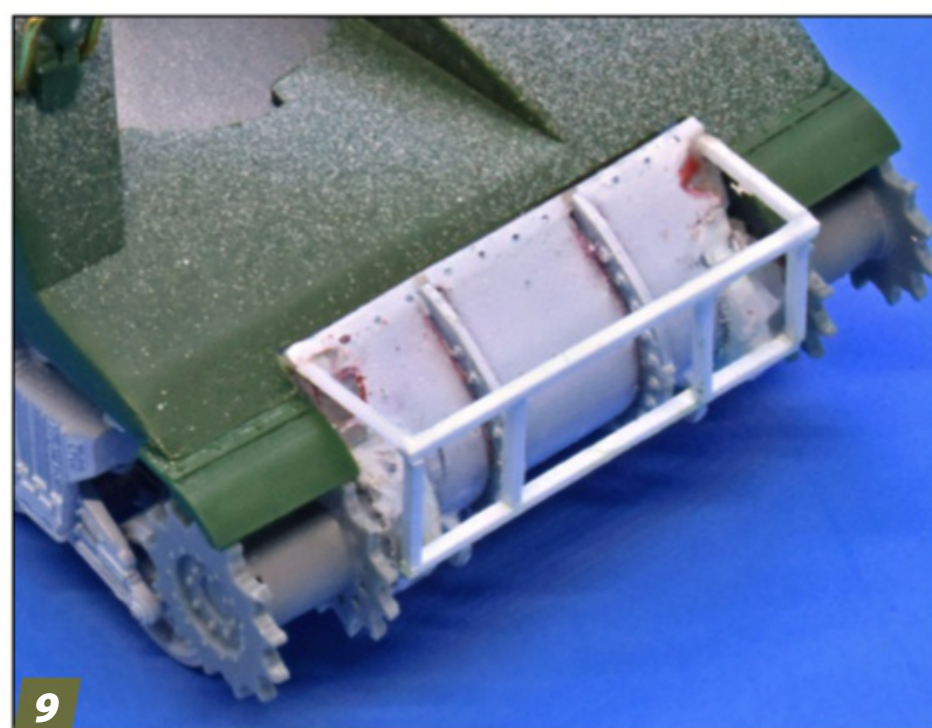
6 The fighting compartment floor in the kit was smooth, so Archer Resin Details decals were used to create the correct non-slip surface.



7 The light gray plastic wheels and rods on the right side of the gun came from an Ace towed howitzer kit and improved UM's otherwise nice weapon.



8 Styrene sheet and rod came to the rescue when Steve needed to replicate the gear added to Canadian M7s to prevent them being swamped during the D-Day landings.



9 Square styrene strip produced the stowage rack added to the transmission cover.

be soaked in water to help absorb heat. I represented this using fine brass wire, **7**.

Fording additions

At some point in M7 production, folding armor plates were installed on the sides and rear of the fighting compartment to protect ammunition in the stowage racks. I made them using .020-inch styrene sheet but omitted the prominent external hinges as they would soon be covered.

To prepare the vehicle to wade ashore, all nuts, bolts, seams, and apertures were sealed with a rubber-like compound called Bostik. Precautions were taken to prevent sea water entering the engine and interior, including steel panels bolted to the sides and rear of the fighting compartment. A duct fitted over the engine air intake led into the fighting compartment and a taller duct was built around the exhaust. I built this additional metalwork using .010- and .020-inch styrene sheet and strip detailed with Tichy Train Group rivets and bolt heads. Smaller rivets were applied with Archer Fine Transfers resin decals. I made the canvas apron to cover the howitzer opening using two-part epoxy putty, **8**.

I replaced the access rungs on the hull sides with fine steel wire

glued into drilled holes. Using .020-inch styrene rod, I made the canvas top frames stowed on the sides and the rear fender stowage racks. The big stowage rack on the front of the vehicle was made of .20-inch square strip, **9**.

Final details

All vehicles going ashore on D-Day were laden with supplies and equipment needed in the first few hours after landing. These included spare suspension parts for the M7, ammunition, mines, and rations for the gunners and for infantry. That's what was in the boxes on the rear deck and heaped on the front of the vehicle. On my model, I used parts from my spares box, Armand Bayardi resin jerry cans, Black Dog resin oil cans, plus various boxes and bins made from styrene strip. The camouflage net is from Thatchweave Products. The big pile of tarped-down stowage on the rear deck is a styrene box covered in epoxy putty. For the fire missions on the run up to the beaches, ammunition had been prepared and laid along the deck beside the vehicles. This was passed up to the crew who laid them out on the canvas cover for the fighting compartment within reach. I represented them using RB Models turned brass rounds. **FSM**





Modelsvit F-82F/G Twin Mustang

What do you do in World War II if you need to double the range of your best escort fighter? If you are North American Aviation aircraft designer Edgar Schmued, you stretch your design for the lightweight XP-51F by nearly 5 feet, connect two of them with a new center wing and stabilizer/elevator, and call it the Twin Mustang. Designated the F-82, the new fighter was nearly 30 mph faster than the P-51D and carried six bore-sighted, .50-caliber machine guns, and up to 4,000 pounds of ordnance on six hard points. It could fly nearly 3,500 miles when equipped with four 110-gallon drop tanks.

Modelsvit's new Twin Mustang contains 15 sprues of gray and clear plastic, a photo-etched metal (PE) fret of 41 parts, two sheets of vinyl masks, and two large decal sheets. The airframe components show

excellent surface detail with incredibly delicate recessed panel lines and rivets. However, details on smaller parts, like the gear legs and control stick, are soft. The hard plastic required more cement than I was used to applying in several areas. The clear parts had a wavy appearance that I could not eliminate with polishing.

The cockpit detail was excellent, thanks to the abundance of PE, but I had difficulty aligning the parts due to a lack of slots, tabs, or locating pins. The seat frames are very delicate, and the system for mounting them in the cockpits is weak. I recommend adding styrene blocks under the seats to secure them to the floor. The instructions have you add the PE parts over the decals, but that mostly hides them. Instead, reverse the order and save yourself some detail-painting.

Most of the parts have heavy mold seams that will hinder fit if not eliminated. I had to file the radiators, gear-bay walls, and even the completed cockpits.

With the fuselages complete, I followed the instructions and assembled the gear bays and the four wing pieces. **DO NOT DO THIS!** When I dry-fitted each fuselage, I realized the curve of the outer wings did not match the molded wing roots. Strategically placed shims corrected that problem, however, testing both fuselages revealed that all three upper wing sections are too wide in span, causing the vertical tails to splay out and the wingtips to droop. Fixing this issue with the wing assembled was difficult and not 100% effective.

Instead, add the horizontal stabilizer to the fuselages and ensure everything is square and plumb. Attach the lower wing, then trim and fit the center upper section keeping everything aligned. Then you can attach the outer wings, trimming and shimming to match the root curvature and maintain the dihedral.

I found the gear legs to be weak, and there was an undersized tab rather than an

axle for the main wheels. The tail strut assemblies could have used more positive attachments as well. Modelsvit provides two views to align the main gear, however, the rake of the strut is hidden by the gear door in the side view.

Open canopies were also provided, but they were the same size as the closed ones and didn't sit on the fuselage in the correct location. Too brittle to force into place without cracking, I had to reshape the wingtip lights for a better fit.

The vinyl masks for the canopies stayed in place once burnished. However, the masks for the position lights would not stay in place for more than a minute or two because the vinyl would not stick to the tight curve of the wingtip.

I used Mr. Surfacer Black 1500 as both a primer and color coat. It revealed the beautiful rivet detail, the ghost seams where the hard plastic resisted my Tamiya Extra Thin Cement, as well as some curious marks under the wings. Three semicircles arch from the leading to the trailing edge on both outer wings. I did not see these before painting and do not know if this is a molding flaw or reinforcement on the actual aircraft. They were symmetrical, so I let them be. Alclad II gloss prepared my F-82 for decals.

Modelsvit provides 148 stencils, along with the main markings for four aircraft, two F-82Fs, and two F-82Gs. The decals laid down without silvering but refused to settle into the rivets, even after multiple applications of setting solution.

Comparing it to published dimensions, the completed model is short in length, wide in span, and looks too short in stature. But it is currently the only F-82 in the game. If you need to add an F-82 to your collection and don't mind fixing some issues, this kit bucks a little but provides all the detail you could ask for in a good-looking Twin Mustang.

— Andy Keyes



Kit: No. 4818 **Scale:** 1/48

Mfr.: Modelsvit, modelsvit-eshop.com

Price: \$84.99 **Comments:** Injection-molded plastic (gray, clear); 279 parts (41 photo-etched metal); decals

Pros: Extremely delicate surface detail; fully appointed cockpit; colorful marking options **Cons:** All parts needed cleanup; lack of alignment pins complicated cockpit assembly; upper wing sections too wide; weak landing gear; clear parts prone to stress marks

MPC Ramchargers Funny Car



Kit: No. MPC964/12 **Scale:** 1/25

Mfr.: MPC, www.round2.corp (Sample courtesy of mfr.) **Price:** \$31.99

Comments: Injection-molded plastic (white, black, clear, and chrome plated); 90 parts (4 vinyl tires; 1 metal axle); decals **Pros:** Sharp tires and wheels; excellent decals; crisp body molding

Cons: Flash on chrome parts; too much play between body and frame

Round 2 has brought back the MPC 1/25 scale Ramchargers Challenger Funny Car plastic model kit with updated decals representing the car as it ran at the 1970 NHRA U.S. Nationals in Indianapolis, Indiana. Campaigned by Leroy Goldstein, aka "The Israeli Rocket," it was the first Funny Car to run a sub-7-second elapsed time.

MPC's kit is molded in white and black styrene and has a one-piece glass insert, pad-printed vinyl slicks, and Denman front rubber. Many of the parts are chrome plated and should be stripped and repainted for a more accurate model. As a bonus, there are two open parachutes. The basic 13-step instructions offer paint suggestions, and the last two steps explain decal placement and rigging the chutes.

The assembly sequence is pretty straightforward with some of the steps creating subassemblies.

I repainted the supercharger and exhaust for a more accurate appearance and drilled the ends of the exhaust pipes. Make sure

the engine's front cover (Part 4) is mounted correctly because it locates the engine to the frame. Speaking of alignment, you should continually test-fit the drivetrain parts to keep everything true.

The quick-change rear end consists of four parts, and the frame needs to be spread to install this assembly. It's a tight fit, but it does go in; trust the process. The brakes mount to the axle tubes, and a metal axle is used for the rear wheels. The two-piece tubular frame was straight and true (always a plus in this type of kit).

The chrome front axle mounts to two tabs on the frame. I notched my axle for a more secure assembly. Unfortunately, the chrome on the long drag link that runs down the side of the frame was thick and lumpy. I stripped it and painted it with a Molotow Liquid Chrome pen.

The interior panel (Part 3) did not want to fully seat into the body. I did two things to correct this: First, I removed the middle section of the glass creating a separate windshield and rear window. This allowed these to be positioned so the interior panel

would fully seat. I also sanded the edges of the panel to make equal contact front and rear.

As I expected, there were mold lines on the body's exterior that need cleanup. The body for the real Funny Car was made of fiberglass, and I suspect the kit's separate rear spoiler and valance should have been molded with the body; the valance in the kit fit poorly.

I used Tamiya Pure White (No. TS-26) for the body, which is a close match for the white used in the decals. The numerous and colorful decals definitely mark the high point of this kit. Be sure to use a lot of water because they are thin and don't like to move once placed. The red and white stripe decals required the assistance of setting solution and a hairdryer to get them to conform.

A great kit for Funny Car fans, the MPC 1/25 scale Ramchargers plastic model kit requires building experience to get a good result. I recommend it for builders with a few kits under their belts.

— Al Hoffman

Exclusive reviews online!

Want more Workbench Reviews? Head to FineScale.com/Reviews:

- ICM 1/32 scale Yak-9T
- AMT 1/25 scale Dodge D-50 pickup
- Doll & Hobby 1/8 scale Hunchback of Notre Dame
- ICM 1/35 scale Laffly V15T
- Zvezda 1/72 scale Avia S-199
- Sword 1/72 scale T-39A Sabreliner
- HobbyBoss 1/72 scale THAAD
- Takom 1/16 scale Fa 330 ▼





FANTASTIC PLASTIC

Unique Resin Kits for Experienced Modelers

Visit the Virtual Museum Store
www.fantastic-plastic.com

Concept Aircraft • Spacecraft • Sci-Fi • Luft '46



MEGA HOBBY

The Largest Selection of Hobbies on the Web!
Over 40,000 items from hundreds of manufacturers

**FREE SHIPPING ON LOWER 48
USA ORDERS OVER \$100**

MegaHobby.com
110 Hurlock Avenue
Magnolia, NJ, 08049
Order securely online or call toll free: 888-642-0093
WWW.MEGAHOBBY.COM



GLENN HOOVER

Model Build Instructions

I do the prep work for you...
Reorganize the model kit instructions
Combine aftermarket part instructions
...into a seamless, single checklist

New Releases - Upgraded Website
See my website for a list of books
glennhoovermodels.com

Don't miss what's new!
Watch the
New Product Rundown
video today!



[www.finescale.com/videos/
new-product-rundown](http://www.finescale.com/videos/new-product-rundown)

When contacting advertisers,
mention you saw their ad in
FineScale Modeler magazine!

FineScale Modeler
MAGAZINE

Ad Index

We believe that our readers are as important as our advertisers. If you do not receive your merchandise or a reply from an advertiser within a reasonable period, please contact us with details about your order. Model Railroader magazine, 21027 Crossroads Circle, Waukesha, WI 53186. The Advertiser Index is provided as a service to *FineScale Modeler* magazine readers. The magazine is not responsible for omissions or for typographical errors in names or page numbers.

ak-interactive.com	6
Contest Cars 2022	8
Cult TV Man	8
Creating Realistic Dioramas with Combined Scales	13
Fantastic Plastic Models	56
FineScale Modeler 40th Anniversary Sale	12
Flex I File	4
Glenn Hoover Models, LLC	56
Megahobby.com	56
Micro-Mark	11
Model Rectifier Corp	2
National Build a Model Month	4
ParaGrafix	4
Proxxon	11
Round 2, LLC	59
Tamiya America, Inc.	60
Xuron	4

EXCLUSIVE CONTENT AT FINESCALE.COM

IPMS/USA National Convention Gallery

FineScale Modeler visited the IPMS/USA National Convention this past July and took photos of 70 stunning aircraft, ship, armor, scale auto, sci-fi, and figure models. Find them under the "Extras" tab on the home page.



Answering your how-to questions

From painting invasion stripes to modeling a tired pickup truck engine, we have you covered. *FSM* Snapshots give you the techniques and know-how to finish your model. Find them under the "How to" tab on the home page.



FineScale Modeler DLC

Every *FSM* DLC installment features the same scale model how-to stories you've come to expect from *FineScale Modeler* in an easily downloadable package. Subscribers and e-newsletter recipients automatically receive an email announcing when the latest *FSM* DLC has been published. Never miss an installment by visiting Finescale.com/DLC to see all the *FSM* DLC issues available for download.



Classified Marketplace

This section is open to anyone who wants to sell or buy scale modeling merchandise. FSM reserves the right to edit undesirable copy or refuse listing. For FSM's private records, please furnish: a telephone number and a street address.

All Copy: Set in standard format. First several words only set in bold face. If possible, ads should be sent typewritten and categorized to ensure accuracy.

Coming Events Rate: \$45 per issue (55 word maximum). Ads will contain the following information about the event: state, city, sponsoring organization and name of event, meet, auction or show, dates, location, times, admission fee, name and/or telephone number and/or email of person to contact for information. Name, daytime telephone number and street address of the person providing the information is also required but need not be included in the ad. Unless otherwise requested, ads will be published in the issue month that the event occurs in. Additional months are available at the \$45 per issue fee. Please specify issue date(s).

Word Ad Rates: 1 insertion - \$1.13 per word, 3 insertions - \$1.08 per word, 6 insertions - 99¢ per word. \$30 minimum per issue. Count all initials, single numbers, street number or name, city, state, zip, phone numbers each as one word. Payment must accompany the ad. To receive the discount you must order and prepay for all ads at one time. We accept Visa, Mastercard, American Express and Discover.

Send Your Ads To: *FineScale Modeler* - Classified Marketplace, 21027 Crossroads Circle, P.O. Box 1612, Waukesha, WI 53187-1612. Phone toll-free: 1-888-558-1544, Ext. 551, or fax: 262-796-0126. E-mail: classads@kalmbach.com

COMING EVENTS

IL, SCHAUMBURG: The Military Miniature Society of Illinois holds its 47th Annual Chicago Show Saturday, October 22, 2022, at the Chicago Marriott Schaumburg, 50 N. Martingale Road, Schaumburg, IL, 9am-4pm. For more information contact Show Chairman Pat Vess - pat@livezey.net 630-730-2492, or visit our website: military-miniature-society-of-illinois.com

MD, BALTIMORE: MarauderCon 2022 presented by IPMS Baltimore and Washington DC. Saturday, October 22, 2022, 9am-5pm. Level Volunteer Fire Company, 3633 Level Village Road, Havre de Grace, MD 21078. Model contest, vendors, raffle w/prizes, food onsite. Model registration \$15. Admission: \$10/adult, \$15 family, \$5 active miliary. Vendor tables \$40 each. Visit: www.maraudercon.org; Email: info@maraudercon.org

NY, POUGHKEEPSIE: HVHMG 2022, Celebrating 36 years, Elks Club Lodge, 29 Overocker Rd., Poughkeepsie, NY 12603. Saturday, October 22, 2022, sponsored by IPMS Mid-Hudson. Registration 9:00am-noon. More information at: www.hvhmg.org or contact John Gallagher at 845-462-4740 or ggallagherjoh@optonline.net

All listed events were confirmed as active at the time of press.

Please contact event sponsor for current status of the event.

FOR SALE

CANOPY MASKING AND MORE! WWW.EZMASKS.COM
List \$3.00. Chris Loney, 75 Golf Club Rd., Smiths Falls, ON, Canada K7A 4S5. 613-283-5206, ezmasksg@gmail.com

FRED'S MODEL WORLD sells model kits too dam cheap! Check us out at www.fredsmodelworldonline.com, Facebook, or contact Fred at fsterns@aol.com or call 716-838-6797. Our address is Fred Sterns, 48 Standish Road, Buffalo, NY 14216

SHIP AND AIRCRAFT MODELS. Built for display. For additional information contact, Ray Guinta, PO Box 74, Leonia, NJ 07605. www.modelshipsbyrayguinta.com

WANTED

AIRCRAFT, ARMOR, SCI-FI, FIGURES, AUTO, ETC. Buying kit collections, large or small, worldwide. Top prices paid. Call Jim Banko 610-814-2784 or mail list to 122 Independence Ct., Bethlehem, PA 18020, fax 610-439-4141. E-mail: cth1@prodigy.net

CASH PAID FOR PLASTIC MODEL COLLECTIONS.
Call John in Michigan 248-707-4430. Email: aspectav5429@yahoo.com

MODEL CAR AND TRUCK KITS. Unbuilt, started or built. Any size collection. Good prices paid. Please contact: Fred Sterns, 48 Standish Road, Buffalo, NY 14216. Phone: 716-838-6797. Fax: 716-836-6057. E-mail: fsterns@aol.com

PLASTIC MODEL COLLECTIONS: BUILT ONLY. Planes, cars, boats. Contact mike@peterson-picture.com or 773-387-1400.

YOU WILL NEVER FIND TIME TO BUILD ALL THOSE MODELS. We buy unbuilt model kits, diecast models, books, decals, detail sets. Within 100 miles of Chicago. Milam Models, 519 DiLorenzo Dr., Naperville, IL 60565, jetpilotpaul@aol.com

MISCELLANEOUS

1ST AND ABSOLUTELY THE BEST MUSEUM-QUALITY MODELS. IPMS Nationals winner building aircraft and armor to your specification, including conversions and scratchbuilt. Call BC Models for quote and information at 913-385-9594 or visit www.bcmmodels.com

Closing Dates:

January 2023 closes Oct. 14, March closes Dec. 13,

May closes Feb. 14, July closes Apr. 18,

September closes June 13, November closes Aug. 15

Subscribe to
FineScale Modeler
on YouTube!

Local Hobby Shop Directory

Local Hobby Shop Directory listings are available for the next six issues for \$165 (payable in advance) or at \$37 per issue (billed to established accounts for a minimum of six insertions). Ads will be set in standard listing typography. All insertions must be consecutive and may be invoiced if you have credit established with us. No mention of mail order business permitted. For information call 888-558-1544, ext. 551. Closing dates listed in Classifieds section.

ARIZONA • Payson

Unique selection of plastic kits, tools, figures, decals, history and reference books.
Discounts for IPMS and AMPS members.
Open Tuesday - Saturday 10am - 5pm.

BISON 76

410 W. Main St., Ste. D 928-951-1141

ARKANSAS • Jacksonville

Headquarters for scale hobbies. Models; N-HO-O trains; gaming; tools; paints, etc.
Discounts & special orders. Open 10-6, closed Sundays and Wednesdays.

RAIL & SPRUE HOBBIES

1200 John Harden Dr. 501-982-6836

CALIFORNIA • Burbank

Large selection of plastic kits, paints, and supplies. Special orders no problem
Visit us in person or online
www.houseofhobbies.com
Secure online ordering

BURBANK'S HOUSE OF HOBBIES

911 S. Victory Blvd. 818-848-3674

CALIFORNIA • Garden Grove

Rewards program for 10% back on purchases.
Plastic aircraft, armor, ships, cars, decals, books, paints, tools, miniatures war-games.
Mon-Thur 11-8, Fri 11-midnight, Sat 10-midnight, Sun 11-7 www.brookhursthobbies.com

BROOKHURST HOBBIES

12188 Brookhurst St. 714-636-3580

COLORADO • Aurora

Large inventory of models from the world over! Detailing accessories, research publications, games, trains, R/C, tools, and supplies. Easy access from D.I.A.
http://www.colpar.com

COLPAR HOBBIES

1915 S. Havana St. 800-876-0414

CONNECTICUT • Milford

Extensive selection of armor kits & Verlinden accessories. Military, auto & aircraft plastic models. Photo-etched parts. O gauge train sets. Open Tues - Sat 11-6, Sun 12-5.
www.HQHobbies.com

HQ HOBBIES

394 New Haven Ave., Unit 1 203-882-1979

MASSACHUSETTS • Norton

10,000+ model kits, old and new: Autos, Armor, Planes & Sci-Fi. Reference books & supplies.
Th&Fr 12-7, Sat&Sun 12-5. Rt. 495 to Rt. 123E, behind Dunkin' Donuts. www.mymummy.com
Email: mummy@mymummy.com

HARRY'S HOBBIES & COLLECTABLES

250 E. Main St., Rt 123 508-285-8080

MASSACHUSETTS • Wakefield

Complete line of model kits & supplies, plus toy soldiers, figure kits, games, etc.
Open 7 days a week. Shipping available.
Info: hobbybunker.com

HOBBY BUNKER, INC.

103 Albion Street 781-321-8855

MICHIGAN • Traverse City

Let your imagination run wild!
Aircraft, ships, cars, armor, special orders, diecast cars, model railroading Z to G and more...

TRAINS & THINGS HOBBIES

210 East Front St. 231-947-1353

MICHIGAN • Ypsilanti-Metro Detroit

Your single stop model building shop.
Michigan's largest selection of new and vintage kits in all genres plus everything needed to build them. Please call for hours.
Visit us on Facebook. www.modelcave.com

MODELCAVE

103 W. Michigan Avenue 734-316-2281

NEW JERSEY • Kenvil

Full service hobbies, a full line of HO, N, 3-Rail, military, cars, boats, planes, dollhouses, scratchbuilding supplies, plus details-details-details!

KENVIL HOBBIES

590 Rt. 46 973-584-1188

NEW JERSEY • Magnolia (Camden)

Huge foreign & domestic model selection all scales. Automobiles, aircraft, ship, books, wargames, scenery, diorama supplies, parts & tools. Open 7 days

AAA HOBBIES & CRAFTS

706 N. White Horse Pike 856-435-1188

OKLAHOMA • Owasso

Oklahoma's largest plastic kit, paint & after-market inventory. Planes, cars, trucks, armor, ships, trains & sci-fi. Special orders welcome!
Tue - Fri 10-5, Sat 11-5, Closed Sundays & Mondays. Web site: www.topshelfmodelsllc.com

TOP SHELF MODELS

119 S. Main St. 918-274-0433

OREGON • Beaverton

Complete full line hobby shop.
Z, N, HO, O, Lionel, and LGB.
Open Mon-Fri 10-6, Sat 10-5, Sun 12-5.

TAMMIES HOBBIES

12024 SW Canyon Rd. 503-644-4535

TEXAS • Houston

HO & N, Lionel trains. Complete line of plastic kits, military, architectural supplies, paints and tools. Open Mon-Fri 11am-6pm, Sat 10am-5pm, Sun 12pm-5pm.
www.gandgmodelshop.com

G & G MODEL SHOP

2029 Southwest FWY 713-529-7752

TEXAS • San Antonio

Scale modeling from beginner to expert. Wide selection of aircraft, armor, autos, figures, ships, & sci-fi. Lots of reference material, detail parts, decals, tools, & eight lines of paint.
Tue-Sat 10am-6pm www.dibbleshobbies.com

DIBBLE'S HOBBIES

1029 Donaldson Ave. 210-735-7721

TEXAS • San Antonio

ONE STOP SHOPPING FOR PLASTIC MODELS! Stocking Aircrafts, Armor, Car, Ship and Sci-fi models and detailing accessories. Full lines of Tamiya, Vallejo, and Alclad Paints.

HILL COUNTRY HOBBY

9355 Bandera Road, Ste. 109 210-681-2007

WASHINGTON • Seattle

Plastic Model Specialists. Largest selection of plastic models in NW! We have Aircraft, Armor, Auto, SCI-FI, and Gundam, along with great paint selection. Email us at skyway@nwlink.com or look us up at www.skywaymodel.com

SKYWAY MODEL SHOP

12615 Renton Ave. S. 206-772-1211

CANADA-ON • Toronto

Large selection of new & out-of-production kits. Accessories & finishing products. Servicing the hobbies since 1986. We buy kit collections.
www.wheelswingshobbies.com

WHEELS AND WINGS

1880 Danforth Ave. 416-752-0071

Run your Retail Directory
ad in the next issue of
FineScale Modeler!

.....

Call 888-558-1544,
ext. 551 for more information.

**FineScale
Modeler**

**FineScale
Modeler**
MAGAZINE

When contacting advertisers, mention you
saw their ad in *FineScale Modeler* magazine!

By Tim Boyd

AMT 1964 Chevelle El Camino 3 in 1 Advanced Customizing Kit

This annual stood out for more than it's unique subject

Chevrolet's El Camino has been highly popular with car enthusiasts over the years. SMP first replicated it for the 1960 El Camino annual kit. When Chevrolet resumed the El Camino as a new mid-sized entry in 1964, AMT followed with its first El Camino annual seen here.

Billed as an "Advanced Customizing Kit" and prompting a higher \$2.00 price point (other AMT annual kits were \$1.49 that year), this one departed in some ways from the normal AMT annual format. Yes, the usual Advanced Customizing version with several choices of custom appearance options of somewhat questionable taste was found inside, but this one had more.

For modelers interested in building replica stock models, the factory six-cylinder engine in this kit was of particular interest. The 15-part assembly is fully detailed, with only the engine block/oil pan cutout for a steel axle compromising authenticity. According to Collectible Automobile magazine (Feb. 2006), the 1/1 scale 1964 El Camino offered a choice of two six-cylinder engines, including a special 155-horsepower version with a hotter camshaft and a chrome-plated valve cover and air cleaner lid; it's unclear whether that is the engine replicated in the kit.

The kit's second engine choice was a 283/327-style small block. But with a ribbed engine front cover sans water pump, this was a dedicated racing-only option. Building choices for this engine included single and dual four-barrel carburetors with dedicated intake manifolds, factory-type

AMT 1964 CHEVELLE EL CAMINO

Kit No.: 8734-200

Introduced: 1964, never reissued in this form

Present Value: \$115

ram's horn exhaust manifolds and plated tubular headers, and two styles of plated valve covers. Interestingly, the chassis plate included engraved dual exhausts rather than the single exhaust setup that would be expected with a six-cylinder engine.

This kit also contained a "Westcraft" mini-boat. The 1/1 scale Westcraft boat was a side project from West (sometimes spelled as "Wes") Gallogly, the founder of AMT

Corporation in 1948, and still a key principal at the time of this kit's development. Fittingly, the detailed replica featured a fully plated four-cylinder engine mounted in a vertical position at the rear of the boat. Sixteen other parts included an upper and lower hull, interior control components, an underbody propeller and rudder, a cavitation plate with turnbuckles, and two plated supports to carry the boat in a somewhat unrealistic elevated location in the pickup bed.

A decal sheet specific to this kit completed AMT's offering and included nautically themed options reading "Sea

Merchant's Racing Team" and three decals sized for the Westcraft boat.

AMT's El Camino kit returned to the 1965 annual lineup with revisions reflecting Chevy's changes to the vehicle. The six-cylinder engine was gone, while the V8 engine added a water pump for a factory-stock powertrain. This updated version remains in the AMT catalog with Round 2 and has been reissued. The Westcraft boat, though,

has never returned, helping make the '64 El Camino kit a treasured collectible. **FSM**





THE GREAT STREET MACHINES STREAKER VETTE™

THE CLASSIC 1967 CORVETTE® STINGRAY™



PHOTO OF ACTUAL MODEL

1/25 SCALE MODEL KIT

mpc

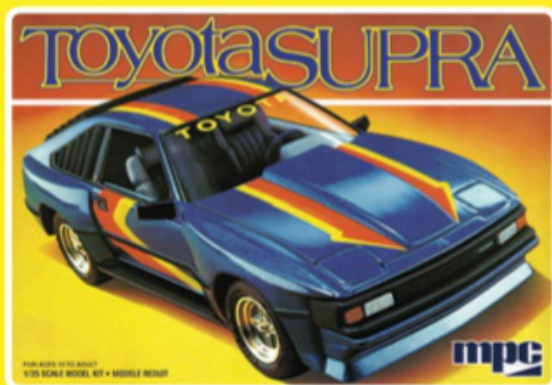


"STREAKER VETTE" '67 CORVETTE STINGRAY
#MPC973 (1:25 SCALE)

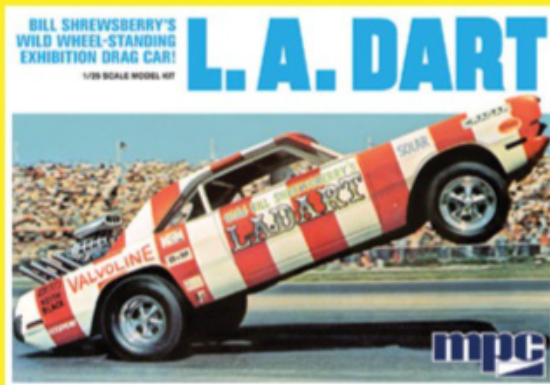
MPC's 1/25 scale 1967 Streaker Vette is the perfect project for builders who are looking for classic street machines with attitude. Build up your street machine with power options like a fastback body, 327 V-8 engine, choice of dual quads or blown and injected carbs, optional hood scoop, meaty rear tires, American slotted wheels, functional front suspension, customized exhaust, Zoomie headers and more. Wrapped up nicely in vintage-style packaging!

- Over 100 Parts
- Molded in White, Clear, and Chrome
- 7" long assembled
- Expanded Decal Sheet
- Skill Level 2 (Ages 10+)
- 1:25 scale (paint and glue required)

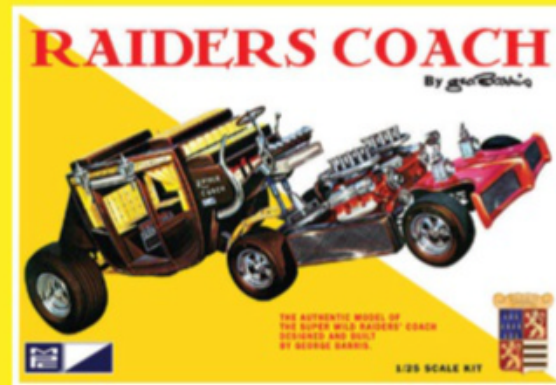
CHECK OUT THESE OTHER MODELS AT: ROUND2CORP.COM!



1983 TOYOTA SUPRA
#MPC891 (1:25 SCALE)



L.A. DART WHEELSTANDER
#MPC974 (1:25 SCALE)



GEORGE BARRIS RAIDERS COACH
#MPC977 (1:25 SCALE)



GENERAL MOTORS Trademarks used under license to Round 2, LLC. All rights reserved. Distributed by Round 2 LLC. MPC and design and ROUND 2 and design are registered trademarks of Round 2, LLC. ©2022 Round 2, LLC, South Bend, IN 46628 USA.

LOCKHEED P-38J LIGHTNING

ITEM 61123

READY TO ASSEMBLE PRECISION MODEL KIT



Ace Maker

Developed in response to a February 1937 request from the armed forces for a fighter excelling in speed, firepower and range, the P-38 Lightning would be a wildly successful design that had around 10,000 units produced and spawned numerous US ace pilots. While its design was constantly evolved from its maiden 1939 flight onwards, more powerful engines eventually overtook the P-38's cooling function, and output was limited to 1,250hp at higher altitudes. In August 1943 the answer to this problem appeared: the P-38J, which featured intercoolers moved from the wing leading edges to the underside of the engines. The superior cooling enabled use of its full 1,425hp even at high altitudes, while the newly-available leading edge space was not put to waste, being filled with auxiliary fuel tanks to improve the fighter's range.

About the Model

- ★ This is a 1/48 scale plastic model assembly kit. Fuselage length: 240mm, wingspan: 330mm.
- ★ This is a highly accurate model based upon extensive study of full-size aircraft. ★ Accurately captures late-production P-38 features such as engine nacelle-underside intercoolers, flat first canopy glass, and more. ★ Air ducts connecting intercoolers and oil coolers are faithfully recreated. ★ Wing spar and nose landing gear bay are integrated for exemplary solidity and angle. ★ A busy and detailed cockpit includes recreations of the Lynn-3 sight, distinctive steering yoke and more. ★ Comes with marking options to recreate a choice of three different ace aircraft.



TAMIYAUSA TAMIYAUSA TAMIYAUSA TAMIYAUSA TAMIYAUSA
OFFICIAL

Tamiya America, Inc. 36 Discovery, Ste 200, Irvine, CA 92618

(800) 826-4922

www.tamiyausa.com

