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MAY 2022



BELTING BRABHAM

1:20 BEEMAX MODELS BT52B.

MARDER I
CONVERTED
ARMOUR

PREDATOR!
3D PRINTED



**BOBA
FETT**

**AMERICAN
MUSCLE**

**IN THIS
ISSUE!**



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3D – Another Dimension

Since we launched PSM, one of the themes running through each issue has been 3D printed models. Indeed,

this month we have not one, not two, but three such items in the shape of Dawid Branski's quite superb 'Predator' Jezz Coleman's sublime 'Boba Fett', and Simon Bordonaro's amazing 'Ahsoka Tano'. 3D printing of both full models, busts, figures, and accessories is fast becoming the new tool in the modeller's arsenal, and one that will continue to grow. I do however, suppose that currently the cost of a 3D printer may be a bit prohibitive, but I remember buying a DVD player when they first came out and paying an arm and a leg for it, whereas today they are as cheap as chips! I can also recall a conversation a few of years ago when 3D printing first began to appear, where it was discussed that eventually having a 3D printer would be just like having a paper printer, and that you would not buy a model kit, just a downloadable program and print off the model yourself. Well, although we are a way off that mark yet, it is certainly something that is growing in popularity, and of course



some modellers have also been designing their own parts and printing them off! Which brings me nicely to what we have to offer you as a freebie this month – your very own downloadable 3D printed 'Phoenix Bench Buddy' – to hold your glue safely while you work. This neat little solution has been designed by our own Jezz Coleman and

test printed by members of the PSM team, who are also using it on their workbenches. Details are on page 6. So, what else do we have for you in yet another feature packed issue of PSM? For auto enthusiasts we have three excellent builds, with Beemax Models Brabham, a Revell Pontiac Firebird, and a bit of 1970's TV nostalgia with a 'Starsky and Hutch' (or Husky and Starch as my dad used to call them) Ford Torino.

Aviation wise we have a Desert Storm A-7E, with some imaginative photography and a Welsh Wildcat Harrier, and for the military side we have two inventive dioramas,

as well as a couple of Marder's in both 1:35 and 1:72 scales for comparison. So, from all at Phoenix, we hope you enjoy what we have to offer in this issue, and that you continue to enjoy your modelling!

*Andy Evans
and Team Phoenix*

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ALL NEW CONTENT! FREE! 3D PRINT FILE PHOENIX 'BENCH BUDDY' NEWS, VIEWS AND SPRUES!

WELSH WILDCAT HARRIER

SCALE modelling

MAY 2022

BELTING BRABHAM
1:20 BEEMAX MODELS BY 528

MARDER I
CONVERTED ARMOUR

PREDATOR!
3D PRINTED

AMERICAN MUSCLE

BOBA FETT

IN THIS ISSUE!
PHOENIX

COVER

Main cover image - Rene Van Der Hart
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Phoenix Bench Buddy

FREE 3D PRINTED DOWNLOAD

I'm sure at some point we have all had that panic moment when we have all knocked over a brand-new bottle of glue or decal solution! These moments will now be a thing of the past with the new 'Phoenix Bench Buddy'! This is a 4-in-1 3D printed anti-spill glue and decal solution holder, that will fit a multitude of manufacturers products. You can print off as many as you like to hold your various sized bottles and then just drop your favourite glue or decal solution into the assorted modular attachments and make spillages a thing of the past. All you will need is a 3D printer and our files. So, head over to our website, find the 'Bench Buddy Link' and download! We have taken the hard work out of this with pre-supported STL files that you simply open and add to your slicer software. Also included in the download are unsupported files for you to add your own supports. What are you waiting for? Go, download and happy printing!



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AUTOMOTIVE



08 A Belting Brabham
BT52B, '83 Euro GP



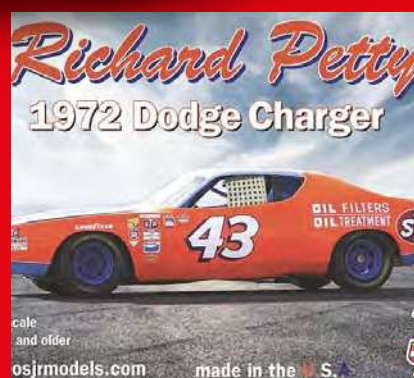
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Pontiac Classic



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1:25 Ford Torino

TURBO A70

20 News, Accessories,
Decals and Books



A Belting Brab

RENE VAN DER HART BUILDS THE 1:20 BEEMAX MODELS BT52B, '83 EUROPEAN GP VERSION

BEEMAX

Tamiya Formula 1 kits in both 1:20 and 1:12 have around since the mid-seventies. Only for the last decade or

so have several other brands like Hasegawa, Fujimi, Ebbro and Beemax released several excellent kits in the 'standard' 1:20 scale, massively expanding the market of kits of classic F1 cars. Beemax is a relatively small player on the F1 grid but have some interesting cars in their line-up. One of them is the Brabham BMW BT52 from 1983.

There are two versions: Monaco and European GP. The difference being the rear



wings and colour scheme. The one I built is the European version with the huge rear wing and dark blue side panels. As a side note, Beemax also offers a separate detail set. These parts are mentioned in the instructions and can be a bit confusing at times. This set was not used for this build. At first glance, the details on the parts look quite good but not as refined as Tamiya. A bit of a let-down is the very pronounced mould lines on each and every part of the kit. This isn't something you expect from a modern kit.

Brabham BT52B

'83 European GP Version

Manufacturer: Beemax

Scale: 1:20

Kit Type: Plastic injection moulded

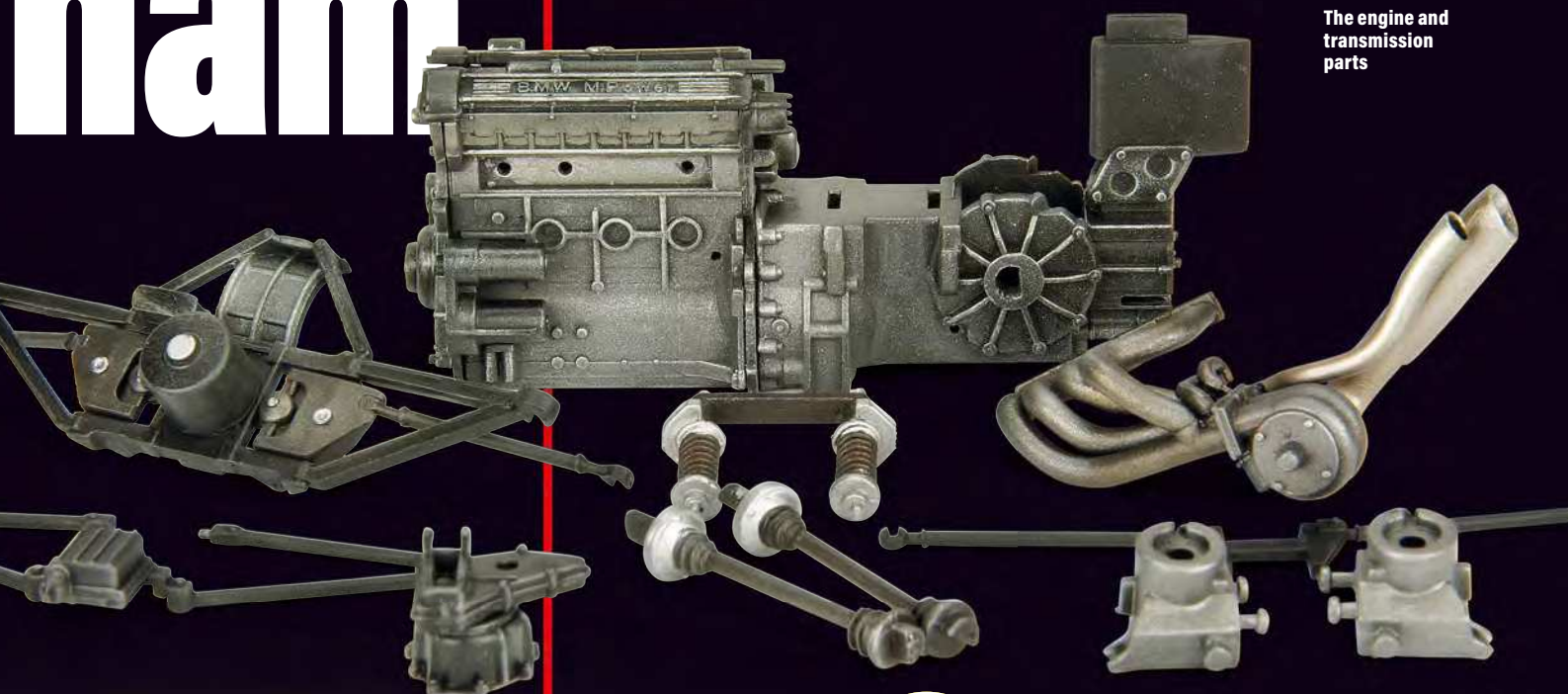
Kit Number: BM20004

THE BUILD

The build began with the rear section, consisting of the engine, exhaust, gearbox, and rear suspension and a bunch of smaller parts. According to the instructions, almost everything must be painted either semi-gloss or flat black. This might be correct but boring. By using very dark metal paints on several parts and lightly dry brushing most parts, the small details popped into view, and everything was much more



ham



The engine and transmission parts

Beemax is a relatively small player on the F1 grid but have some interesting cars in their line-up

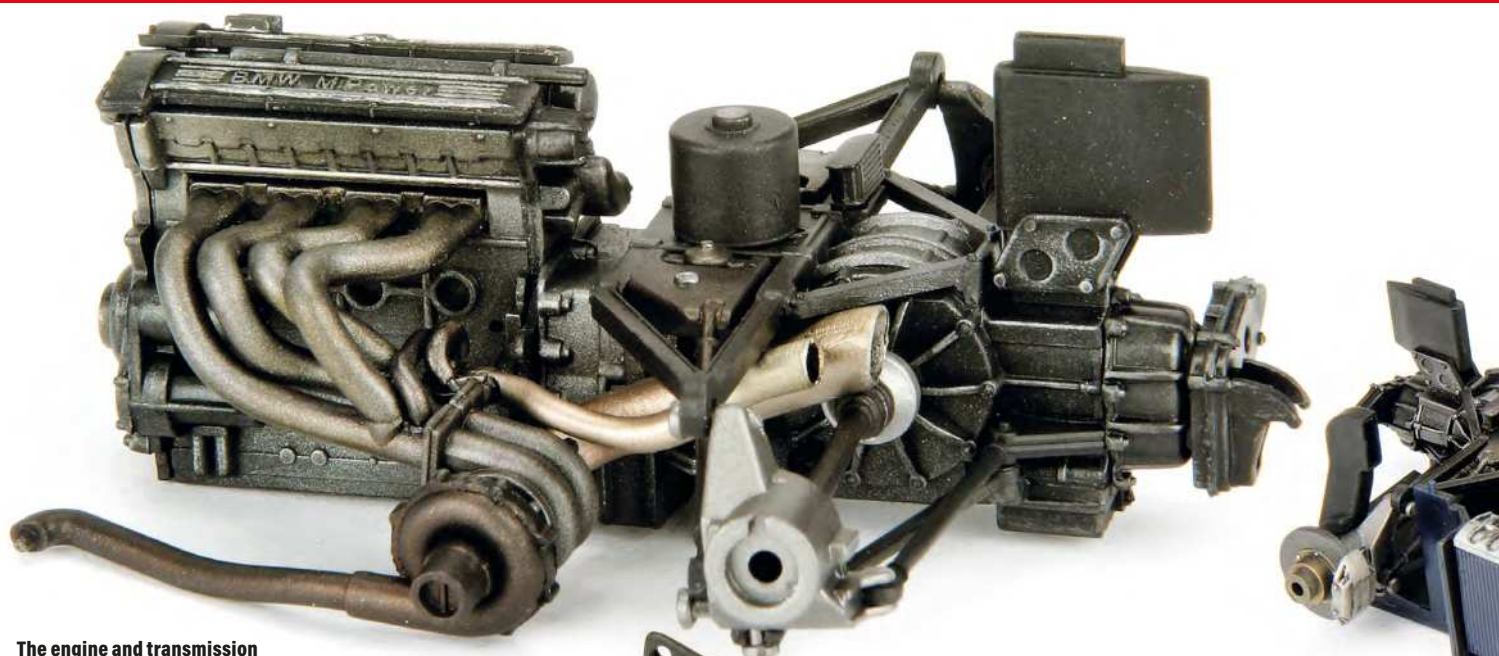
interesting to look at. The exhaust, turbos and driveshafts were painted in different metal colours, according to reference photos of the real car. Once all parts were painted and sealed, everything was assembled and glued together. The overall fit is excellent, as long as you clean up the parts thoroughly.



ASSEMBLY AND PAINTING

Now it was simply a matter of cleaning, assembling, priming, and painting a lot of parts. The car is more or less divided in several subassemblies like the engine, radiators, monocoque with front suspension rear wing, front wing, wheels and brakes and body shell. As with most F1 kits, everything is mounted onto the floor plate. This part was primed black, and some Bare Metal Foil was placed around the area where the engine would sit later. The next and largest subassembly was the monocoque. This, and the parts that make up the front suspension, was primed black and dry brushed gun metal. The rivets were dry brushed aluminium colour to make them really stand out. Next, the 4 brake assemblies were painted in several different metal colours, again consulting reference photos. After the paint had cured, they were glued to the finished front and rear suspension. The final parts to make and will, partly,



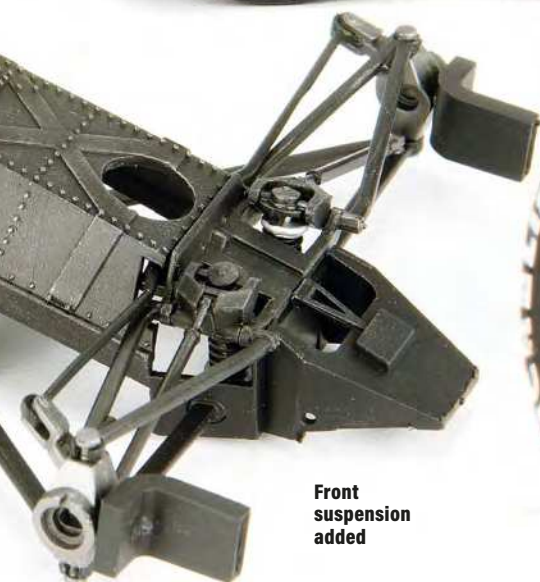


The engine and transmission builds up nicely

A little check fit



You get a nice set of tyres



Front suspension added



The floor pan assembly

Nice little fire extinguisher at the front



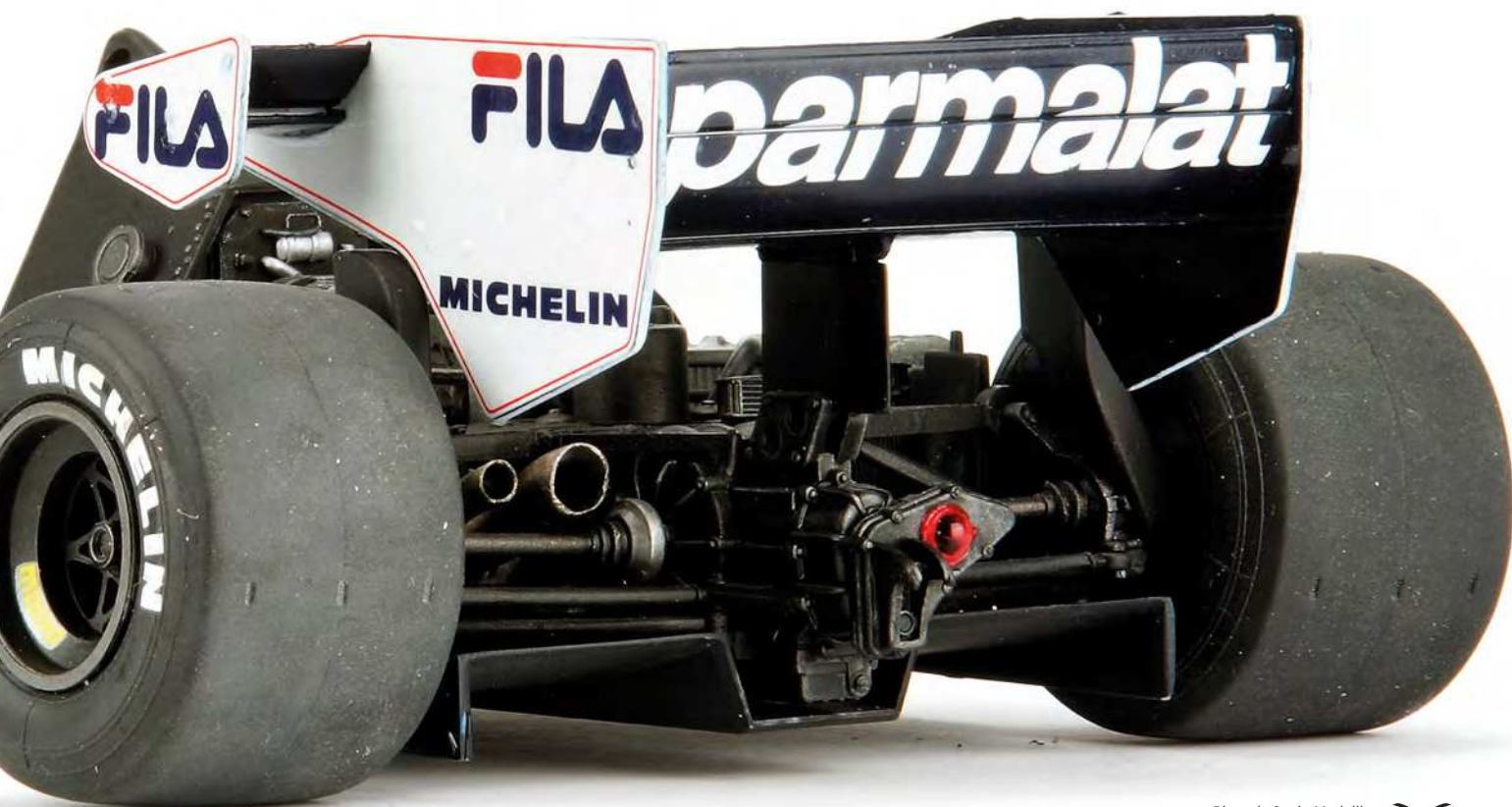
disappear once the body shell is mounted, are the radiators. These are, for the most part, painted in the dark blue body colour. The first decals of this build are applied here. I expected it to be a challenge, but the decals conformed nicely into the tiny ribs with the help of some decal setting solution.

FITTING THE RADIATOR

With the radiators finished, all painted parts could be fitted onto the floorplate. As mentioned earlier, the fit is excellent. Several smaller parts were painted separately like

the pedals, fire extinguisher, steering wheel, and seat. Talking about the seat: the kit provides seatbelts in the form of decals. That's a big no-no. Fortunately, I had some etched metal belts in stock. These were painted blue and glued onto the seat. The rims were painted black next, and decals put onto them. The rubber tyres were sanded with a coarse sander to remove the mould line and give them a rubbed in look too.

The Michelin decals went onto the tyres surprisingly well too. I expected them to look like stickers, but they look quite convincing instead. The biggest job, for me, was priming, sanding, and airbrushing the body, side panels and wings with a smooth, glossy dark blue finish. A dark grey primer from Alclad was applied to the panels and body first. These were sanded smooth next. The dark blue colour is my own secret mix of two shades of blue and a bit of black. All paints used are Mr Hobby acrylics.





The inner shell now built up



A gloss black coat applied to the outer shell



Adding the decals



The outer shell with decals added



The rear spoiler ready for assembly



APPLYING THE DECALS

Once the paint had cured for a few days, the decals were applied. Again, no problems here at all. The decals have an excellent fit and conform nicely around all the curves. I dipped the decals in warm water though, just to be on the safe side. The front and rear wings were painted and assembled in the same way as the body shell and a few coats of Future floor polish were airbrushed onto the shell and wing to give them a nice gloss finish. A small problem appeared when I placed the body shell onto the car. For some reason I couldn't get the nose to fit snug onto the front wing. Gluing the parts together would fix the problem but then it's impossible to show all inner parts ever again. Except for the small gap between nose and front wing, which might be my own wrongdoing, I can only highly recommend this kit to any F1 fan. modelling

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1:24
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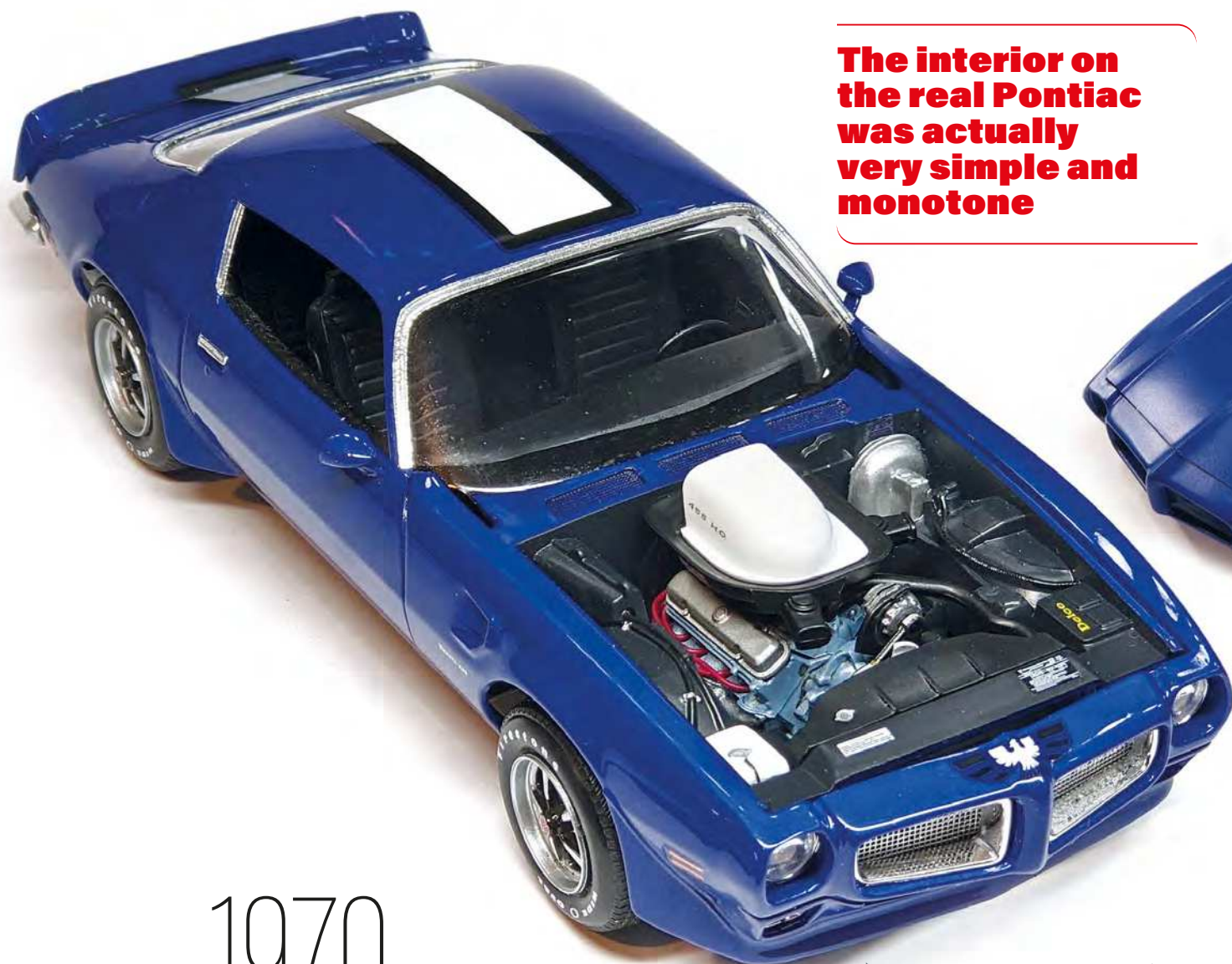
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The interior on the real Pontiac was actually very simple and monotone

1970 Firebird



**DANIEL CROKE TAKES A LOOK
AT REVELL'S 1:24 1970S PONTIAC
CLASSIC**



REVELL

This Revell 1970 Pontiac Firebird is, in fact, a 1991 Revell Monogram reissue in a new box with some

new wheels. Despite its age, the moulding is still very clean, with almost no flash, and there are two sets of wheels and tyres. The decals from Revell are also excellent. Revell car kits are often decent models, and their prices are competitive enough that the

overall value gained outweighs the negatives. So, will this Pontiac fit into this, continue reading and find out.

THE BODYWORK

The first steps of any car build are a general disregard of the instructions. The bodywork should be the starting point as the paint and clear process is the most critical. After the bodywork, it's normally a group of sub steps, such as, engine, running gear, interior, then the final assembly can begin and stuff like the clear parts and externals can be added. This build is no different and the bodywork is the starting place. To get the bodywork ready, I like to go through the instructions and sprues to identify any part

Pontiac Firebird 1970

Manufacturer: Revell

Scale: 1:24

Kit Type: Plastic injection moulded

Kit Number: 07672



I followed the suggested paint mix of Revell Aqua Colour Blue 51 with approximately 5% Revell Aqua Aluminium

Gravity Spain's 2K Clear Set was then used, mixed as per the instructions



The interior was pretty plain

that needs to be painted in the body colour. The 'nose' and rear valance are fitted and once cured I can attend to the seams with some Revell Model Filler. Any of the seams on the body are addressed using some Ultimate Modelling Products (UMP) sanders, progressing through the grits to leave a smooth body. At this stage I now have a car body, separate bonnet, rear spoiler, and a pair of wing mirrors. All these parts then received three coats of UMP Grey Primer. For the body colour, I decided to paint with the dark blue shown on the box lid, and for this I followed the suggested paint mix of Revell Aqua Colour Blue 51 with approximately 5% Revell Aqua Aluminium added, then thinned this approximately 50:50 with UMP Acrylic thinners. Five light coats were then applied

using a UMP Apex airbrush at around 20psi. This gave a smooth and deep blue finish.

DECALS

I let this dry for twenty-four hours, and then some Bare Metal Foil Chrome was added to the window surrounds and all the external decals were applied. The Revell decals are excellent and respond well to UMP Normal Decal Solution. This was all left for a further twenty-four hours to cure completely. The next step was the most critical part of the car build, the clear coat. For this kit I use Gravity Spain's 2K Clear Set, mixed as per the instructions. Three coats were applied, the first a semi-wet tack coat, followed by two wet coats at about 18psi through another

UMP Apex airbrush. The clear parts were then placed in a dust free box and can be left for at least three days before any further sanding and polishing was performed.

SUB-ASSEMBLIES

The next sub-assemblies could then commence. The first job was to remove all the chrome parts from the chrome sprue using household bleach to soak the parts for about five minutes. The chassis was painted in a combination of grey, black, and silver from the suggested paint callouts. These are thinned with UMP Acrylic thinners and airbrushed on. The single piece rear suspension and exhaust is overly simplified but once again when painted,

I used Bare Metal Foil Chrome on the window surrounds

The chassis with engine added

Ready for final assembly

looks acceptable. The engine is assembled as per the instructions, with some wiring added for the HT leads in red, once again to give that additional visual interest. I chose to use the smaller wheels that came with the kit, and they had had their chrome removed. I then primed them with UMP Black, then masked the centres and sprayed the wheels with Tamiya XF-16 Aluminium. There were some decals to add and then the wheels were assembled with the tyres added.

THE INTERIOR

The interior on the real Pontiac was actually very simple and monotone. The overall interior colour was provided by UMP Black Primer, which gives a suitable semi-gloss finish. With the decals added to the interior it looked smart, if a little simple. However, this is accurate and comparable to reference pictures of the real car. The main addition is some embossing powder to the carpeted areas. This was added by using an enamel black shade, brushed on with the embossing powder sprinkled on top while the paint was still wet. At this stage the bodywork had been left to cure for four days and was ready for some sanding and polishing. One downside of 2K Set was it will attract some dust spots, but this is easily remedied with



some wet sanding using micromesh 4000 to 12000, followed by UMP Compound and Polish to restore the shine. At this point there are a whole bunch of sub-assemblies completed. These being the body, chassis and running gear, the interior and engine. The only remaining parts to complete were some black details on the windscreen interior, and to rechrome the rear bumper using Molotow Chrome through my airbrush. Once this was complete, final assembly can be performed.

COMPLETION

This is the point at which it all should come together and bring a smile to your face. Sadly, on this kit, it is at this point that its problems show themselves. Assembly of the clear parts and interior go well, however, the clear parts themselves are not brilliant and do let the kit down a little bit. The rear spoiler fit is also not good, and the chassis does not sit correctly within the body and that affects the ride height a little. However, the biggest criticism is that the engine intake as once fitted this affects the bonnet and it is impossible to get it to sit correctly. Kits like this one from Revell are relatively inexpensive, and with a bit of work they come out very well, however, this Pontiac is sadly lacking. Thanks to Revell for the build sample. 





Build Your Dream!

LEVEL 4

NEW TOOL



03841 F-15E Strike Eagle, 1:72

LEVEL 4



03827 D.H. 82A Tiger Moth, 1:32

LEVEL 4



03819 O-2A, 1:48

LEVEL 2

easy-click system



03652 Lockheed SR-71 Blackbird (easy-click), 1:110

LEVEL 3



Version from Star Wars: The Book of Boba Fett
06785 Boba Fett's Starship™, 1:88

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American Muscle Ford Torino

EIFION DAVIES BUILDS THE 1:25 REVELL '76 FORD TORINO AS SEEN ON TV!

REVELL

This car must be one of the most iconic standout cars from my early childhood. Who can forget Saturday

night TV in the late 1970's with big American muscle cars screeching across the screen? Me as a young child taking nothing in except the roar of the engines and squealing of tyres. Sitting there watching these shows, I would never have imagined being here forty years later writing about building kits of these cars that I adored. This is the kit that turned my head and started me down the route of building these iconic cars from my childhood, which has become a habit of late. So, here we have a Ford Torino from the hit TV series Starsky and Hutch!



This kit from is a new tooling from 2015 and I have the 2017 new boxing. Opening the box and I was greeted with sprues in assorted colours. The shell and interior moulded in red, the chassis and engine moulded in black, with chrome and clear parts. This could lead to a new modeller putting this together without painting and ending up with a nice kit. Decals are plentiful, with the huge white stripe standing out. This decal comes in three pieces to make it much easier to fit. The build was straightforward, and I was pleasantly surprised that I could build it as three smaller kits. Starting with the engine, which is quite detailed. This then leads on to the radiator and fan motor, before moving on to the suspension and chassis details. The chassis was sprayed using Tamiya acrylic paints, the colour being a mix of XF-1 Flat Black, and XF-16 Aluminium. I found this gave it a little more 'sparkle', brightening up the dullness of straight black. Last to be connected to the chassis are the wheels, which come in a nice chrome finish. The second part of the build is the interior, which is very straightforward, consisting

'76 Ford Torino

Manufacturer: Revell

Scale: 1:25

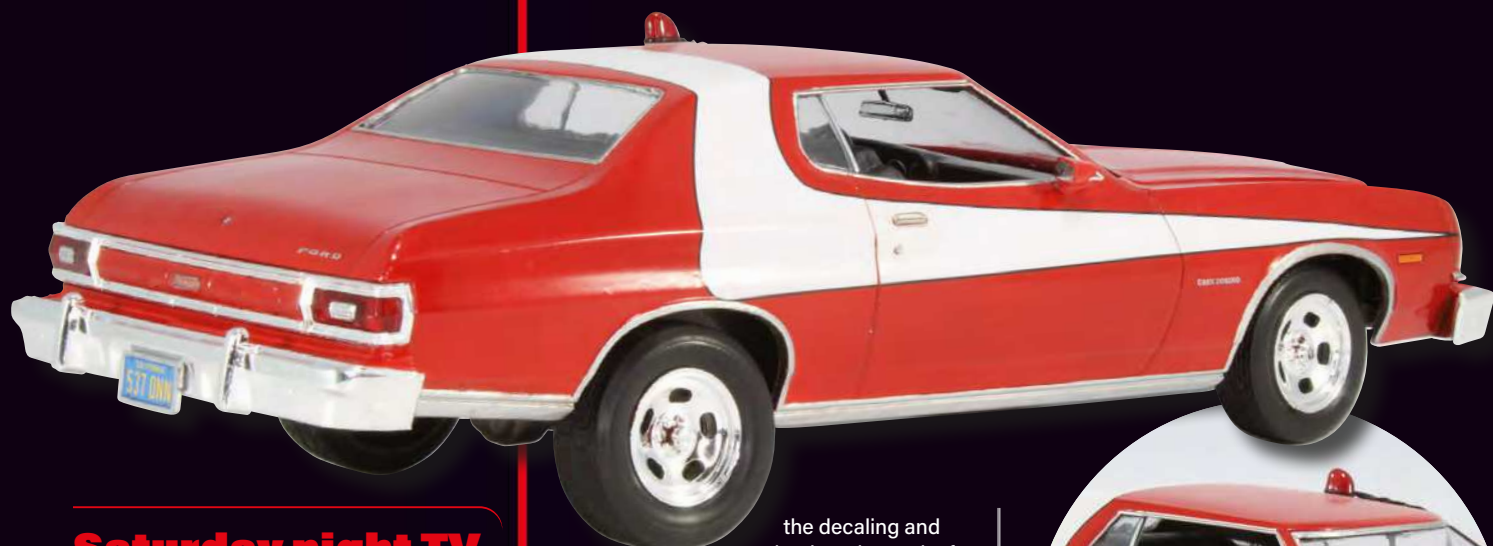
Kit Type: Plastic injection moulded

Kit Number: 07038

of a floor pan, dashboard, seats, and door panels. The dashboard is quite detailed with decals for each dial and a police radio to fit underneath. Rear seats come moulded to the floor pan with the front seats being a bench style, moulded in two halves. The door panels come moulded in one piece each with decals adding the wooden effect to the trim. This finishes off the interior giving it the classic 1970's feel.

The last part of the build is the exterior. This was primed and finished in Tamiya X-7





Saturday night TV in the late 1970's saw big American muscle cars screeching across the screen

Red, with the engine bay and interior painted in XF-1 black. Gloss was now applied, using Alclad II aqua gloss. This gave it a nice shiny finish to apply the decals. Once this was done, the interior part of the kit was glued in place, before attaching the body to the chassis. This now gave the model the look and feel of a 70's muscle car. Next came

the decaling and the daunting task of getting the white stripe at the correct angle, made much easier by having it in three pieces as previously mentioned. The first part fitted is the roof piece. Fitting it with Micro Set was the way to go as this allowed me some time for adjustment to ensure it sits correctly. Then the two side pieces are added and that really makes the car stand out.

To finish off this build, the chrome was fitted. As with most 1970's muscle cars, there's a lot of chrome. These were all added on, and the front grille was dirtied up slightly, using a Starship filth Oilbrusher. Once this was wiped down to let the chrome shine, that was the car finished. For me that white stripe and abundance of chrome really brings this car to life and gives it that chunky muscular look. Looking at the finished kit I saw something just did not look quite right. After a few minutes of staring at it, I realised



it was the lack of wires from the flashing roof light. Who can forget the call coming through and Starsky pulling out the light and putting it up on the roof? The wires were added with 0.3mm lead wires twisted together and painted black. These were then run from the roof light, through the open driver's window down to the dashboard. To me that bought a bit more 'life' to the car and gave me the feel of the car I remember from my childhood. A red car, white stripe,

screeching down the road as the siren sounded and the light was placed on the roof at speed. Priceless memories [modeling](#)





AUTO



MILITARY



AIRCRAFT



FIGURES



SCI-FI



MARITIME

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MILITARY

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Marder I on FCM 36 Base



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Decals and Books



Converted Armour

LEE POWELL BUILDS THE 1:35 ICM MARDER I ON AN FCM 36 BASE

Marder I on an FCM 36 Base

Manufacturer: ICM

Scale: 1:35

Kit Type: Plastic injection moulded

Kit Number: 35339

ICM

The FCM 36 or Char Léger Modèle 1936 FCM, was a light, diesel-powered infantry tank that was

designed for the French Army prior to World War II. A number of these were captured by the Germans in 1940 and German Artilleryman and Engineer Alfred Becker began work on converting the chassis of these to install field guns on them (these later became the special unit Baukommando Becker in 1942). The task of the unit was to install field guns and other weapons on military equipment captured from the enemy. Thus, the mobility of artillery units was significantly increased. Baukommando Becker, together with Alkett, converted

various types of French combat vehicles including the FCM chassis with a Marder I 75mm field gun. ICM released the FCM 36 kit in French guise in 2020, this was then re-released in 2021 with the enlarged turret area and Marder I gun with a choice of three German markings. There are 245 parts on seven grey sprues in the box along with four short lengths of black rubber tracks (two for each side to be joined together). There is also a small decal sheet with minimal markings for the three different schemes.



The instructions are the usual clear ICM style and gives the list of paints required for Revell, Tamiya and ICM which there is a small set of ICM Acrylic paints available separately, specifically for this vehicle. The sprues are nicely moulded with only a couple of small areas of flash. The main upper hull piece on sprue A1 did have the thin bar where the front hatch would go, bent, and snapped, though this would not matter on this as a large part covered this area, though worth looking out for if you are building a French FCM 36.

CONSTRUCTION

Construction started with the lower hull and sides along with pieces that are added to the lower structure, the fit here is all perfect. The wheels are next to be built and wow, the main wheels are small! There are eighteen pairs to be assembled before being put into tandem bogeys (these would not be out of place on a 1:72 vehicle as they really are that small). Over the next few stages, the wheels are attached to the lower hull, along with various side supports and sponsons around the wheel areas and the upper

The kit builds beautifully

track wheel supports. The tracks need to be added at this stage as there is no easy access to add them after the build, although very small with tiny locating pins, the Tracks went together ok with a small amount of CA glue, these do like quite basic but not a lot of them will be visible on the finished vehicle so should be fine. The upper hull assembly is next, the upper hull A1-10 fitting to the lower hull without any problems before starting to add grilles, exhausts and various hinges and tools. The build then moves on to the main weapon, the PaK 40, this goes together

nicely with the main barrel being one piece with no sanding required, this assembly then sits on the crew area base, part A2-21. The gun is designed to be movable, though I stuck mine in place parallel to the ground, smaller detailed parts of the gun mechanism are then added over the next few stages before adding this structure to the lower hull (the fit of this being great apart from a couple of very fine gaps that needed minimal filler). The front armour area between the gun platform and hull is built next from four pieces, this takes a bit of fiddling to get right, though when assembled fits without any issues.

There are twenty-eight rounds of ammunition to go in the racks



FRONT GUN SHIELD

The front gun shield is added next from two parts, before both side panels are constructed with the ammunition racks on both sides. These side panels take a bit of fiddling to get right. I started at the front with both sides, using Tamiya Extra Thin and holding the parts in place until set until both panels were in place. Some filler was needed along the bottom of these panels still though). The grilles were then added to both sides and another front gun shield before the rear gun area panel is added along with the gun Mantlet and more tools and bits along with an MG34 that sits up on top. There are twenty-eight rounds of ammunition to go in the racks, but these were left off to be painted separately and added in at the end of the painting stage. Although the build was over sixty-two stages, construction was a breeze and complete with a three-hour sitting at the workbench.

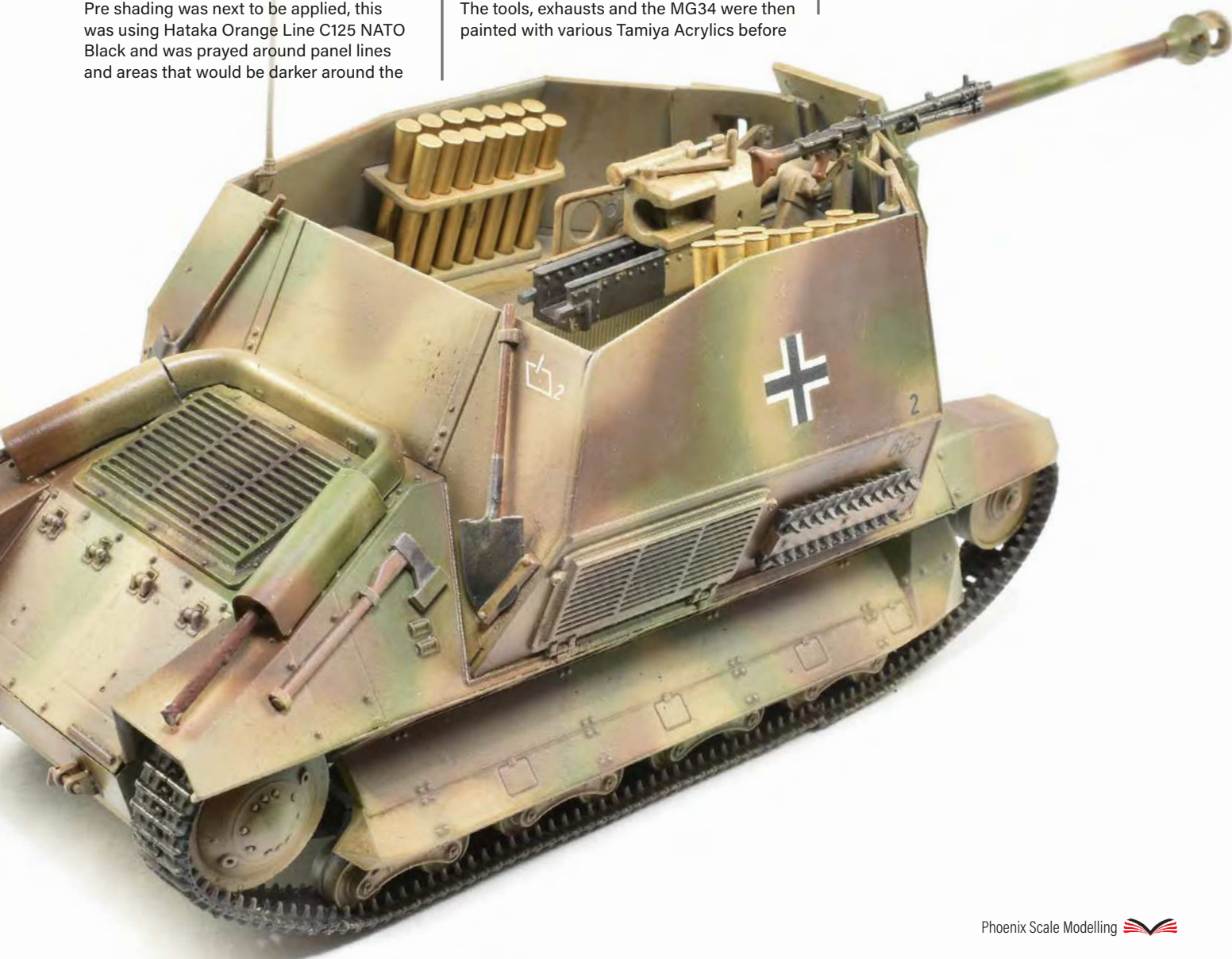
PAINTING

Painting started with Tamiya Fine Grey Surface Primer, after this had been applied and dried, I filled a few gaps that I found before giving it another coat of the Primer. Pre shading was next to be applied, this was using Hataka Orange Line C125 NATO Black and was prayed around panel lines and areas that would be darker around the



vehicle. A couple of light coats of Hataka C244 Dunkelgelb was applied over the vehicle and left to dry for a couple of hours between coats. I had decided to paint the first option with the standard German tri-colour camouflage, a vehicle used in France in 1943, so I thinned down some Hataka Orange Line C169 Olivegrun and some C147 Rotbraun, and then went to work copying the colour plan until I was happy that it matched as close as possible. When this had dried fully overnight, I carefully painted the tracks in Tamiya XF-84 Dark Iron (thankfully there were no tyres on the tiny wheels to paint!). The tools, exhausts and the MG34 were then painted with various Tamiya Acrylics before

being allowed too fully dry. A filter was then applied using Ammo by Mig Tan for Tri-Tonal Camouflage, while the finish was still flat, and this was left to dry overnight. Next followed a coat of Tamiya TS-13 clear was applied overall and when dry, the 6 decals were applied to the vehicle. Another coat of Tamiya TS-13 was applied before a pin-wash of Modellers World Earthy Grime Oil Wash was applied around the vehicle. Then a coat of Tamiya TS-80 Flat Clear was next to be applied to flatten down the surface. A final wash over the tracks Using AK Interactive Track Wash was applied and left to dry before dusting on some Modellers World Rubble Pigments around the tracks and on random areas of the vehicle. The final touch was a light rub over the raised areas of the tracks using a standard HB Pencil to bring some of the detail out. This is a fantastic little kit of an unusual subject and not one I would usually have picked up, but it is a good-looking little vehicle and credit to ICM for picking these more unusual subjects to bring to our attention, I recommend this highly (as with most of the ICM Armour range!), and I look forward to future releases from them. Thanks to ICM for the build sample. [modeling](#)



Marder II Snow Marten

HUW MORGAN BUILDS THE 1:72 SPECIAL ARMOUR SD.KFZ.131 MARDER II

SPECIAL ARMOUR

Prior to Germany's push into Russia in Operation Barbarossa, its Pz.Kfw.II and Pz.Kfw.III tanks had

been able to deal pretty well with all the opposition tanks and anti-tank guns they'd encountered. In Russia however, the Wehrmacht had a rude awakening in initial encounters with early-model T-34 tanks which had effective, sloped armour and a reasonable 75 mm gun. They countered this threat through an urgent programme to mount powerful anti-tank guns on mobile chassis of all kinds, in particular, the outclassed lighter tanks like the Pz.Kfw.II and the Pz.Kfw.38. These vehicles were sometimes rebuilt tanks or new chassis utilising the running gear of existing designs to speed



production. One such expedient solution was the Marder (Marten) II with a new, widened fighting compartment with Panzer II Ausf F wheels and suspension, a relocated engine and mounting the very effective 75 mm PaK 40 weapon. The gun was placed in a limited-traverse mount on the driving compartment roof, surrounded to front and sides by thin 15 mm armour capable only of resisting small-arms fire, and the vulnerability to counter fire, air attack or indirect artillery fire meant that the Panzerjäger operating



Sd.Kfz.131 Marder II

Manufacturer: Special Armour

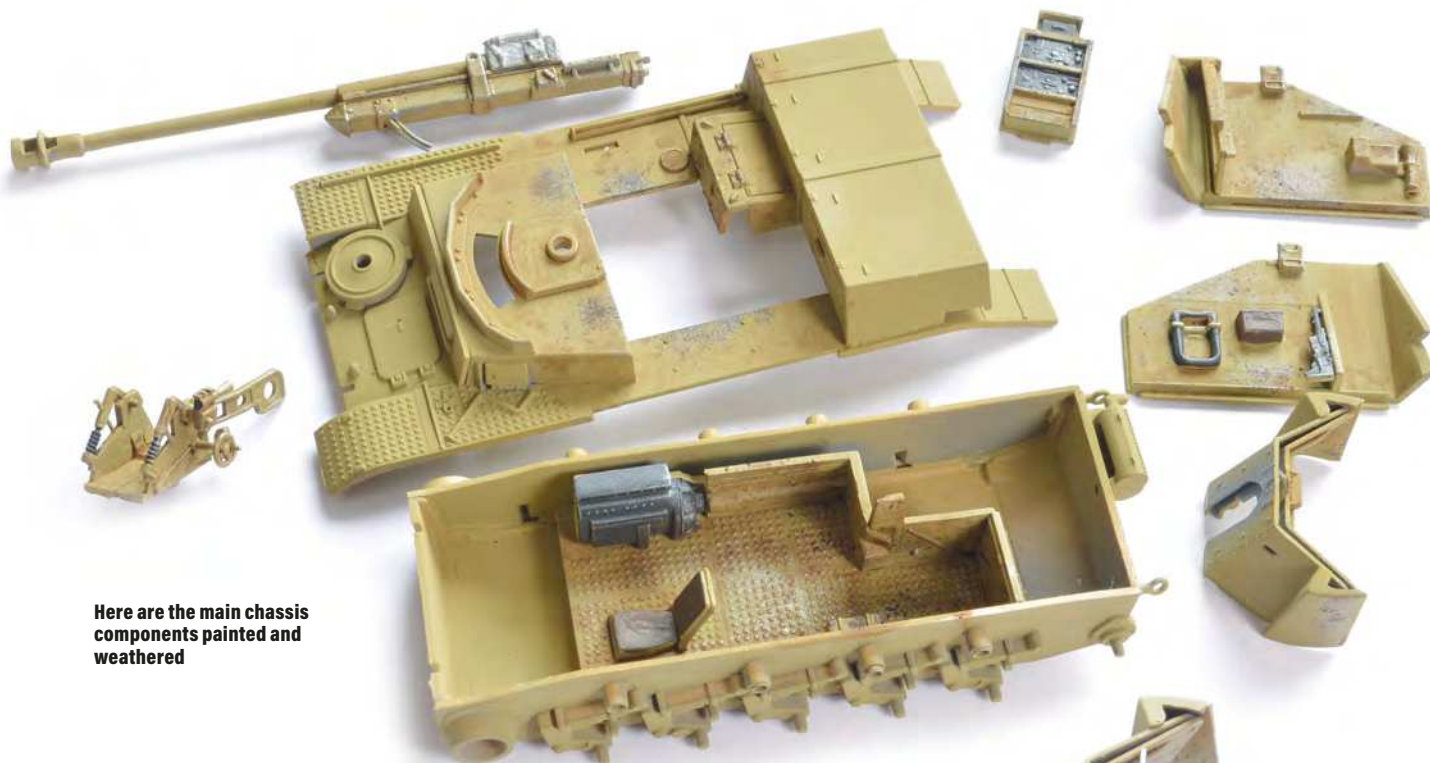
Scale: 1:72

Kit Type: Plastic injection moulded

Kit Number: #SA72020

doctrine was based on firing from defensive, prepared positions. Famo and Famo-Ursus produced 531 Marder II between July 1942 and June 1943 while another 130 were converted from redundant Panzer II hulls later in the War. While the Marder II fought on all European fronts, its main deployment was as part of the Panzerjäger Abteilung of the Panzer Divisions of both Heer and Waffen SS.

Special Armour's 2020 issue of the Marder II is a re-release of the excellent Mk.72 kit of 2011 (#7208) and is presented on two runners of sand-coloured plastic, the instructions are in A5 booklet format with a full-colour marking and



Here are the main chassis components painted and weathered

The detail on the gun is excellent



Special Armour's 2020 issue of the Marder II is a re-release of the excellent Mk.72 kit of 2011

painting guide for which three options are offered, these being Pz.Jg.Abt.49, Eastern Front, Winter 1943/44, 'Kohlenklau/Coal Thief' 3./Pz.Jg.Abt.561, Geschützführer Uffz. Helmut Kohlke, Eastern Front, Spring 1943 and 'Friedel', Unknown Unit, Eastern Front, Autumn 1943. Despite the age of the original issue, the moulding is still sharp, with no significant flash and the plastic appears to hold detail well, although there are some unsightly knockout marks on the inside of the

superstructure sides which will need to be dealt with. There's some internal detail for the driver's and main compartment and the PaK 40 75mm gun is very nice indeed.

Construction begins with the lower hull, made up of floor, sides and rear bulkhead to which the interior is fitted, including the engine, transmission tunnel and radiator intake. Many of the other internal parts are fitted to the inside of the casemate sides, including various weapons, periscopes and



radio rack. The hull and superstructure can be built up at this point before fitting the road wheels and tracks and the gun can be left separate until the end. Before assembling the sides, I'd painted everything with Tamiya XF-60 Dark Yellow, and following a thin gloss coat, shaded with a wash of Burnt Umber oil paint, and dry brushed with lightened XF-60. The gun is typical for a PaK 40, with a two-part barrel, carrier, mount and sighting gear added first, then the two-layer splinter shield and cheek extensions fitted around it, before it can be fitted into the front of the crew compartment. The travel lock is in two parts



with a tubular brace on the glacis plate and a short latch on the engine lid which engages with the tail of the breech. The running gear and tracks are very nice with separate road wheels, return rollers and lengths of track which are malleable enough to be bent around the drive sprockets and idlers, - a useful improvement on rubber bands and less fiddly than link and length. The tracks are long enough that a realistic degree of sag can be introduced between return rollers.

Much of the internals and outside had already been painted with Dark Yellow which was added to the external parts where necessary. The road wheel tyres were painted by hand with Vallejo Black Grey and a faint camouflage scheme sprayed on using very thin Tamiya XF-64 Red Brown and XF-13

Green. An overall wash of Burnt Umber added some dirt which was enhanced with muddy residue made up of Vallejo Weathering Powder mixed with their binder resin. Since I wanted to show the model in a wintry Eastern Front setting some accumulated snow was tucked into corners using Deluxe Materials Snowflakes stuck on with PVA glue. To add interest an air-recognition flag was made up from lead foil sprayed red and white with a swastika decal from my (aircraft!) spares box and a figure in winter uniform from a Black Army Modells set.

This is an excellent rendition of the Marder if you're a fan of 1:72 armour, and a testament to Mk72's original tooling. The kit is straightforward to build, with no significant pitfalls, and has a great level of detail for the scale. Thanks to Special Armour for the review sample. [moderne](http://www.moderne.com)



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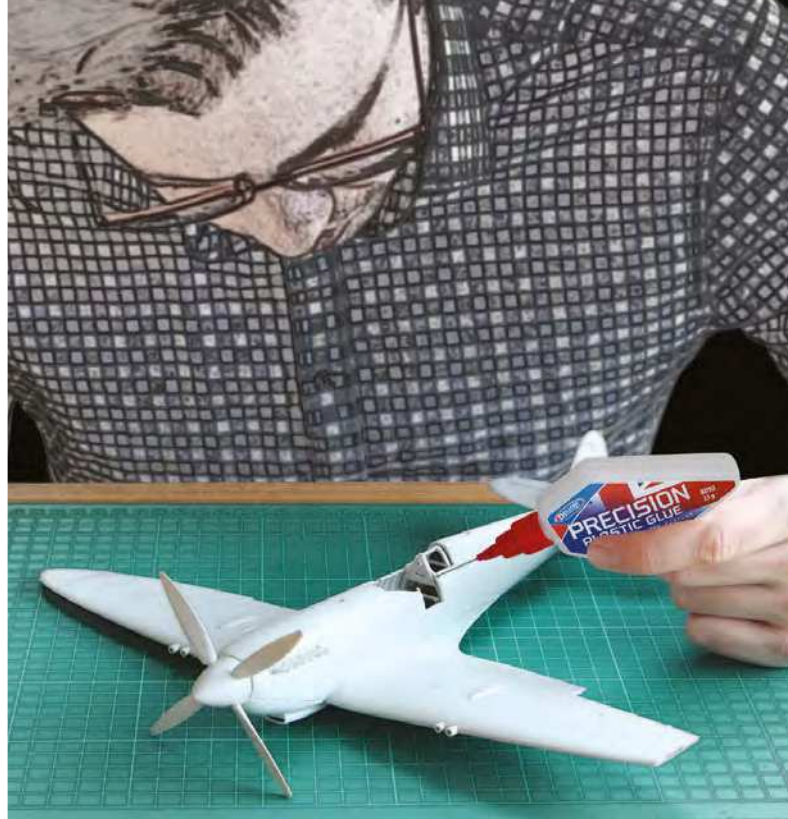
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Cherry Blossom in wartime

DAVID BRANSKI ADDS THE 1:35 FINEMOLDS TYPE 3 HO-NI TANK TO A JAPANESE DIORAMA

FINEMOLDS

Having built a Finemolds Type 3 Ho-Ni tank, I thought it would be a nice idea to place it in a cherry blossom diorama setting. So, I started by cutting a block of XPS foam with the use of a sharp knife and a hot wire cutter. I then shaped the basic landscape and later I made a frame from balsa wood. I fixed balsa to the XPS foam with

UHU glue and held it in place with pins. For the ground texture I made a paste of few spoons of Modellers World Fine Sand, Brown, and

Earth pigments, PVA glue and water and dried soil from my garden.

I then applied the paste with a spoon, and while it was still wet, I sprinkled on some Modellers World Cultivated Earth and Fresh Field Sand. When the ground texture and pigments had dried, I added some Patchy Plains scatter from Geek Gaming to for the road. This was a mix of gravel, stones, sand, static grass, and few other products





Cutting out the base



Applying some scatter



Adding some stones



I built a small pier from balsa wood and painted it with Vallejo Wood Grain



Over the resin water I applied some Gloss Mod Podge



I then made ripples using my airbrush



in one bag that can realistically replicate various surfaces. For the bottom of the pond, I used another base ready product, Arid Earth and both were fixed with a use of Matte Mod Podge Glue. The same glue was later used to fix some rocks and a WWS Summer Blend Static Grass with a WWS applicator. The Torii gate, found in many places in Japan such as outside shrines, was built with some wooden sticks I found in my local hobby store.

I built a small pier from balsa wood, painted it with Vallejo Wood Grain and attached this with Mod Podge. Various plants were later added, from various sources. The water was made with clear resin. First, I masked out a frame with Tamiya masking tape and fixed temporarily a bit of a clear plexiglass to hold the resin in. This helped to

The Torii gate, found in many places in Japan such as outside shrines, was built with some wooden sticks

prevent damage to the frame when removing the plexi later when resin had fully cured. I used Epidoco Procast Max Clear Resin dyed to a specific colour using a few drops of acrylic paint. I then made a cherry blossom

tree with crafting wires, twisting them from the bottom adding branches as I went. Next, I used Das Clay to cover the tree and left it to dry for a day. I then applied some Vallejo Acrylic Mud to create the tree texture. I added more Gaugemaster Seafoam and fixed them with super glue. The tree was later painted with a spray can. Deluxe Materials Scenic Spray Glue was then used on branches, and I then sprinkled on some Geek Gaming Bright Green Tree Foliage, and later airbrushed on some Vallejo Pink to change the colour of the leaves. When the resin had cured, I made some ripples on the water surface with Gloss Mod Podge and blowing air from airbrush to create small waves. Lastly, I placed my Type 3 and some MiniArt figures to complete the scene! [modelling](#)



Objective Bastogne 1944

**ROBIN GILBY ADDS THE 1:35 TAMIYA
M4A3 SHERMAN AND M8 ARMoured
CAR INTO A DIORAMA SCENE**



TAMIYA

This winter scene depicts some forward elements of a US Armoured Division regrouping and

resupplying before heading towards Bastogne to help to relieve the encircled Airborne troops trapped there during the winter of 1944. I chose the Tamiya 105mm Sherman and M8 Armoured Car with a host of various accessories for my build so let's see how I got on. I began with the Sherman build, and things start as expected with the running gear and the lower hull. This is all

easy enough with some decent, if not great detail at the wheels and suspension parts. The upper hull is called up next and here we add the hull MG, some crew tools and start detailing around the engine deck. The two hull halves can now be mated together, and things fitted very well here with just liquid cement holding everything in place. The front hatches can go in place next and then the headlights, brush guards and additional detail parts around the vehicle.





M4A3 Sherman

105mm Howitzer

Manufacturer: Tamiya

Scale: 1:35

Kit Type: Plastic injection moulded

Kit Number: 35251

M8 Armoured Car

Combat Patrol

Manufacturer: Tamiya

Scale: 1:35

Kit Type: Plastic injection moulded

Kit Number: 25196

The turret is called up next and again this is very straightforward and here I added a metal barrel to lift the detail. The hatches can be assembled next along with detail parts such as the lifting eyes, .50 Cal mounting and other ancillary parts. With all that in place the basic build is complete, and I looked at fitting the provided rubber band tracks. They fitted just fine and looked the part when in place. With all that done the build was ready for the next stage, adding the all-important stowage.

I used stowage sets from Value Gear and Tamiya, some other suitable aftermarket parts and some of the kit supplied details too. This was all good fun and fitting all the stowage

was a very enjoyable part of the build. With further parts in place and then some spare track links fitted around the vehicle the build was nearly complete and ready for paint. Before priming I applied a coat of Mr Surfacer across all the relevant areas, this dries quite quickly and gives a great rough effect to all those smooth plastic surfaces. I now decided to build the M8 so I could paint both the models in tandem when complete.

The M8 in this Combat Patrol Set is a quite recent re-release packaged with lots of extra accessories, ration boxes, new decals, and a figure from the recent Tamiya tank crew set. It is a well detailed kit with a decent functional interior which can be further detailed if required. I finished it pretty much out of the box, I just decided to omit the fenders as shown in many of my reference images

I used stowage sets from Value Gear and Tamiya as well as some other suitable aftermarket parts

This gave the vehicle a nice rough and ready look which would be further enhanced with lots of stowage, a winter whitewash paint job, and some heavy weathering.

First, I applied an all over coat of AK Interactive Fine Primer to both vehicles from a rattle can, which gave a lovely uniform finish across the models and shows up any areas which require attention. Next up I used my airbrush and added some Ammo by Mig2005 Black Primer to apply some pre-shading at the running gear and any recessed areas. Painting was Olive Drab overall which was modulated with several lighter buff tones using my airbrush to give some colour variation. On the

Sherman I used Tamiya colours and for the M8 I chose Ammo by Mig paints. This gave a subtle difference of two different shades and paint types to avoid everything looking the same. When dry I could start to pick out details such as the crew tools and the MGs and then I fitted the supplied decals and next it was time to add some weathering.

To start the weathering, I went with various Ammo by Mig Oilbrushers, which I thinned down to create my own dark green and brown washes and effects, and these were applied around the vehicles as appropriate. Now some more detailing could be added including some Tamiya ration boxes and the stretched sprue antenna with cotton tie downs. Some light dusting was added next with my Tamiya weathering pastels and then a light misting with Tamiya XF-57 Buff was blown across all the surfaces to blend everything together and I could look at getting things muddy. Before that though I decided





on a whitewash finish across the M8 to add some further variation and decided on MIG Washable White Camouflage, which would change the look of the vehicle. This is a great product which I brushed on by hand and virtually straight away you can begin thinning it on the model with tap water or acrylic thinner. This gives an interesting look which can be adjusted as required, thinned

further, or removed in places with a cotton swab. The colour variation you are left with gives a great effect and is good fun to use. When I was happy with the result it was left to fully dry and then I applied some mapping with Vallejo Off White, which gives further variation and depth to the paintwork. For my mud mix I turned to AK Interactive Dark Earth Terrain and added in some fine soil

which would match the groundwork on the base. This was applied at the lower hull and running gear and while still wet I dabbed on a couple of different pigment shades in a few areas which would dry to give some colour variation. This was then all dry brushed with some light earth tones to show the raised detail. With the vehicles now complete I could turn to the figures and diorama base.

The base was a pre-cut piece of MDF I had which suited my needs and after a matt black coat of paint I built up the groundwork, the first layer was some household filler with some small stones and fine sand mixed in. Whilst still wet I ran some track links and a spare tyre along the surface where the vehicles were going to sit. When all dry I added the Italeri building ruin and then added more filler, stones and debris as required. The whole scene now got a black undercoat to act as a primer and to unify all the different elements and then various light earth and sand tones were airbrushed across the base for some nice colour variation. The figures came from Dragon and Tamiya and were only slightly adjusted to suit my needs. They were then finished with Tamiya and Vallejo acrylics and pinned in place to the base when I had fixed the vehicles and accessories in position. The finishing touches were the addition of some snow effects from Vallejo around the scene, a few touch ups around the wheels and tracks and I was happy to call this one done!



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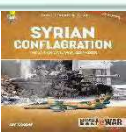
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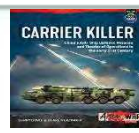
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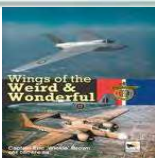
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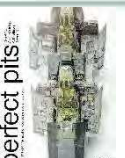
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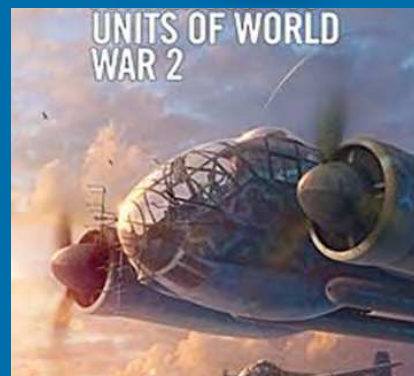
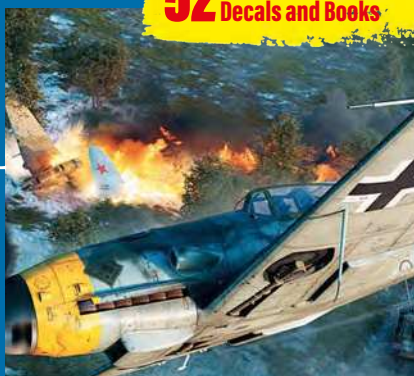
42 Welsh Wildcat
Harrier GR.1/3



48 Desert Storm SLUF
1:72 A-7E



52 News, Accessories,
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A Welsh Wildcat

RENE VAN DER HART BUILDS THE 1:48 KINETIC HARRIER GR.1/3 IN THE MARKINGS OF NO.233 OCU

KINETIC



inetic's still recent RAF GR.1/3 version from their 'Gold' range, is the latest (with the identical AV-8A)

kit from a whole range of Harrier versions released over the years. The box is full of delicious plastic and all sprues are separately sealed in their own plastic bags. The decals look very good, as can be expected because they are printed by Cartograf, and one option contains the famous 'Welsh Wildcat' emblem of the Harrier Operational Conversion Unit. Since this is still quite a new kit, you might expect not many aftermarket parts are available yet. Surprisingly though, I could find much more than I expected. It was only a year ago I built the AV-8A version of this kit, and no aftermarket parts were on the market yet. I used a Master pitot tube, Eduard details, seatbelts, and masking sets, and Quickboost air scoops.

Starting with the cockpit, I added a few plastic strips to act as guide rails for the ejection seat and a few other small details I could vaguely identify on a few photos of the real aircraft. The cockpit was then primed black and airbrushed grey. The raised instrument details were all removed and sanded flush before painting and replaced with the coloured placards from the Eduard detail

set. The seat looks quite nice but could use something extra, and some texture on the cushions was made by putting a bit of Tamiya putty on them and dabbed with a toothbrush. A few small improvements were made to the seat frame too. After painting, the Eduard seatbelts were fitted. A dark wash was applied next to give the seat a used look. The surface detail of this kit is very good and didn't add any extra rivets this time. Two vents on top of the aircraft were cut open and some etched parts were

Harrier GR.1/3

Manufacturer: Kinetic

Scale: 1:48

Kit Type: Plastic injection moulded

Kit Number: 48060

used here to replace the plastic details. These were the only modifications made to surface of this model. Some Eduard etched parts were placed inside the airbrake well and on the heat shields. The intake parts were then glued to the fuselage. A few tiny gaps on the underside were then filled and sanded smooth.

Next, the air intake and engine fan were painted and glued to the back of the cockpit. This assembly was then glued into one side of the fuselage. The mechanism to make the exhausts swivel was also inserted and then the fuselage was closed up. Up to this point, the fit had been excellent. One panel on the spine of the aircraft doesn't line up 100% though. This can be corrected by filling and sanding the misaligned lines and rescribing new ones. Gluing the upper and





Adding some detailing behind the ejector seat

The finished and painted seat

I added a Master pitot tube, Eduard details, seatbelts, and masking sets, and Quickboost air scoops

lower halves of the wings together is next, followed by fitting them onto the fuselage. Now we reach the point where the fit is not as good but can be fixed easily. On both the leading and trailing edge there is a step from wing to fuselage. The underside of the leading edge of the upper wing must be sanded off a bit to make it sit a bit lower. At the trailing edge of the wings, a bit of plastic must be removed from the top side on the fuselage. In both areas it's not more than 0,5mm that needs to be removed. The flaps and ailerons are included as separate parts and can be set straight or drooped. Looking at photographs I noticed most are usually just slightly off-centre position, so that's what I did too. The clear parts, canopy, windscreen, and navigation lights were masked and glued in place. A piece of foam was then inserted in the cockpit and jet intakes to protect them for the next stage, priming. As with all my builds, I use black Alclad Black Primer and Microfiller. This is a hot primer, which etches into the plastic and is therefore very wear resistant. The horizontal stabilisers were painted separately, together with many other small parts like the pylons, fuel tanks and landing gear.



Adding etched
details to the
cockpit

The cockpit fitted into
the fuselage

I use black Alclad Black
Primer and Microfiller





Adding the
camouflage.....



...masking off...

...and applying the
next shade...



... Mr Hobby H330
Dark Green...



The first colour, Mr Hobby H331, Dark Sea Grey, was airbrushed on freehand in a slightly random pattern, followed by a second, slightly lighter colour, to add some accents and light shading. This was again done in a random pattern. Small rolls of Blu-Tac were then used to mask off the demarcation line for the next colour, H330, Dark Green. This colour was applied again in multiple passes, adding a few drops of white and yellow paint for each next pass. After the paint had dried for several hours, a few thin coats of Alclad Aqua Gloss were applied to protect the fresh paint.

I am not a great fan weathering by only using a panel liner. An airplane gets dirty all over, especially in hard-to-reach places. So, to replicate this, I made a wash using Abteilung 502 oils and White Spirit, applied this all over the model, and let it dry for around ten minutes. I then wiped off the excess with a paper towel. Any stubborn stains are removed with a damp flat brush with White Spirit. The front and rear exhaust nozzles were painted in different metallic colours.



...to achieve a really nice finish



The front 'cold' nozzles were painted Steel, the rear 'hot' nozzles Jet Exhaust and the deflector plates behind the rear nozzles were also painted with Jet Exhaust, dry brushed with a slightly lighter metallic shade, and given a rust-coloured wash. As mentioned above, the decals are printed by Cartograf, and they are simply perfect. They are thin, strong and detach from the backing paper with ease. After I was certain no air bubbles were trapped under any of the decals, a final coat of Aqua Gloss was applied.

This coat was very lightly airbrushed on from a distance, resulting

in a satin finish that was instantly dry to the touch. The last things to do were fitting all separately painted parts, removing masking tape from the clear parts, and painting the navigation lights clear green and red. A few 'Remove Before Flight' tags were also fitted for some added contrast. As a big Harrier fan, this kit was a joy to build from start to finish and a nice addition to my collection. Highly Recommended. Thanks to Lucky Model for the build sample. www.lucky-model.com

...and a wash to pick out the panels



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A-7 Corsair Desert Storm

PAUL FERNANDEZ BUILDS THE 1:72 FUJIMI A-7E WITH SOME RATHER EYE-CATCHING PHOTOGRAPHY!

FUJIMI

F

ujimi released multiple versions of A-7 Corsair in the 1980's and re-released them in the 1990's with

striking box art and matching decals. The version I am building here comes on five grey sprue tree and one clear sprue. The kit's mouldings are crisp and free from flash and the panel lines are recessed and accurate. The cockpit comes in three parts, these being an instrument panel, ejection seat and a cockpit tub. There are no details on these parts, but that was not an issue as I was going to show the canopy closed. There are four options in the decal sheet, one from VA-46 Clansmen and three from VA-72 Blue Hawks including the iconic brown and tan jet with big 'Desert Storm' stencil on top of the wings which I'll be using on this model.

Starting with the cockpit, as I said as I was going to show the canopy closed, I didn't do much work here. Next, I glued the two fuselage halves together with minimal sanding. The two parts under nose intake are moulded separately, this gives the modeller easy access into it when applying putty to eliminate the seam line, and also when painting this area white, you just need to be careful when you attach it to the fuselage. Attaching the wings and the elevators was straightforward but don't



Vought A-7E Corsair

Manufacturer: Fujimi

Scale: 1:72

Kit Type: Plastic injection moulded

Kit Number: 35121



forget to drill the holes for the pylons on the lower halves of the wings. The wheel wells are basic, but you can add more detail if you desire. For the armament, I used Mk.20 'Rockeye' cluster bombs from Hasegawa's Weapon Set 2 and kit's AGM-45 'Shrikes' for era specific loadout.

For painting, I started by pre-shading the panel lines with Tamiya Flat Black, then I airbrushed the model with Ammo by MIG Ochre Earth followed by Earth Brown for the camouflage

pattern. I added a drop of white to the camouflage to make it a shade lighter and then airbrushed on the original shade to create a mottled and faded. This was then sealed it with clear varnish for preparation for the decals. Inspecting the decals closely, I some minute cracks that would not survive if I place it in the water, so I decided to create my own decals. First, I scanned the decal sheet then traced it Photoshop. Since there would be will be pure black stencils, they would be easy to





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SLUF

For the armament, I used Mk.20 'Rockeye' cluster bombs from Hasegawa's Weapon Set 2 and kit's AGM-45 'Shrikes' for era specific loadout



print. So, I printed the artwork onto clear decal paper with my laser printer. A tip here if printing your own decals, make sure that you use the correct decal paper for your printer and be careful when using laser printer as it can melt your decal paper and ruin your printer.

After applying the decals, I sprayed the entire model with another layer of clear to level the edges of the decals, and then sealed everything with a coat of matt to remove the sheen. I highlighted the panel lines with a bespoke mix of diluted black ink with a drop of liquid soap for capillary action. Minimal weathering was done, because for me, less is more and realistic. I posed my Corsair on Coastal Kit Bases and added Hasegawa's figures and mule with my own resin printed items to add more effect, and of course did some 'aerial' shots using Photoshop! 







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1:72



1/72 Academy, Finemolds, Fujimi, Great Wall, Hasegawa, Hobby Boss, Italeri and Revell F-14A & F-14B kits are recommended for this decal set.

21-7152 DXM DECALS

Decals Printed by cartograf



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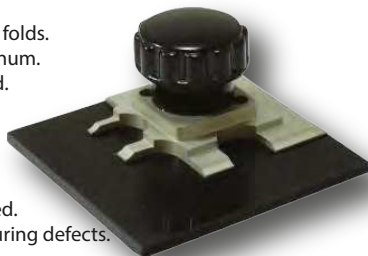
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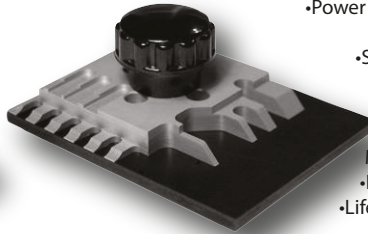
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- Lifetime guarantee

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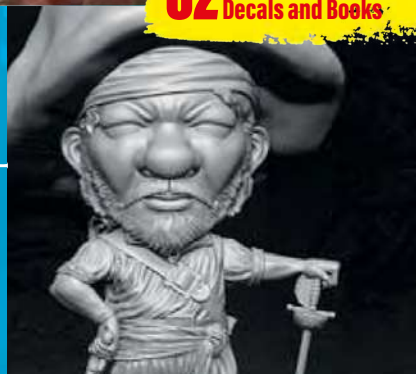


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1:6 3D Printed Figure



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Predator!

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PREDATOR

DAWID BRANSKI DETAILS A 3D PRINTED GAMBODY FIGURE

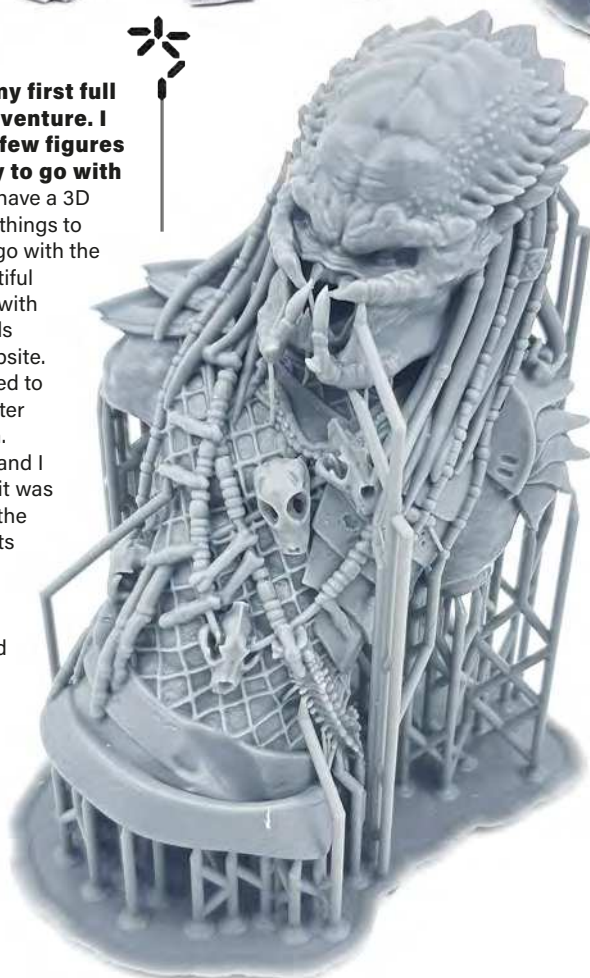


3D PRINTED

First off, this is my first full figure painting venture. I have painted a few figures before, but only to go with

dioramas, however, when you have a 3D printer there are so many new things to discover, and you just have to go with the flow! The STL file for this beautiful looking Predator figure, along with many more beautiful 3D models can be found on Gambody website. For printing this figure, I decided to use Elegoo Mars 2 Pro 3D printer loaded with Elegoo Grey Resin. This printer is very affordable, and I was really excited to see what it was capable of, so after setting up the printer, printing some test prints and changing a few settings I decided to not waste any more time and print one of the largest parts first, the head and body. Success! It looked really amazing! The plan was simple, pick up my paintbrushes and airbrush and just dive in and have fun.

After removing all resin supports and doing a little clean up by filling a few holes and bit sanding, I fixed all the resin parts together with



For printing this figure, I decided to use Elegoo Mars 2 Pro 3D printer loaded with Elegoo Grey Resin

VMS Black CA glue. I really should have left the sword y until I finished painting because I broke it three times! The next step was to spray the model with my favourite primer, Mr Surfacer Black, thinned with Mr Levelling Thinner. I also did some zenithal highlights by spraying on some Mr Surfacer White from above. This is a pretty cool technique to use when painting with super thin layers later on. For the first base coats I used my airbrush and lacquer paints from Hataka. First, Hataka Dark Brown 7K with a little Hataka Sand 6K was used. I then started spraying this on in thin coats over the skin, overing a little more where the shadows were. Next using more Hataka Desert Beige I worked on the highlights and strongest points of the figure. Predators have dark patches on their skin, and to imitate that I chose Hataka C230 Dark Grey

Time to test new Hataka Violet Range paints designed for figure painting. Currently Hataka has released two sets, with basic colours but when I need a different tone, I would mix up the shade I needed. I always get a bit nervous about brush painting, as I mostly used an airbrush. So out came my Army Painter Palette, and the fun began. After a little bit of painting, I really started to like these new Hataka colours a lot. The consistency was really nice, and I managed not to leave any brush strokes! The Hataka Blue Line colours are ideal for brush painting, but this coverage with these new sets was really fantastic! For the armour bits I used Hataka Blue Line Gunmetal.

For the hair and gun ornaments I used Citadel Auric Armour Gold. The same paint was later used on the base. For the pistol I just wiped the paint off, so only a little was left on the side of the brush and I then gently stroked the brush against the raised detail, just when dry brushing. This worked well. Next the entire skin was painted with Citadel Plaquebeared Flesh Contrast. However, I felt this was a bit too 'green' and I later fixed that with a coat of another shade, Guillemin Flesh Contract, again from Citadel. Contrast paints are a lot of fun, and the idea is to make a darker shade and some highlights all in one step, so when you have the right contrast colour, you don't really need to be an

experienced figure painter to do some pretty decent job! I would suggest you look out for these paints! Another cool contrast paint I used was Cryptek Armourshade Gloss.

This one was really spot on, and what I really wanted this armour to look like, very old and weathered. Next, I used Citadel Agrax Earthshade Wash and this caught all the deep recesses and gave some strong shadows.

Time for some dry brushing now along edges of the raised details, using Hataka Gunmetal on the weathered armour along with some brightened red on the fabric that holds the arm gauntlets. The next step was to apply VMS Satin Varnish to tone down the skin and everything except the armour.

I also created some more deep shadows, mostly underneath the armour using a couple of Ammo by Mig Oilbrushers. These were applied, left for a few minutes, and then blended in. For the base, I wanted a rough stone texture, so I used

some Mr Surfacer 500 and an old brush. When dry, I sprayed that stone parts with Mr Surfacer 1500 Grey and weathered it with Ammo by Dark Sea Grey Wash. I

also Ammo by Mig Modern Military Vehicles Wash on the gold parts, leaving the top a bit more weathered by not wiping off the excess. Finally, I created my own wash using Tamiya XF-18 Medium Blue mixed with X-20 Thinners (not X-20A). Then with a sponge I this all over the grey areas on the base and that was it, finished my full figure complete! I was very happy with final result, and it was a lot of fun! 





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Ahsoka Tano

SIMON BORDONARO PAINTS THE 1:6 INDY MODEL 88 3D PRINTED FIGURE

INDY MODEL 88

I purchased this Ahsoka Tano, Star Wars Jedi character, STL file from Indy Model 88 and chose to print it at 1:6 scale. This model itself is made up of fourteen pieces that required a lot of printing time, in fact some forty hours in total. The two light sabres were printed in translucent baby blue resin to give them more realism and the figure was then painted entirely in acrylics.

To give the figure its correct colours, I used as my reference the 'Clone Wars' version of Ahsoka as this matched the 3D print, I had. I've started painting the skin tone with red oxide, a warm base, with my airbrush for more uniformity. I then studied the shadows, adding a washed blue tone at base colour using a dot spot technique. This kind of process consist in micro splashing colour onto the skin tone, thereby giving realism, colour transition and texture, plus adding volume to the finish.

The next step, spotting was to add some highlights, and here I used white and yellow as a base colour. The lips and eyes were brush painted, making sure to give the Jedi a



focused expression. I also used a warm skin tone and cold eyes to give more contrast. Giving her more feminine touch led me to glaze her eyes with Tamiya Gloss, making her face more magnetic and voluptuous. I then used a plain white for her warpaint, almost straight from the bottle, thereby giving more contrast to her gentle skin tone and glossy eyes and lips. These little details on large scale models, beside any research on rendering different materials, makes an

interesting project.

Painting Ahsoka's unique scalp was a great challenge. Her three 'tentacle shaped' appendices sweetly lean onto her shoulders and are adorned with tattoo-like stripes.

So, here I played around with a lot with different colour thicknesses, airbrushing on a base colour of white, then grey and finally baby blue was brush painted on for the stripes and scalp marks. The rest of the figure was then painted with my airbrush, keeping clothes smooth. Various textures were then added, plus slight marks and scratches applied. The leathers areas were painted with brownish acrylic washes.

I was careful with how the light source fell onto the model as I didn't want her clothes, light sabres and metallic areas to divert attention from her face. I enjoyed painting the metal areas, keeping them glossy on the highlights and dull in the shadow areas using black. This kind of technique was also used for leather boots too, giving them a worn look with additional scratches and weathering. On the base, again I kept the pigments and paints rather dull to ensure I kept the realism balanced so they did not detract the focus from Ahsoka. [more info](#)





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**The two
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were printed in
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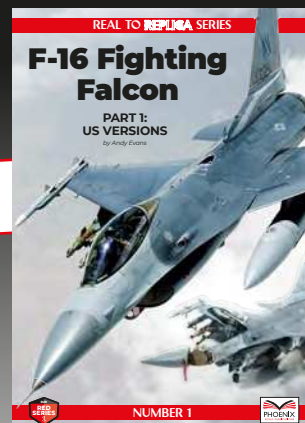
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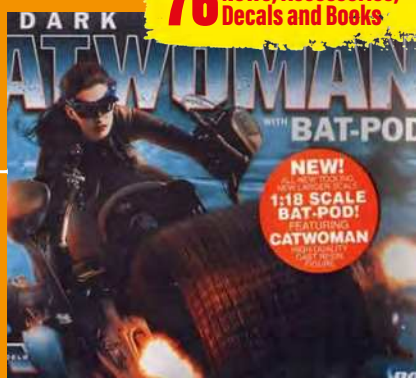


66 Bobba Fett Bust
3D Printed Bounty Hunter



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Galactic Bounty Hunter

JEZZ COLEMAN DETAILS A 3D PRINTED BUST OF BOBA FETT

3D STAR WARS MODELS

Boba Fett's career spanned decades, from the fall of the Galactic Republic to the end of the rule of the Galactic Empire. He was an unaltered clone of the famed Mandalorian bounty hunter Jango Fett who raised the

boy as his son. Boba emulated his father and genetic donor by wearing a customised suit of Mandalorian armour. His personal Starship, Slave 1, a Firespray-31 Class patrol and attack craft once belonged to Jango. Trained in combat and martial skills from a young age, Fett was one of the most feared bounty hunters in the galaxy during the reign of Emperor Palpatine. He became a legend over the course of his career, which included contracts for both the Empire and the extensive criminal underworld. After Jango's death, Fett took up his late father's profession as a bounty hunter, working alongside other mercenaries such as Bossk, Dengar and Asajj Ventress, while also notably apprenticing himself to his father's infamous brief protégée, Cad Bane. In the aftermath of the Clone Wars, Fett continued to make a name for himself while working for the gangster Jabba Desilijic Tiure as well as the Sith Lord Darth Vader. During the Galactic Civil War, the bounty hunter managed to track down Captain Han Solo on a contract for the Galactic Empire, before delivering him to Jabba's Palace back on Tatooine.





AUTO



MILITARY



AIRCRAFT



FIGURES



SCI-FI



MARITIME

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This is a fantastic printed bust form the guys at 3D Star Wars Models







During the journey, Fett stopped on the moon of Nar Shaddaa in order to make sure Solo would survive his time in carbonite, but he lost the smuggler while he was away as part of the return of the Crimson Dawn, kicking off a war between bounty hunters for Solo. Ultimately, Fett regained Solo and delivered him to the impatient Jabba.

So, after that introduction, I present to you my 3D print of one of the most feared bounty hunters in the Galaxy. If you have a good look around on the Internet, you will come across a plethora of Star Wars fans who are creating their favourite characters from the big screen in a 'fan art style', and this print is one such example. This is a fantastic bust of Boba Fett, and credit goes out to the guys at 3D Star Wars Models. You can find on the social media platforms and also on Patreon, where you can subscribe and obtain this file along with many other amazing builds to allow you to print your favourite fan art characters from the big screen.

After printing of the file, which consists of several parts such as the base, helmet, and jet pack it was just a case of cleaning off the supports from the printing process and applying a black primer coat followed by some white zenithal highlighting. For those that are thinking 'wait a minute, what is Zenithal highlighting?' Well, this is a way to reproduce the light and shadows with an imaginary light source, by applying the paint directly over the subject from one position thus creating a forced shadow. So, now with the preparation work complete, it was time to tackle the paintwork. Now I am by no means an expert in the figure painting, however, I approached this as I would do a painting a weather-beaten tank or aircraft. First up was to get some colour onto the armour, and for this I used Tamiya Dark Green as a base coat. I followed that with a variation of lighter and darker shades of the base colour. Finally, I hit the armour with a contrasting yellowish green though a mottled stencil, held slightly away

from the figure in order to bring some life into the all-over green shade.

I then masked up the shoulder pads with a bright yellow, and once the masking had been removed, it was time to start to the clothing, and for this I thought brush painting was the way to go. A mixture of Vallejo Black and Mid-Brown was applied to the clothing, and this was then given a very subtle dry brushing of Vallejo Stone Grey, as the print had some really nice surface detail. Next up was to paint the visor and the red banding around the helmet using a fine detail brush. Finally, I added the metallic details using Tamiya Titanium Silver and Gold. With the bulk of the bust complete all that was left to do was paint up the base in its respective colours. The nameplate was a separate part and a very nice addition to the overall look. This was glued into place once painting was complete. I wanted to add the shoulder markings, but rather than paint them on I opted for a homemade decal. So here I masked off the cream-coloured section and after a quick search for the shoulder emblem on the Internet I found an image that would be suitable. This was then imported onto my laptop and printed onto clear decal paper.

Next, I sprayed a coat of Johnson's 'Future' over the decals prior to applying them in order to seal in the printer ink and stop it from bleeding when the decal was placed into the water before applying it. With all the paintwork complete I gave the entire print a quick coat of Alclad Aqua Gloss prior to adding some subtle oil washes to really make the details pop out. I then added some scratches and scrapes onto Fett's armour. Finally, a matt coat was applied to seal everything in, and the bust was glued onto its display base. I have to say that the world of 3D printing really does have it place in any modeller's workspace. Especially when you can easily obtain files like this for less than a price of a cup of coffee nowadays. Or if

you are feeling adventurous, you could always attempt to learn how to design or create your own models to print. Either way I will be doing a lot more things to come in future so keep an eye out in the pages. Until then 'May The Force Be With You'.....as they say! [Red Bull](#)



Zoids: Kuwaga

SCOTT TAYLOR OF THE SCALE MODELLERS SUPPLY (SMS) ADDS SOME 'COLOUR SHIFT' TO THE TAKARA TOMY KIT

TAKARA TOMY

Zoids is a long running Japanese series of model kits, toys, anime, and manga based on

mechanical (or Mecha) animals that are involved in a future war on an alien planet. Each design is based on different animals from our own planet, both modern animals and extinct ones like Dinosaurs. Takara Tomy introduced a entry level model kit series a few years back to draw in new and younger model builders into the Zoids universe which all the parts are already removed from the sprues so only assembly is required. For this build, I am using the Kuwaga, a Zoid that is based on the staghorn beetles of Japan.



Kuwaga

Manufacturer: Takara Tomy

Scale: 1:35

Kit Type: Plastic injection moulded

Kit Number: ZW07



Removing some flash with an SMS Ceramic Scraper tool

THE BUILD

The build itself is very easy to do. Each part is clearly marked in the instructions and fit together perfectly. Several parts required the removal of some flash lines. To do this, I used the SMS Ceramic Scraper tool to gently remove the excess plastic until it was flush, and then finished up using a 1500 grit sanding pad to smooth off the last of the roughness caused from scraping the plastic away. The Ceramic Scraper is a perfect tool for this as the blade itself is made from a precision ceramic and while bevelled, it not sharp, meaning that it is less likely that the blade will slip and gouge the plastic like a sharp metal blade can. The last thing to do was to fill any damage to the plastic that was caused in the production process of removing the sprue at the factory.

Most pieces were fine, but some had big holes in them which was easily remedied using some putty.

Colour Shifts feature a multi-faceted pigment flake that has the ability to reflect back different colours based on not only the viewing angle, but the light viewed under and the base coat underneath

CURVES AND ANGLES

With the design of this kit being all curves and angles, it was a perfect subject to show off the ability of the SMS Colour Shift range. Colour Shifts feature a multi-faceted pigment flake that has the ability to reflect back different colours based on not only the viewing angle, but the light viewed under and the base coat underneath it.

For most Colour Shifts, Black is the ideal colour that should be used as the base coat. Black will give the deepest colour possible, but you can also get some unique effects by using other colours such as white, silver or a colour similar in shade to the Colour Shift itself. For this build though, I wanted to show off the best shift possible, so Black was the base coat of choice.

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The build itself is
very easy to do



Applying a
primer coat



The body was painted in
Advance Obsidian



Adding a Jet Black
basecoat



Now for some Colour
Shift Extreme
Supernova Gold/
Green/Magenta



Hypertone Cold Chrome was used on the pincers

Here's the paints used on the rubber sections....



Everything received a primer coat first using SMS Surfacer Black. This helps lay down the foundations for the next paint to adhere to and fill in small imperfections left over from the construction process. I left it dry and then checked over everything to ensure that it was nice and smooth before moving onto the next stage. For the main body, I wanted a black look but slightly more appealing than just straight Black. In the SMS Advance Range (a concentrated version of our airbrush range), we have a beautiful metallic Black called Obsidian. This has a nice metallic fleck through it but get it on the right angle, and blue/green/silver flakes shimmer and give an awesome effect. For the body, I thinned the Obsidian down 1:1 using Acrylic Lacquer Thinner and applied it generously at 15PSI using an 0.3 Dual Action Airbrush. For the main armour, I applied SMS Jet Black over the

primed parts to get a deep black, high gloss finish – almost a piano black look – so as to have the best possible surface for the Colour Shift to lay on.

COLOUR SHIFT

I left that cure for around twenty-four hours, then moved on to the Colour Shift. For this one, I chose to use Colour Shift Extreme 'Supernova'. Colour Shift Extreme is a high-end colour shift that are different to our standard colour shifts in that they use a super fine, 'mirror' style of pigment. I began by applying a very light dusting coat over the parts at 15PSI with the 0.3 Dual Action Airbrush again. Once that had dried for about ten minutes, I came back in again a little heavier and applied another coat. I repeated this process and built up six layers

to get a super smooth finish. Once that had cured, I applied a few coats of SMS Super Clear to give the final paint finish a high gloss, glass like look. For the side pincers, SMS HyperChrome Cold was applied over the Jet Black painted pieces to give a high shine silver look to them. I had initially wanted to go for a full mirror look which is possible with HyperChrome but decided to go for the high shine look instead which I felt gave the kit a much better look alongside the Colour Shift.

Underneath the model are six rubber parts that slide on the underside of the legs. With these being a soft rubber material, the paint itself would most like crack and flake off when dry. To combat this, I added some SMS Flex (a flexible additive designed to give our paints some flexibility for use with RC cars and the like) to the Jet Black and then topped



...and here they are fitted



Installing some etched parts for added detail

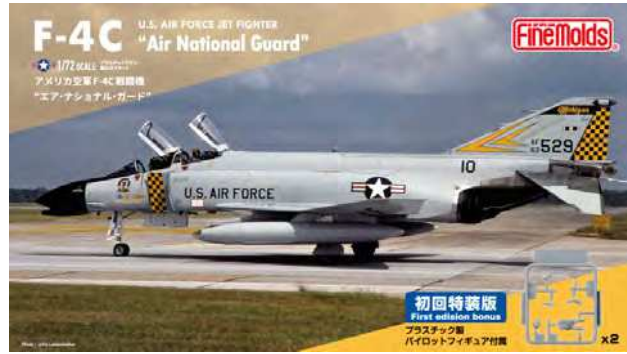


with Colour Shift Extreme 'Hyper Space' to give a contrasting look compared to the main armour. To finish up the painting, small details were hand painted using SMS Advance Silver and Rich Gold such as the pistons on the legs and body and the eyes were painted using SMS Deep Blue Pearl. Now that all the painting was done, the final step was to add on some etched details using some detail sheets from Japanese company Ocean Spirits. These parts were designed mostly for Gunpla but can be easily used on other subjects to great effect. Using PVA Glue, I stuck on the etched parts over sections where there would be moving parts to help simulate gears.

THE BASE

For the base, it only needed to be simple. A while back, I found sheets of adhesive backed wall tiles at a local hardware store that were a brushed metal hexagonal pattern. The hexagonal pattern was a good fit for the mechanical design of the Zoid, so I removed each hexagon off the backing sheet and stuck them into a pattern on some styrene sheet that would allow the Zoid to be mounted to. Once the pattern was complete, I cut down the styrene, so it matched the pattern and then airbrushed on black then some more Colour Shift on the edges to match the model. The model was then fixed into place with a drop or two of CA Glue on the underside of the feet. While this wasn't an overly complex model to build and complete, it was still a fun painting project that shows off how awesome Colour Shift colours really are. If you haven't tried Colour Shifts before, give them a go on your next project - it's always amazing to watch them change colour on your models! [modeling](#)

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9020 – 1:12 The Relic Kothoga

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KOTOBUKIYA

KP551 – 1:35 Type 07-III Tank

 www.modelhobbies.com


MOEBIUS

1:72 – 2001 Space Clipper

1:8 – Catwoman and Bat Pod

 www.moebius.com


REVELL

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MASTERBOX

MB24083 – Edge of the Universe Episode V

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973 – 1:1000 Star Trek

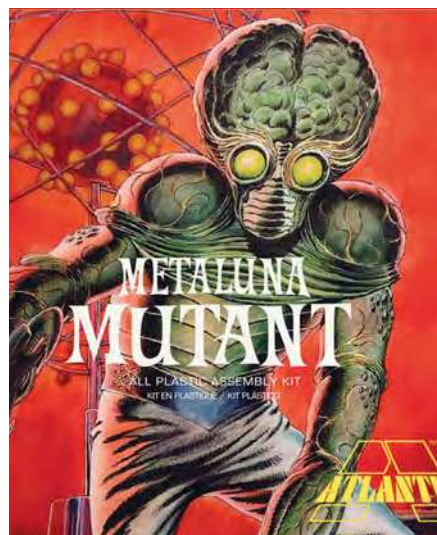
Discovery – USS Enterprise

AE341 – UFO from Area 51

 www.polarlights.com


ATLANTIS

1:12 Metaluna Mutant

 www.atlantismodels.com


AOSHIMA

05916 – 1:24 Back to the Future DeLorean

 www.aoshima.com


MARITIME

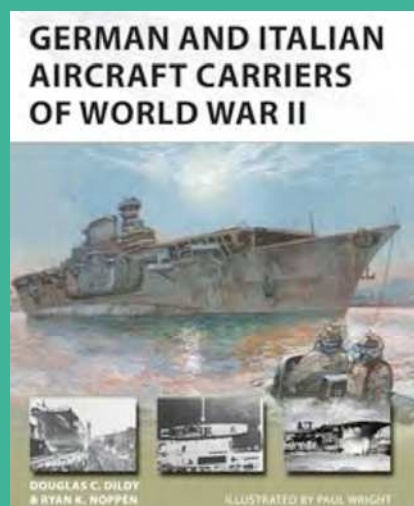
German and Italian Aircraft Carriers of World War II

PUBLISHER: OSPREY

AUTHORS: RYAN K. NOPPEN, DOUGLAS C. DILDY

This book explains not only the history of Germany's famous Graf Zeppelin fleet carrier and German carrier conversion projects but also Italy's belated attempt to convert two of her ocean liners into carriers. It considers the role of naval aviation in the two countries' rearmament programmes and describes how ultimately it was only Italian seaplane carriers and German ocean-going, catapult-equipped flying boat carriers that both Axis powers did eventually send into combat.

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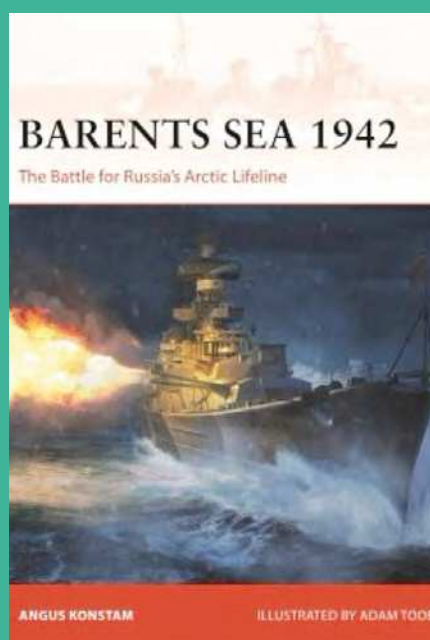
Barents Sea 1942

PUBLISHER: OSPREY

AUTHOR: ANGUS KONSTAM

In December 1942, under Operation 'Regenbogen' (Rainbow), the German Kriegsmarine sought to strike a crippling blow on the Arctic convoys and finally sever this all-important sea route. In this fascinating work, renowned naval expert Angus Konstam documents the fate of the Allied Convoy JW 51B as it came under attack from some of the Kriegsmarine's most powerful surface warships - a pocket battleship, a heavy cruiser and six destroyers. Illustrated with stunning battle scene artworks, maps, 3D diagrams and photographs.

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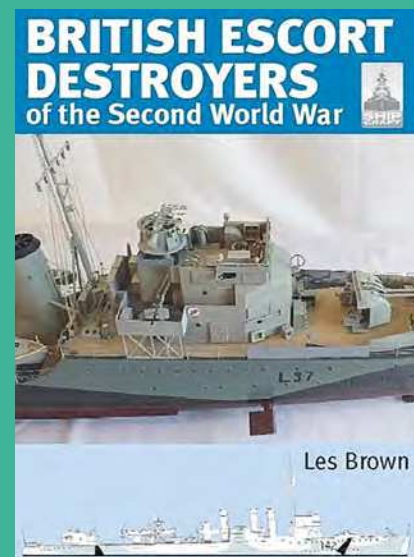
British Escort Destroyers

PUBLISHER: PEN & SWORD

AUTHOR: LES BROWN

This volume covers the many variations of Royal Navy wartime escort destroyers, both the purpose-built 'Hunt' class and the conversions from older fleet destroyers. The 'Hunts' were built in four groups (Types I to IV), while the old 'V&W' classes were modified to Long Range Escort, Short Range Escort and 'Wair' (anti-aircraft) variants. Also included are the fifty ex-US 'flush-deckers' that became the 'Town' class. With its unparalleled level of visual information - paint schemes, models, line drawings and photographs - this book is simply the best reference for any modelmaker setting out to build any of these numerous escort types.

www.pen-and-sword.co.uk



What Happened to the Battleship

PUBLISHER: PEN & SWORD

AUTHOR: CHRIS BAKER

This new book takes a fresh look at the slow demise of the battleship. It examines the decisions made by the major world powers after 1945, and their aspirations to retain battleships in their navies, despite financial



stringency. It places the history and role of battleships after 1945 in their geo-political context, centred around the Cold War and the need for the West to face down an aggressive Soviet Union. It also examines the impact on battleships of operational analysis of the Second World War and new technological developments, notably the atom bomb and the guided missile.

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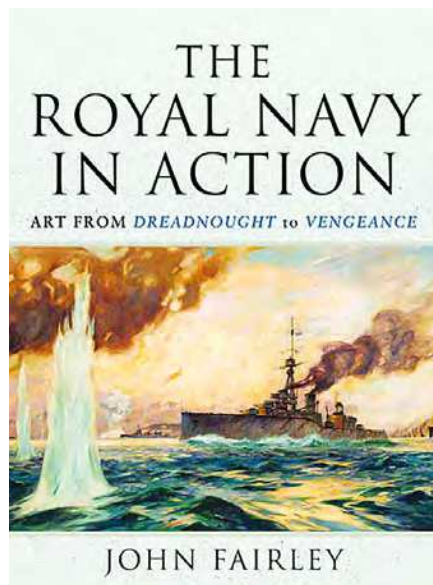


Royal Navy in Action - Art from Dreadnought to Vengeance

PUBLISHER: PEN & SWORD
AUTHOR: JOHN FAIRLEY

This fine book brings together a collection of superb art works which bear witness to the majesty of these mighty ships in action and, at the same time, are a memorial to the dangers, heroism, and victories at sea. You are treated to a feast of the finest maritime paintings depicting the Royal Navy's dramatic confrontations of the last 120 years. Masters such as Norman Wilkinson, Richard Eurich and William Wyllie cover the two World Wars. Other works illustrate the crucial role of the Navy in the Falklands War and the latest aircraft carriers are also represented.

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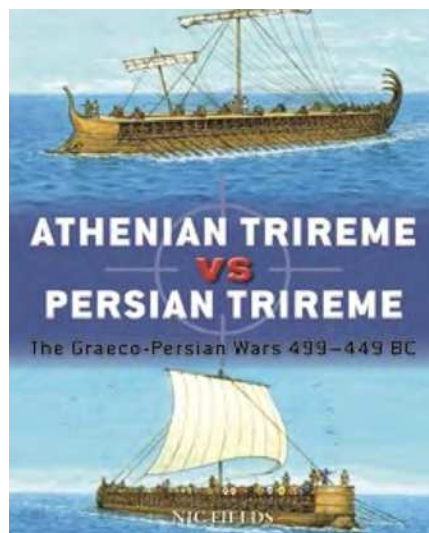


Athenian Trireme v Persian Trireme

PUBLISHER: OSPREY
AUTHOR: NIC FIELDS

You may be familiar with the Athenian trireme - but how much do you know about the ram-armed, triple-oared warships that it duelled against at the battles of Artemision, Salamis and the Eurymedon River? How similar or different were these warships to each other? And why did the Persians rely on Phoenician vessels to form much of their navy? Compare the form, construction, design, manoeuvrability, and tactical deployment of the opposing triremes, aided by stunning illustrations. Man the decks of these warships with the fighting complement of Greek citizen hoplites, Scythian archers and Persian marines, and learn why the Greeks placed a bounty of 10,000 drachmae on the head of Artemisia - the Karian queen and Persian admiral, and the only woman among Xerxes' commanders.

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Aircraft Carrier Hiryu

PUBLISHER: OSPREY
AUTHOR: STEFAN DRAMINSKI



Drawing on new research

and technology, this edition is the most comprehensive examination of Hiryu ever published. It includes a complete set of detailed line drawings with fully descriptive keys and full-colour 3D artwork, supported by technical details, photographs, and text on the building of the ship and a record of the ship's service history.

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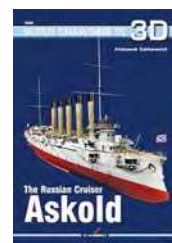
The Russian Cruiser Askold

PUBLISHER: KAGERO
AUTHOR: ALIAKSANDR SUKHANEVICH

In the late 1890s the Russian Empire sought to strengthen its presence in the Far East, China, and Korea. Faced with a growing threat posed by the Imperial Japanese Navy, the Russians saw an urgent build-up of their naval forces in the region as an utmost priority.

On February 20, 1898, Emperor Nicholas II approved a supplementary shipbuilding program for the Far East, which would see the construction of six 5,000 - 6,000-ton cruisers, in addition to ships already being built under the 1895 program. The task to formulate technical requirement for the new vessels was delegated to the Maritime Technical Committee.

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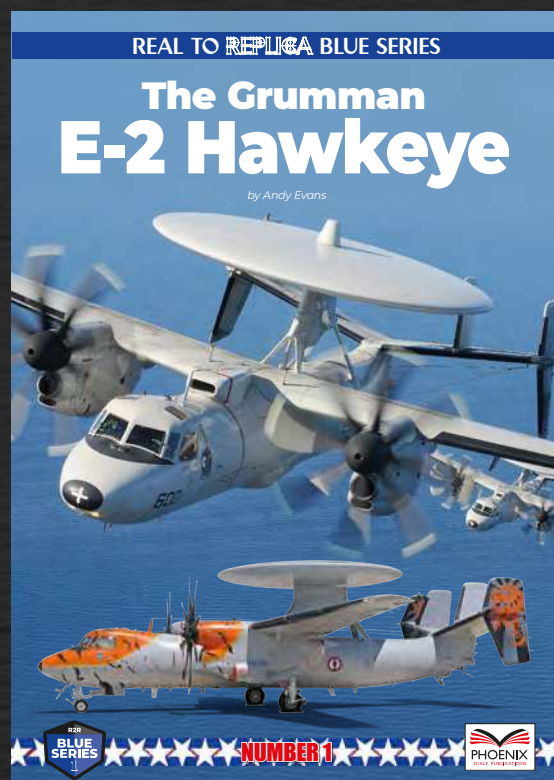
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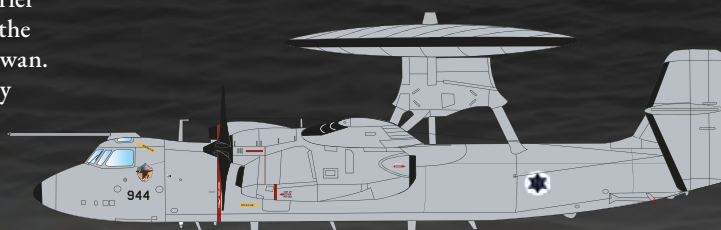
The Grumman E-2 Hawkeye

by Andy Evans

The Grumman E-2 Hawkeye was designed and developed during the late 1950s and early 1960s for the US Navy as a replacement for the earlier, piston-engine E-1 Tracer, which was rapidly becoming obsolete. The E-2 was the first aircraft designed specifically for its role, as opposed to a modification of an existing airframe. The E-2A Hawkeye entered US Navy service in January 1964 and in April 1964 with VAW-11 at NAS North Island. The first deployment was aboard the aircraft carrier USS Kitty Hawk during 1965. Since entering combat during the Vietnam War, the E-2 has served the US Navy around the world, acting as the electronic 'eyes of the fleet'. In August 1981, a Hawkeye from VAW-124 Bear Aces directed two F-14 Tomcats from VF-41 Black Aces in an intercept mission in the Gulf of Sidra that resulted in the downing of two Libyan Sukhoi Su-22s. Hawkeyes from VAW-123 aboard the aircraft carrier USS America directed a group of F-14 Tomcat fighters flying the Combat Air Patrol during Operation El Dorado Canyon, the joint strike of two Carrier Battle Groups in the Mediterranean Sea against Libyan targets during 1986. More recently, E-2Cs provided the command and control for both aerial warfare and land-attack missions during the Gulf War. Navy E-2Cs have been upgraded with eight-bladed propellers as part of the Hawkeye 2000 program, and the first squadron to cruise with the new propellers was VAW-124 'Bear Aces'. The Hawkeye 2000 version can track over 2,000 targets simultaneously while also detecting 20,000 targets to a range greater than 400 miles and simultaneously guide 40-100 air-to-air intercepts or air-to-surface engagements. In 2014, several E-2C Hawkeyes from the 'Bear Aces' were deployed from USS George HW Bush as flying command posts and air traffic controllers over Iraq during Operation 'Inherent Resolve' against the Islamic State. During Operation 'Enduring Freedom' and Operation 'Iraqi Freedom' all ten Regular Navy Hawkeye squadrons flew overland sorties, providing battle management, close-air-support coordination, and combat search and rescue duties. VAW-120, the E-2C fleet replacement squadron began receiving E-2D Advanced Hawkeyes for training use in July 2010, and on 27 March 2014, the first E-2Ds were delivered to VAW-125. The E-2D will play a larger role than that of the E-2C, with five E-2Ds aboard each carrier instead of four C-models. In smaller numbers of E-2s have been sold to the armed forces of Egypt, France, Israel, Japan, Mexico, Singapore and Taiwan. This 100-page full colour 'Blue Series' book looks in detail at the history and employment of the Hawkeye, with photographic references, walk arounds, and as the 'Real to Replica' title suggests there is a section on how to model the E-2 using Kinetic kits, making this book and ideal resource for both the enthusiast and scale modeller alike.



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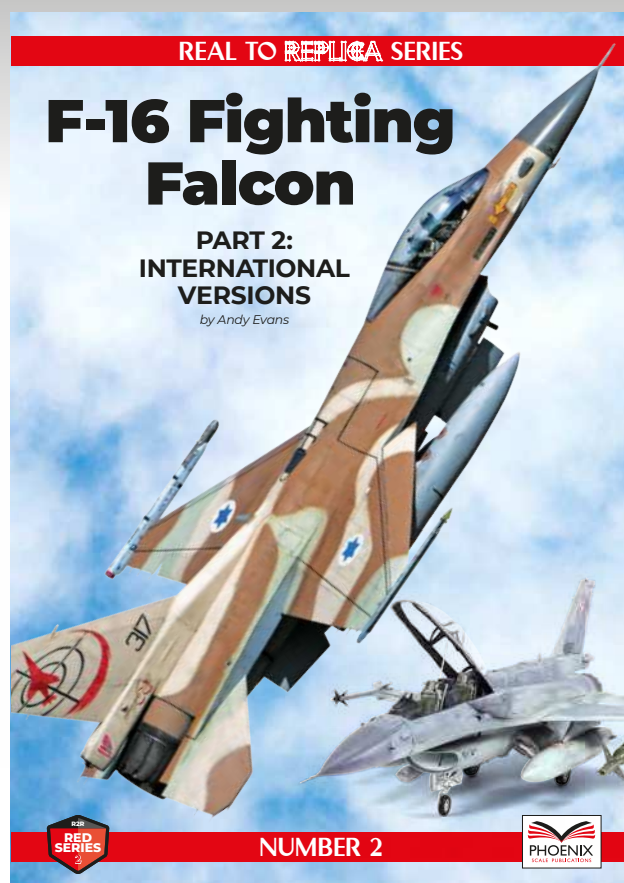
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F-16 Fighting Falcon

PART 2: INTERNATIONAL VERSIONS

by Andy Evans

Despite the first YF-16A being rolled out in 19 in December 1973, the F-16 Fighting Falcon is still in demand today, whether this be new Block versions or onward sales of aircraft retired from US or other nations inventories. Once the F-16 was selected by the US Air Force, it was further decided to form a partnership between the USAF and nations of the NATO alliance who had a similar need for a lightweight fighter, to begin development of the plane for service. Four such nations chose to join the development effort, becoming involved in production and sub-contracting work. The four European partners, collectively known as the European Participating Governments (EPG), these being Belgium, Denmark, the Netherlands, and Norway. Many F-16s have since been sold under the aegis of The United States Foreign Military Sales (FMS) Program or by part of any Security Assistance Program authorised by the Arms Export Control Act (AECA) between the US and an authorised foreign purchaser. F-16 user countries include Bahrain, Belgium, Chile, Denmark, Egypt, Greece, Indonesia, Iraq, Israel, Italy, Netherlands, Norway, Pakistan, Jordan, South Korea, Morocco, Poland, Portugal, Romania, Singapore, Taiwan, Thailand, Turkey, USA, Venezuela. The F-16 continues to be a modern, highly capable, affordable and supportable fighter. The program is healthy, with a strong likelihood of new orders that will extend the production lines for several more years. This 144-page book looks in detail at the history and employment of the F-16 with the nations listed above in detail, highlighting the various differences in avionics, equipment and weaponry. The book is full colour, with photographic references, walk arounds, and as the 'Real to Replica' title suggests there is a section on how to model the F-16 in popular scales, making this book and ideal source for both the enthusiast and scale modeller alike.



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COMING SOON

FOR THE JUNE ISSUE OF PHOENIX SCALE MODELLING, HERE'S JUST A LITTLE TASTER OF WHAT WE HAVE PLANNED!

A Super 7

Mark Thomson builds the 1:24 Tamiya
Lotus Series 2 kit

Persian Tiger

Alireza Beigi builds a colourful F-5E

Tuscan Raider

Jezz Coleman details a 3D printed figure

Bushmaster

Lee Powell builds the 1:72 Dragon kit

Anti-Aircraft Artillery

Robert Stinchcombe builds the 1:35
CyberHobby Flakpanzer V 'Coelian'

'Tiger, Tigre'

Mac Patterson builds a colourful Dassault
Rafale B using the 1:48 Revell kit



Herbie Rides Again

Eifion Davies gets to grips with the Love Bug!

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PLACES TO BE IN 2022

Welcome to our listing of shows large and small from around the world. This month we have a number of new additions to the diary as clubs both large and small start having the confidence that the worst is over and we can get back to seeing each other around the country. If you want your model show to appear here or you would like Phoenix to attend your event and feature it in the digital editions of our magazines, please contact david@phoenixscalepublishing.co.uk at least three months before the show.

**Saturday 23rd to
Sunday 24th April**
Mosson Model Show

UFM Arena, Mosonmagyaróvár, Hungary
PHOENIX ATTENDING

Sunday May 1st
AeroJumble & Military Collectors Fair
RAF Kenley, Victor Beamish Drive,
Caterham on the hill, Surrey, CR3 5LT

Sunday May 8th
Modelkraft 2022
Marshall Arena, Milton Keynes, MK1 1ST
PHOENIX ATTENDING

Sunday May 14th
Scottish National Model Show 2022
The Dewar Centre, Glover Street, Perth,
Scotland

Sunday May 22nd
Gatwick Aviation Collectors Fair
K2 Sports Center, Pease Pottage Hill,
Crawley, RH11 9BQ

Sunday 5th June
The Northern Model Show 2022
Parks Sport Centre, Howdon Road, North,
Shields, NE29 6TL

Sunday 26th June
West Anglia Scale Model Show
Littleport Leisure Center, Camel Road,
Littleport, ELY, CB6 1EW
PHOENIX ATTENDING

Saturday 2nd July
**Scale Model Show IPMS & MAFVA East
Sussex**

Eastbourne Sport Park, Cross Levels Way,
Eastbourne, BN21 2UF
PHOENIX ATTENDING

**Wednesday 20th July to
Saturday 23rd July 2022**
UNITED STATES IPMS NATIONALS 2022
La Vista Conference Centre, Omaha,
Nebraska, USA

PHOENIX ATTENDING

**Saturday 12th - Sunday 13th
November 2022**
ScaleModelWorld 2023

The international Centre, Telford,
Shropshire, TF3 4JH
PHOENIX ATTENDING

PAINT SETS

Everything required to paint figures to a Professional standard in one single box



ACS-01
Flesh Paint Set



ACS-02
Black Paint Set



ACS-03
White Paint Set



ACS-04
Red Paint Set



ACS-05
Blue Paint Set



ACS-06
Ink Paint Set



ACS-07
Silver Paint Set



ACS-08
Gold Paint Set



ACS-09
Green Paint Set



ACS-10
Field Grey Paint Set



ACS-11
Yellow Paint Set



ACS-12
NMM Paint Set



ACS-13
Brown Paint Set



ACS-14
Khaki Paint Set



ACS-15
Waffen SS Spring Paint Set



ACS-16
Waffen SS Autumn Paint Set



ACS-17
Splinter Camo Paint Set



ACS-18
Pea Dot Camo Paint Set



ACS-19
Afrika Korps Paint Set

'Delta Defender' The New Cheetah D

KINETIC
Model Kits

www.kineticmodel.com



Cheetah D

SAAF FIGHTER

K48081

SCALE
1:48



Length 341mm

Wingspan 171mm

Parts 180+

Decals designed by

fcm
Decals

Decals printed by

cartograf

Photo Etched part is included



The Cheetah D was the sole two-seater variant, and was predominantly used as a trainer for pilots converting to the Cheetah C. It also had a secondary attack capability, including the ability to deliver PGMs.

WEAPONS SET INCLUDES

- Fuel tank
- PYTHON-3

MODEL FEATURES

- Positional flaps
- Highly detailed cockpit
- Full intake
- Open/close main wing airbrake



2nd. Squadron - Makhado AFB / South Africa - 2007



Test Flights and Development Centre - Overberg AFB / South Africa - 1993



2nd. Squadron - Petersburg AFB / South Africa - 2007



Escuadrón de Combate 2112 - Taura AFB / Ecuador - 2009



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/Kinetic Model

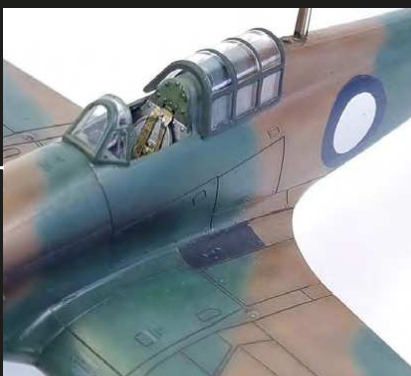


/Kinetic Models



DIGITAL EXTRA

ONLY AVAILABLE IN OUR DIGITAL PUBLICATIONS



Bounty Hunter







Boba Fett

Bounty Hunter

PHOENIX SCALE
modelling





Tropical Mk.I Hurricane

ARMA HOBBY 1:72 BY GRANT DALZELL

My first impression on inspecting the sprues was that the spue gates were large for the scale, and

some gates went onto the surfaces as well as edges. Also, there were parts that suffered from some significant flashing. This may not represent all Arma Hobby kits of course, but I couldn't help being a little disappointed as I had heard such great things about this brand. The build started with the landing gear bay. The bay walls then fit into the upper wing section. The landing gear legs go in at this stage as well, and due to the engineering of the kit I put them in although you could probably put them in at the end with some modifications. This section was painted with AK Interactive Xtreme Metal Aluminium before gluing the bottom wing to upper wing.

Hurricane Mk.I Tropical

Manufacturer: Arma Hobby

Scale: 1:72

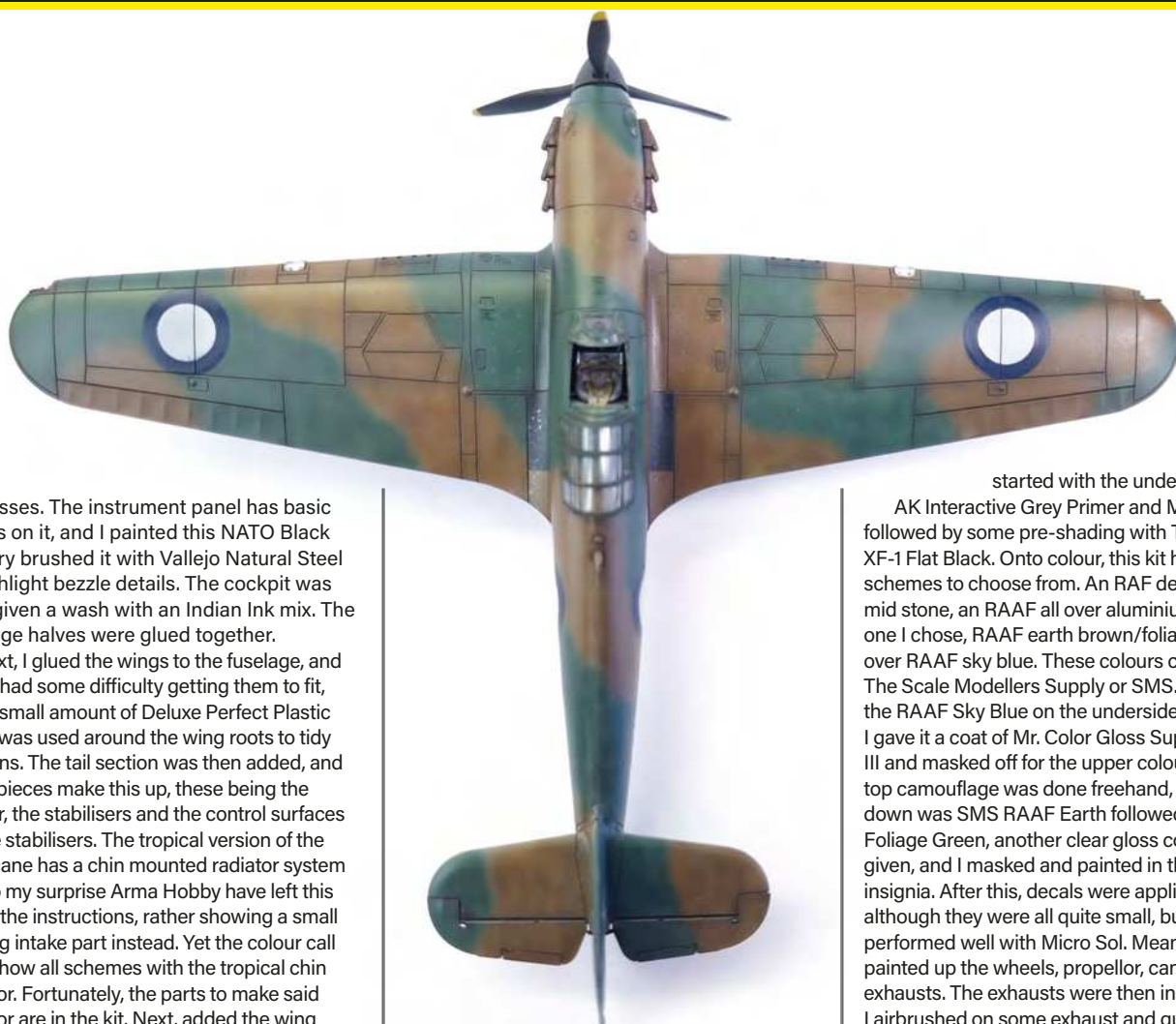
Kit Type: Plastic injection moulded

Kit Number: 72001



Next was the cockpit area, Hurricanes have a tubed cage style cockpit, which sits on the upper wing. The rudder pedals and control yoke were glued onto a floor piece that was in turn glued on to the upper wing. There are two tubed sections that attach to left and right fuselage, as well as another piece that glues to left and right. There are some male/female attachment points here, but I had to drill these out as the male pins were too large to fit. These pieces were painted separately with Vallejo Metal Color Aluminium before fixing them in. The fuselage halves were painted up as well with the same aluminium shade as well. The side wall areas were masked and painted Tamiya XF-71 Cockpit Green. The pilot's seat and bulkhead were also painted up. Before painting the seat, I added some aluminium foil tape





harnesses. The instrument panel has basic details on it, and I painted this NATO Black and dry brushed it with Vallejo Natural Steel to highlight bezzel details. The cockpit was then given a wash with an Indian Ink mix. The fuselage halves were glued together.

Next, I glued the wings to the fuselage, and here I had some difficulty getting them to fit, and a small amount of Deluxe Perfect Plastic Putty was used around the wing roots to tidy the joins. The tail section was then added, and three pieces make this up, these being the rudder, the stabilisers and the control surfaces on the stabilisers. The tropical version of the Hurricane has a chin mounted radiator system and to my surprise Arma Hobby have left this out of the instructions, rather showing a small cooling intake part instead. Yet the colour call outs show all schemes with the tropical chin radiator. Fortunately, the parts to make said radiator are in the kit. Next, added the wing lights, fuselage light and navigation lights. I then masked off the windscreen and glued it on with Krystal Klear. The kit has two canopies, one for closed and one for open versions. I wanted an open cockpit, and so the main canopy was masked and painted separately.

I then glued on the antenna mast and underwing pitot and I was ready for priming. I

started with the underside using AK Interactive Grey Primer and Microfiller, followed by some pre-shading with Tamiya XF-1 Flat Black. Onto colour, this kit has three schemes to choose from. An RAF desert earth/mid stone, an RAAF all over aluminium and the one I chose, RAAF earth brown/foliage green over RAAF sky blue. These colours came from The Scale Modellers Supply or SMS. I sprayed the RAAF Sky Blue on the underside, when dry I gave it a coat of Mr. Color Gloss Super Clear III and masked off for the upper colours. The top camouflage was done freehand, first colour down was SMS RAAF Earth followed by SMS Foliage Green, another clear gloss coat was given, and I masked and painted in the RAAF insignia. After this, decals were applied, and although they were all quite small, but they performed well with Micro Sol. Meanwhile I painted up the wheels, propellor, canopy and exhausts. The exhausts were then installed, and I airbrushed on some exhaust and gun staining. I then dry brushed the propellor to show some wear and I added some light chipping around the walkways on the wing roots. I then gave the model a wash of Flory Models Dark Dirt Wash and wiped it back when it was dry. Finally, I used a bit of oil paint to add some stains on the undersides, added the antennae cable with EZ Line and added the remaining parts.

Despite the small issues I had with this kit, it would not put me off doing another one! The Arma Hobby Hurricane has some really nice details and is highly recommended, especially if you like the Hawker Hurricane.

modelling





U-2/Po-2VS Polikarpov

ICM'S 1:72 POLIKARPOV U-2/PO-2VS REVIEWED BY DANIEL CROAKE

The Polikarpov Po-2 was one of the most produced aircraft in history, with estimates of up to 30,000

airframes being built, yet there is a surprising lack of good and recent models of this type in 1:72 scale - until recently. This ICM kit comes not many years after a previous ICM tooling. I did not build the old version, but I can say that the kit presented in this box is a new tooling and looks fabulous. The components are well moulded in grey plastic with finely engraved details. A total part count of 102 parts is included with the



Polikarpov U-2/Po-2VS

Manufacturer: ICM

Scale: 1:72

Kit Type: Plastic injection moulded

Kit Number: 72243

cockpit alone needing approximately twenty-five individual parts.

There are four decal options across three colour schemes included in this kit. I have chosen to build the Po-2VS of the 46th Kamansky group. The addition of the decal for the markings on the fuselage adds an amount of interest but it is also the significance that this was an all-female piloted group nicknamed the 'Night Witches' by the German military.

The build itself is not that typical as the fuselage halves can be joined with only some of the cockpit installed and the seats and controls mounted to the bottom wing and inserted from underneath. The inside of the fuselage is painted using Ammo by Mig 228 Intermediate Blue, which is a close match for the interior colour of these aircraft. The details are picked out with a variety of Revell Aqua acrylics as dedicated by the instructions. An

application of Ammo by Mig Interior Wash was used to add grime to the appearance. My only criticism of the cockpit is that the parts are extremely fragile due to their small size - so care must be taken to not damage them.

The wings are moulded as individual pieces tip to tip. This makes them very thin and look in scale as a result. The bottom wing attachment needed only the smallest amount of filler on the join, and this was the extent of filling needed for this kit. The top wing will not be added until the end to aid the painting stage. The engine is made up of several parts - once again - delicately moulded, but also designed so that it can remain unattached until the very end.

It is now that the painting stage can commence on the main fuselage/bottom wing and top wing. An overall coat of UMP Grey Primer is used first. This primer also has the benefit of allowing any flaws to be visible. The underside and three-tone camouflage were painted using AK Interactive Soviet Aircraft Colour Set. All this paintwork was done with an H&S Infinity airbrush with 0.15 needle. The camouflage pattern was laid out using Blu-Tac as a guide and to give a soft

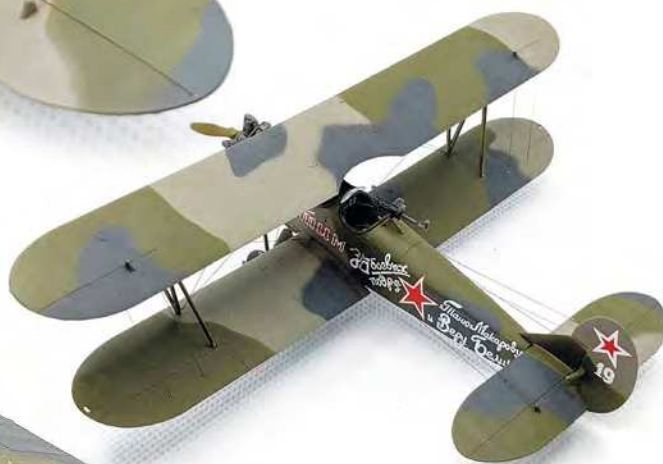




U-2/Po-2VS

Polikarpov

PHOENIX SCALE
modelling



edge which seemed appropriate. The decals were then be added, and once again they performed well. Some Revell dry pigments were then used to give an additional element of restrained weathering in places and the overall parts were then given a coat of Vallejo Matt varnish.

Normally this is the finish line, but for biplanes this is where the final assembly begins. The wing struts were spot on in size and the wings appeared correctly lined. The rigging was added using Ammo by Mig elastic rigging. This was attached using small amounts of CA glue at each end and lots of patience. This kit was a surprising joy to build, and I can only recommend it highly. Many thanks to ICM for the review sample. [modeling](#)



DeHavilland Vampire FB.9

SPECIAL HOBBY'S 1:72 DEHAVILLAND VAMPIRE FB.9 REVIEWED BY PAUL BRADLEY

Anyone who has built one of Special Hobby's Vampire F.3 or FB.5 kits will be very familiar with this kit, as all

the kits share the same basic moulds. Inside the standard end-opening box are two sets of runners in soft-ish grey plastic, plus a clear runner; there is no PE in this kit. Parts are cast very well with nice detail and no flash or moulding flaws. The major differences of the FB.9, compared to the Mk.3 or 5 are all present – the extended undercarriage legs, squared off wing tips, 3" RPs, and the most



DeHavilland Vampire FB.9

Manufacturer: Special Hobby

Scale: 1:72

Kit Type: Plastic injection moulded

Kit Number: 72455

obvious difference, the extended starboard air intake. The twelve-page instruction and painting manual contains runner maps, paint call outs with Gunze numbers, and full colour four-views of each of the five markings options. These include - WR120/U, No.213 Squadron RAF, Deversoir, 1954, WR266/B, No.607 Squadron RAF, Ouston, 1950's, 1 Squadron Royal Jordanian AF, Amman, 1958, L158, Lebanese Air Force, Beirut, 1954, 75 Squadron RNZAF, Tuaranga, 1969.

Construction is relatively straightforward – while Special Hobby have previously been regarded as a 'limited run' company, their recent kits have been much more polished. The cockpit is nicely detailed, though the very nice, raised detail on the IP is let down

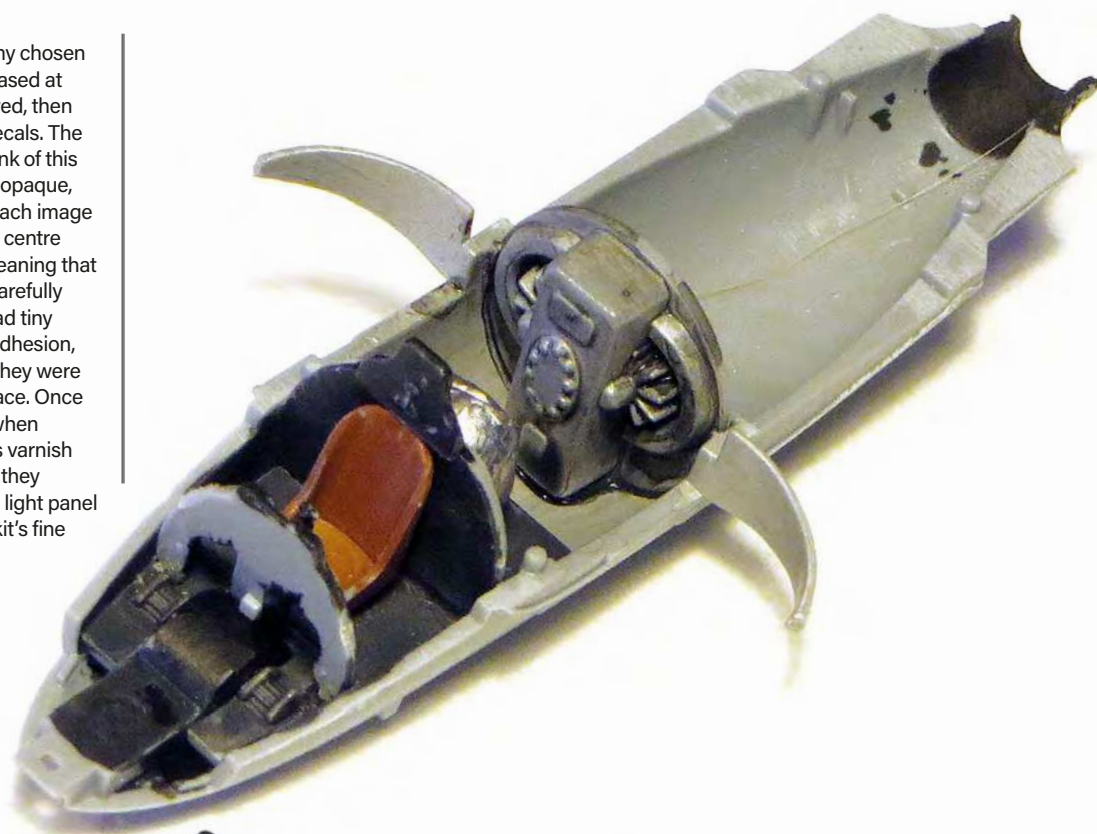
by a very poor decal – it might be better to paint the part. The fuselage halves join very nicely – don't forget to add as much weight as possible as this is a determined tail sitter. I added some behind the cockpit rear bulkhead and under the floor, and it was barely enough. The fit is very good, with a minimum of filler required, except in one area. The tail booms are often a bugbear of Vampire kits and this one is no exception. The fit is poor – even after clean-up and fettling, they required quite a bit of filler to blend them in. This is not aided by the fact that they are joined to the wings right at the trailing edge – it is a mystery why they weren't designed with a join further back on the booms, as on the new 1:48 Airfix kit. A little slack in the join means care will be needed to get them properly vertical.

The wing tips are cast in clear plastic, which is a nice touch. The smaller parts are cleanly moulded and attach very positively, including the gear doors, gear legs and the elevator mass balances. The model was primed with black primer, which went down well enough for me to



mask and use as the trim colour for my chosen scheme, the 213 Sqn RAF machine based at Deversoir. A coat of aluminium followed, then a gloss varnish coat in prep for the decals. The decal sheet is perhaps the weakest link of this kit. While the colours are vibrant and opaque, the varnish is very glossy and while each image has its own surround, this is large, off centre and has somewhat ragged edges, meaning that each decal will need to be trimmed carefully – a particular nuisance with the myriad tiny stencils! I also had issues with their adhesion, as they didn't like to be moved once they were on the model despite the glossy surface. Once down, they did respond to Solvaset when required, and a topcoat of semi-gloss varnish did tone down the glossiness so that they blended in well with the paintwork. A light panel line wash completed the model, the kit's fine panel lines taking this very well.

Overall, this is a very nice little kit, with just a couple of potential irritants, though no deal-breakers. Care is needed with the tail booms and the decals, but otherwise I did enjoy this kit. Thanks to Special Hobby for the review sample. modeling.com





Airbus A321ceo

JOHN BISSET TAKES A LOOK AT THE RECENT ZVEZDA 1:144 AIRLINER

This is another fine civil airliner model from Zvezda. Unusually, this one comes with three configurations,

gear up, gear down and in landing or take-off mode with undercarriage, flaps and leading-edge slats all extended. That made the choice easy – this last being an unusual and always interesting configuration. Zvezda also provides a stand for their airliner models, a rather nice touch which used to be normal. I like that. The kit includes fuselage window transparencies, however for small windows like these I prefer to add the window glazing later using Kristal Klear or a suitable clear setting PVA. That simplifies masking. A cockpit area is provided, with seats

Airbus A321ceo John Bisset

Scale: 1:144

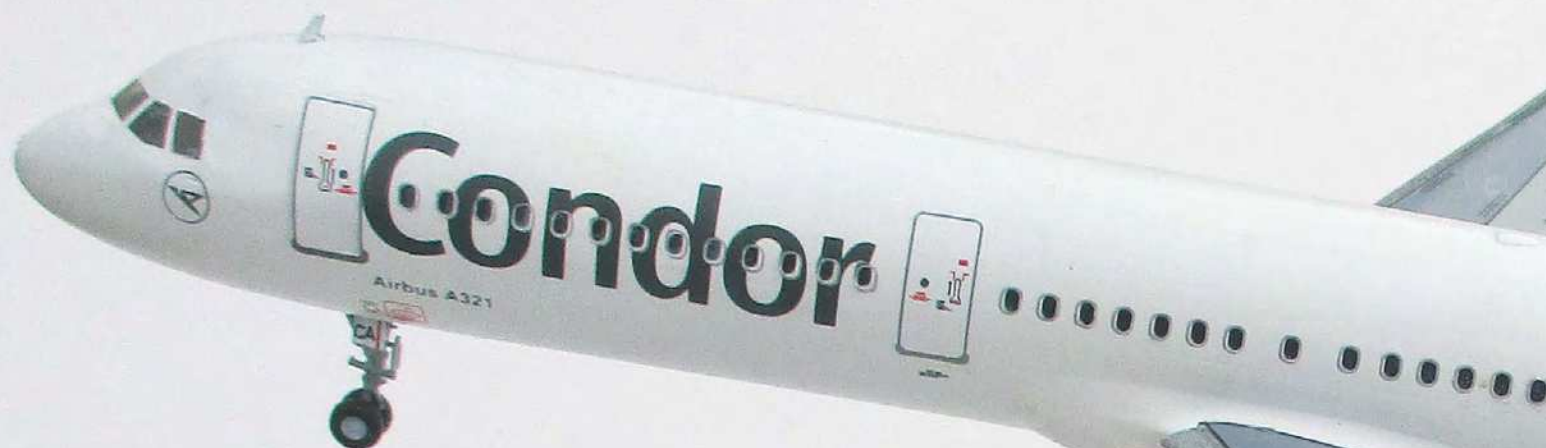
Manufacturer: Zvezda

Kit Type: Plastic injection moulded

Kit Number: 7040



and notional panels, plus a simplified front fuselage entry area in case the modeller wishes to have the crew entry door displayed open. This is the only door which can be posed open. The cockpit glazing is provided as a complete upper fuselage section, which avoids awkward insertion problems for the screens but adds another joint which needed careful work to disguise or eliminate. At least most of the sanding and filling was well away from the glazing itself. This was one of the longer more irritating tasks in this build. Once this was satisfactorily smoothed, I sprayed the fuselage overall white. I also sprayed the lower wing centre section white in readiness for later assembly, although I decided to ignore the instructions



and leave mating of wing and fuselage until the end of the build, just before adding the undercarriage. That made fuselage painting and wing flap and slat assembly easier. That worked well, though I should have done more test fitting early on to ensure a good clean fit first. This kit comes with that unusual and very welcome option. The slats and flaps can be extended to model an aircraft on approach. That is terrific. An aircraft with the landing gear down but slats and flaps all retracted is fine for a parked model, but looks half finished, rather sterile, so that was why that option was immediately decided on. I had some difficulty with the rather minimalist instructions, until it dawned that, for the slats, a section had to be added to the front of the wing before attaching them, while the flap sections shown were alternates, without inserts required. The assembly is quite delicate, so I chose to assemble and paint the wing in pale grey while still separate from the fuselage and without the slats and flaps which I attached later. Since the inner flap sections hinge off the rear of the engine pylons, I also attached the engine cores and pylons before spraying the main wing colour.

Attaching the slat sections was straightforward, whereas the extended flaps needed careful handling, their attachment being quite delicate. The engine cowlings for the Condor scheme are painted yellow. I tried pre-painting these before assembly; this worked in part, since it did give me clean top edges where the cowlings and pylon meet. I still had to sand and fill then respray a final coat after much careful masking off. It is worth noting that two complete engine sets are provided in the kit, so I suspect the A321ceo can also be built from the box. Options are also provided for winglets or for wing endplates, to allow for differing A321 variants.

The Condor scheme has an all-white fuselage with yellow and two tones of grey wrap around sections at the rear of the fuselage. As mentioned earlier, to produce this I spray painted the whole of the fuselage

white having first masked off the cockpit windows. The curved yellow fuselage sections are provided as decals, but the other colours need to be masked and painted. To ensure I masked the paler grey correctly, I cut a paper stencil of the decals and traced the decal outline around the fuselage before masking down the centre of the future yellow area and painting. This was possibly a mistake but allowed some tolerance in the masking process. The fin and rudder are a darker grey colour. I hand sketched the curves for that and lightly painted an outline. I was happy with that by my third attempt. Drawing a consistent double curve onto a round fuselage is difficult. The winglets also were painted darker grey. Once the fuselage painting was complete, I assembled the wing and fuselage, after some gentle filing to ensure a better fit. With hindsight, I should have done a better check fit before doing all the wing detail work.

Two sets of landing gear are provided, for extended shock absorber struts for an aircraft on approach and compressed for a landed aircraft. This is a nice touch that goes well with the extended slats and flaps. As with previous Zvezda kits it was important to take care when removing the gear legs and struts from the sprues. They are finely moulded and some of the sprue gates are quite substantial. I found a fine-toothed saw was the best tool for cutting free the legs without damage or distortion. I added the landing gear and doors to the assembled aircraft and attached various aerial to complete the build. The decals provided by Zvezda are thin and flexible. Care is needed to avoid them folding up, as they don't slide as easily as some, but once in place they settle down well. The rear fuselage curved yellow decals were not quite opaque enough to hide the delineation between the white of the main fuselage and the pale grey of the rear, so some careful overpainting was required. Generally, the fuselage window surround decals went on well, though a little adjustment was needed







on one length. These decals seemed more rather more resistant to decal softener than previous Zvezda sets, so a second round of Micro Sol was used.

Overall, I found this a most enjoyable build, with some painting challenges which might make it a bit tricky for a new modeller. The fit of the parts is excellent, and the end result pleased me. I originally intended to pose the aircraft as if on final approach though, as my wife pointed out, the flaps are not fully down, so a climb out pose on the stand works well.

I am tempted to cut the nose gear main doors apart and open them, so I can show the nose leg folding away as the aircraft climbs out.

Modern airliners do tend to start the gear travelling as soon as they have positive climb. A fine kit.

Thanks to Zvezda for this review sample of an intriguing new airliner. Of course, within two days of my finishing this kit and review, Condor announced a new colour scheme, in various colours of vertical candy striping. That looks a lot harder to paint, with lots of masking, or a really challenging set of decals sometime in the future. Meantime, this scheme is now rapidly being consigned to history. [modelling](http://www.phoenixscalepublications.co.uk)



>>>>> EXTRA DIGITAL CONTENT

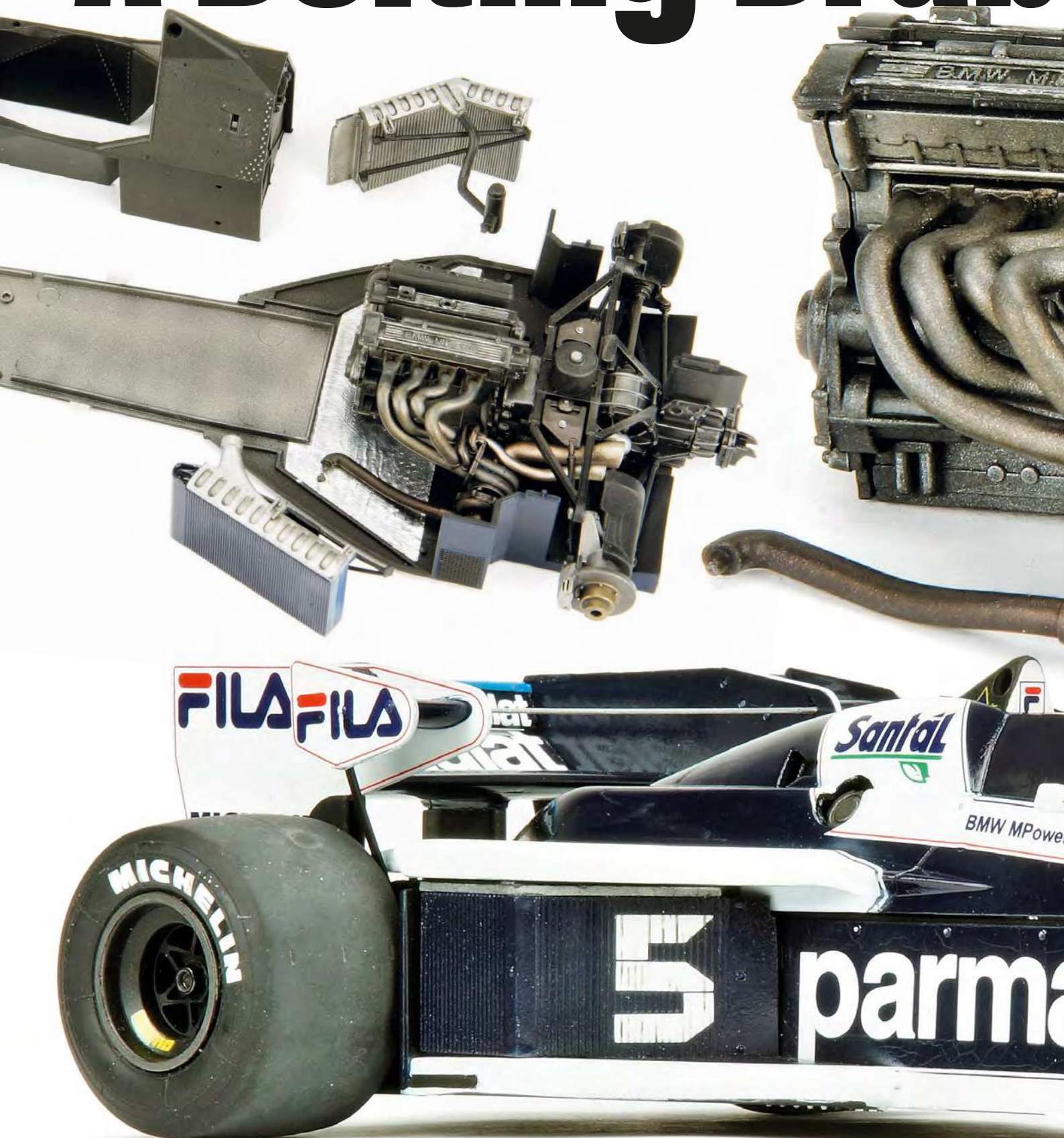


PREDATOR



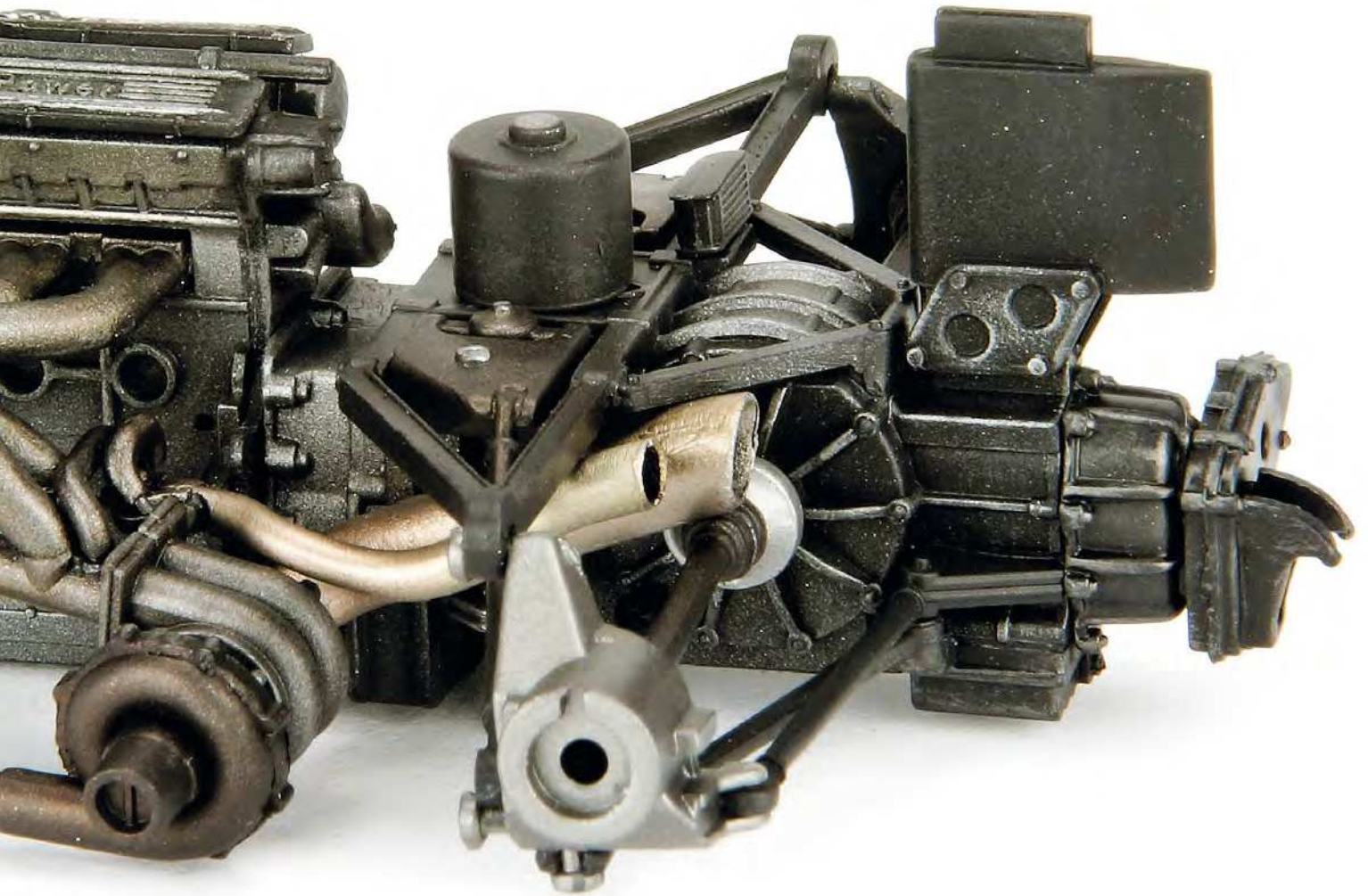


A Belting Brab



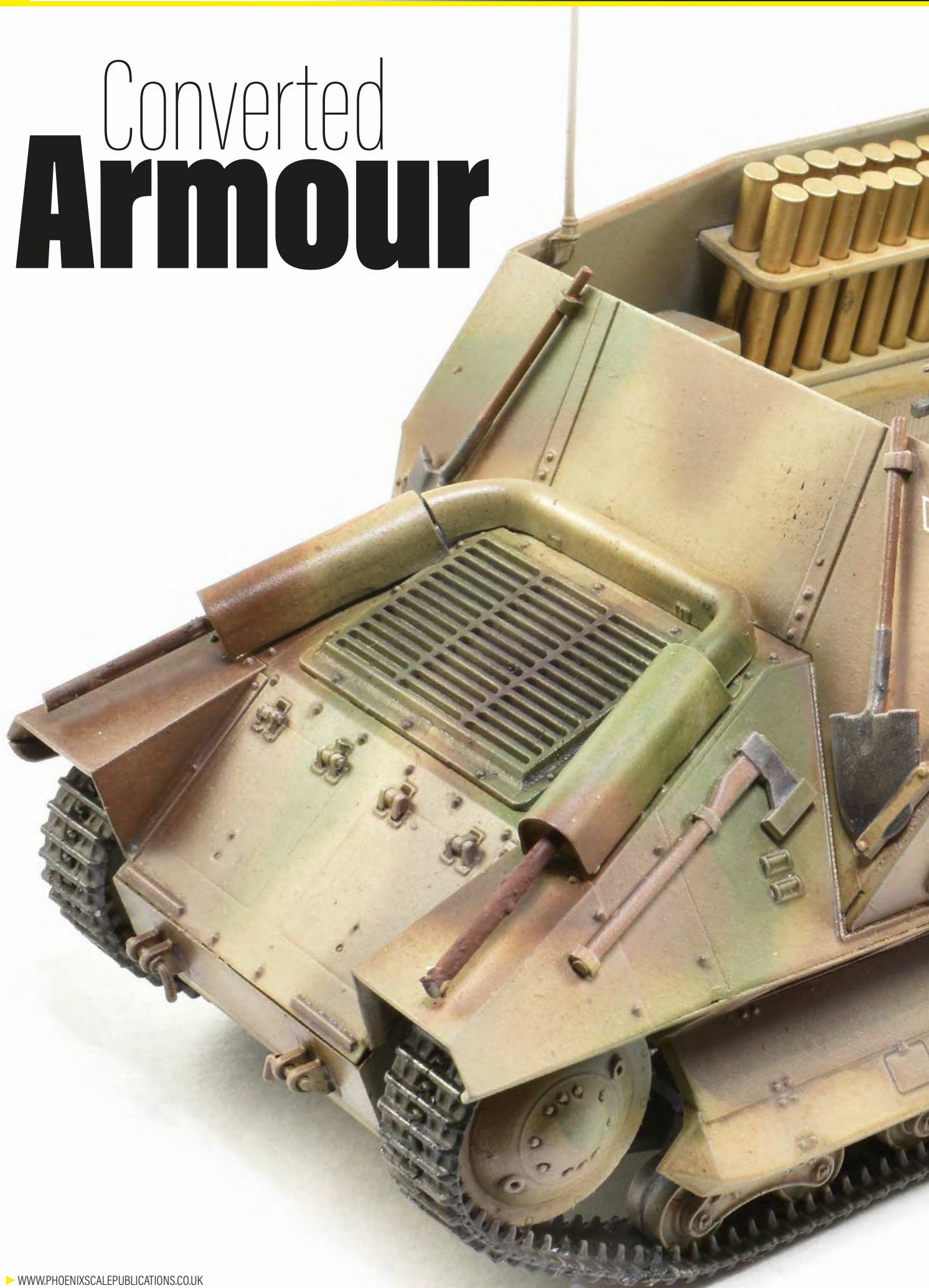


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Converted **Armour**





Objective Basto



>>>>> EXTRA DIGITAL CONTENT



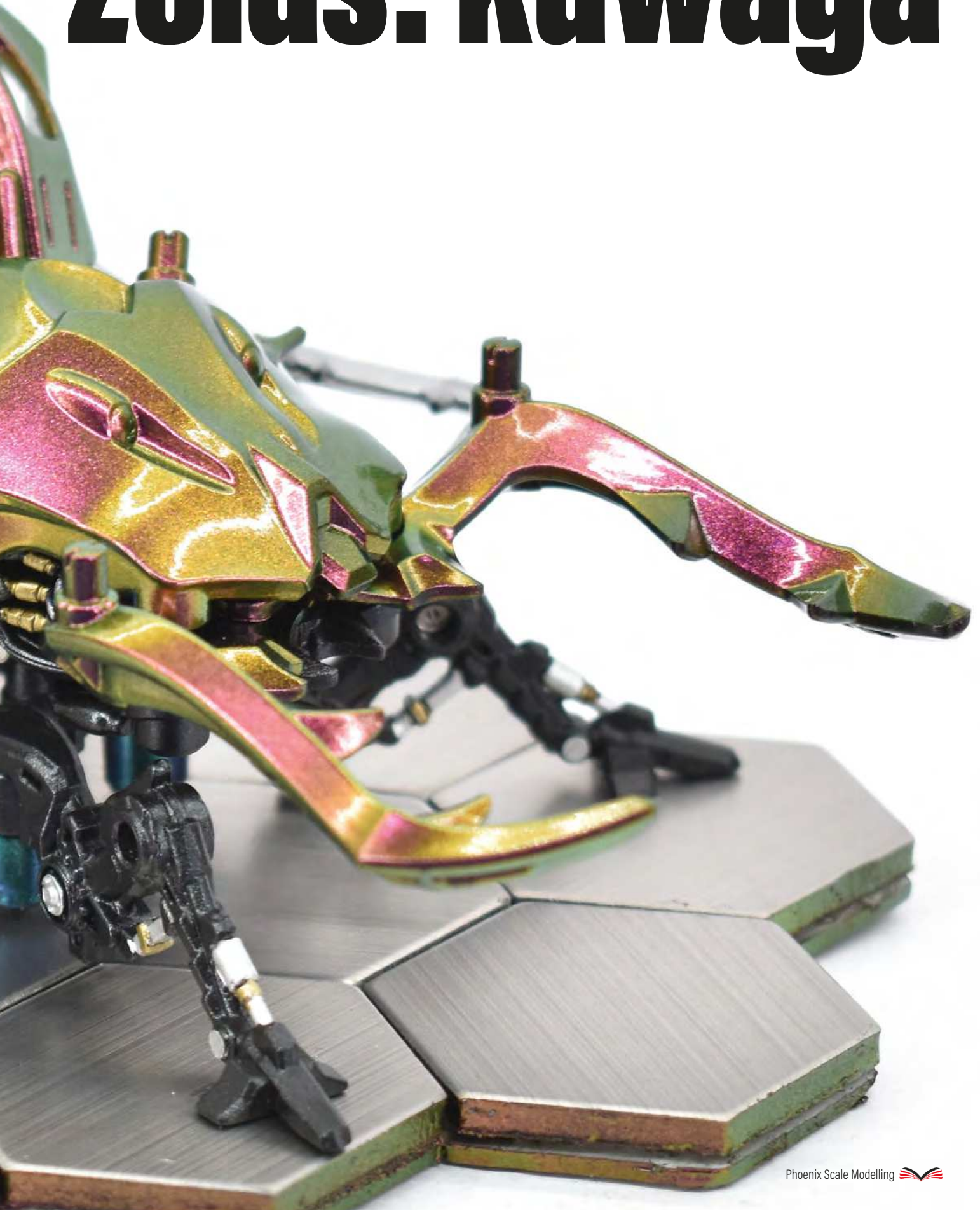
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Zoids: Kuwaga



Ahsoka Tano

