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Modeling

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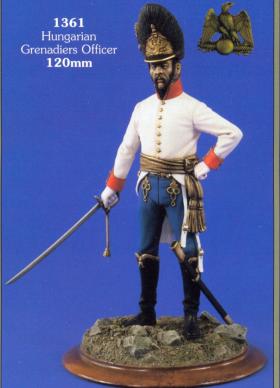
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Modeling books & accessories

Volume 9 Number 3

EDITORIAL STAFF
Editor in Chief:
Francois VERLINDEN
Senior Editor:
Bob LETTERMAN

ART DEPARTMENT
Art Director : Judith DE BIE
Staff Photographers :
Francois VERLINDEN
Bob LETTERMAN

SALES Sales Manager : Tom GERRINGER Assistant : Julie NOAH

EDITORIAL OFFICE 811 Lone Star Drive Lone Star Industrial Park O'Fallon, MO 63366 USA

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#### From the editor

Iclearly remember when I started modelling seriously some thirty years ago that, except for a small range of basic plastic kits, there was no after-market at all. Can you imagine today building a simple plastic kit with no superglue, no resin parts, no photo-etched parts, no accessories, no figures, no diorama buildings or materials, very little reference material, and only 1 or 2 lines of model paint?

Probably not, but we managed those days. We had to be creative, building models with tube-adhesive, detailing with copper wire and plastic sheet (if you were lucky to find it). An airbrush was out of reach for most of us, and we converted the few available poor plastic figures over and over again. Am I complaining about those times? Certainly



not! They were fun, but also frustrating sometimes, and out of that frustration Verlinden Productions was born and we all know the results of that. Is modelling better now than before? There is only 1 answer: A BIG yes! But there is always the other side of the coin.

I recently did the following investigation: I put myself in the place of the average modeller with an average budget who wants to build, detail, and properly finish a 1:48 Me109 fighter. Selecting the basic kit was not that difficult, as most of them had very good quality and acceptable price levels. Reference was more complicated. It was hard to find a book that showed me everything I needed. There are about 30 to 40 books on the subject. I ended up with three books. I wanted to fully detail the cockpit and the engine, but the variety is enormous in resin and photoetch products on offer. It was almost impossible to find my way through between 50 and 60 items on the Me-109. I selected a few products which seemed to me to be of good overall quality and value for the money. On top of it came a new decal sheet and about 10 tins of paint. At the end of the line, having everything together, the previously set budget tripled and I was not really sure that I had selected all of the right stuff. I spent almost half a day in the VLS warehouse (unfortunately, most modelers dont have that luxury) to figure everything out.

What I wanted to say here is that being a modeller is not easy today. The opportunities are endless, but buying the right items can be frustrating. My advice: Buy your stuff as much as possible from established manufacturers of high-quality products, who in the past have always offered you the best value for your money, and who have had a price setting reputation.

François Verlinden

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Back issues available direct by mail order (not by subscription), or through your local hobbyshop or local dealers.
As of Vol.7 No.2 there is no longer a French version; some countries will supply a translation. The Italian and
German versions stopped with Vol. 7 No.3. The Verlinden Catalogue No.15 gives an indication to the availability of
all the issues and languages, although some issues may have sold out since the printing of the catalogue. Check
with your supplier for availability on back issues.

## ARMORED D8H CATERPILLAR

A 1:25 Scale Project by Duane Pfister



A real eye-grabber - the US Army's armored caterpillar. (Fully tracked, of course!)

The cab is boxed in with the scratchbuilt armor. Open hatches reveal the cab interior and the engine compartment.

This project began with the acquisition of the old AMT/ERTL 1:25 scale kit of the D8H caterpillar, kit no.6670. The model was built using the majority of the kit parts except for the hood, cowl, and radiator grill. The armor of the cat was fashioned using styrene sheet in a variety of sizes, being assembled with both Testors liquid cement and superglue. The lights are from 1:25 scale automotive kits, hoses from VP flexible tubing, and detailing from Evergreen strip, rod, and tube.





Everything was securely glued into place prior to painting except for the hatch over the cab. This was left off to enable me to paint the seat and interior detail, and also to install the clear plastic panels behind the visors. The interior was airbrushed with Tamiya acrylic Deck tan, then airbrushed with White and Desert Yellow to achieve a weathered and dirty look. The interior was masked off and a base coat of Tamiya Olive Drab was sprayed onto the model. The next day a darker shade of O.D. was airbrushed onto the cat to get that "shadow" look, following by drybrushing with Tamiya Khaki, Buff, and Deck Tan.

Decals came from the parts box and lettering is artist dry transfers in various sizes. After airbrushing on a coat of Polly-S Dull Coat, the visor glass was installed along with the headlight lenses using white glue. Touch-up and detail painting was brushed onto the model using Testors Silver for bare metal items, and Tamiya Gun Metal with thinned

Testors Flat Black for the tracks.

(Editor's Note: This unusual project earned Duane one of his many Gold Medals in Armor at Mastercon VI.)

A nice shot of the blade - how'd you like to see this coming at your trench? Duane "shadow painted" the vehicle with Tamiya acrylics to achive a multi-tone effect.

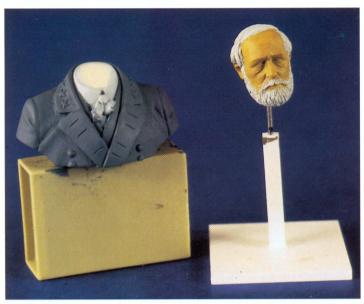
Now you can see it - the yellow pieces are, obviously, from the 1:25 AMT/ERTL kit, while everything else is scratchbuilt.





The superstructure was scratchbuilt from sheet and strip plastic onto the basic caterpillar kit - a very old offering from the AMT/ERTL Company.

## STEP BY STEP: PAINTING A BUST IN 1/9 SCALE





WORTH AND SOUTH



VP's 200mm General Robert E. Lee (No. 1222)

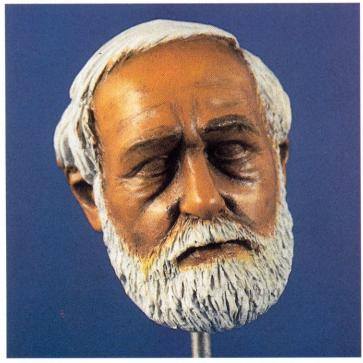
STEP 1 - BASE COAT:

Face: Humbrol 93 Desert Yellow Matte

Hair: Matte Off White

Coat: Humbrol 27 Sea Grey Matte

Shirt: Matte White

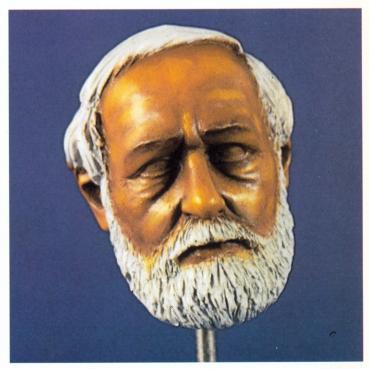


STEP 2 - OIL PAINT BASE:

Face: Mixture of Mars Brown/Yellow Ochre/Titanium

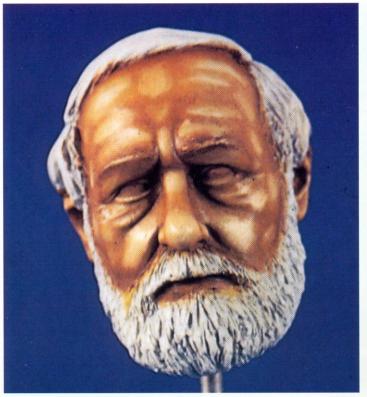
White/Raw Umber (50/25/15/10)

Hair: Titanium White

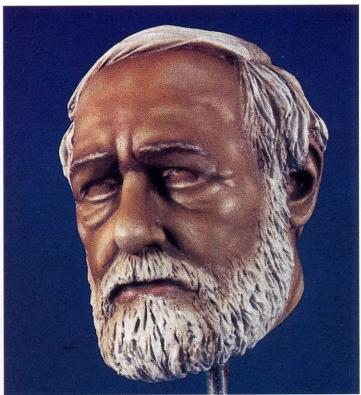


STEP 3 - FLESH SHADING (OILS) Dark Shadows: Raw Umber

First Highlight: Cadmium Yellow, and blend



STEP 4 - FLESH HIGHLIGHTS (OILS) Second Highlight: Titanium White, and blend



STEP 5 - FLESH HIGHLIGHTS (OILS) Final Highlight: Titanium White, and blend

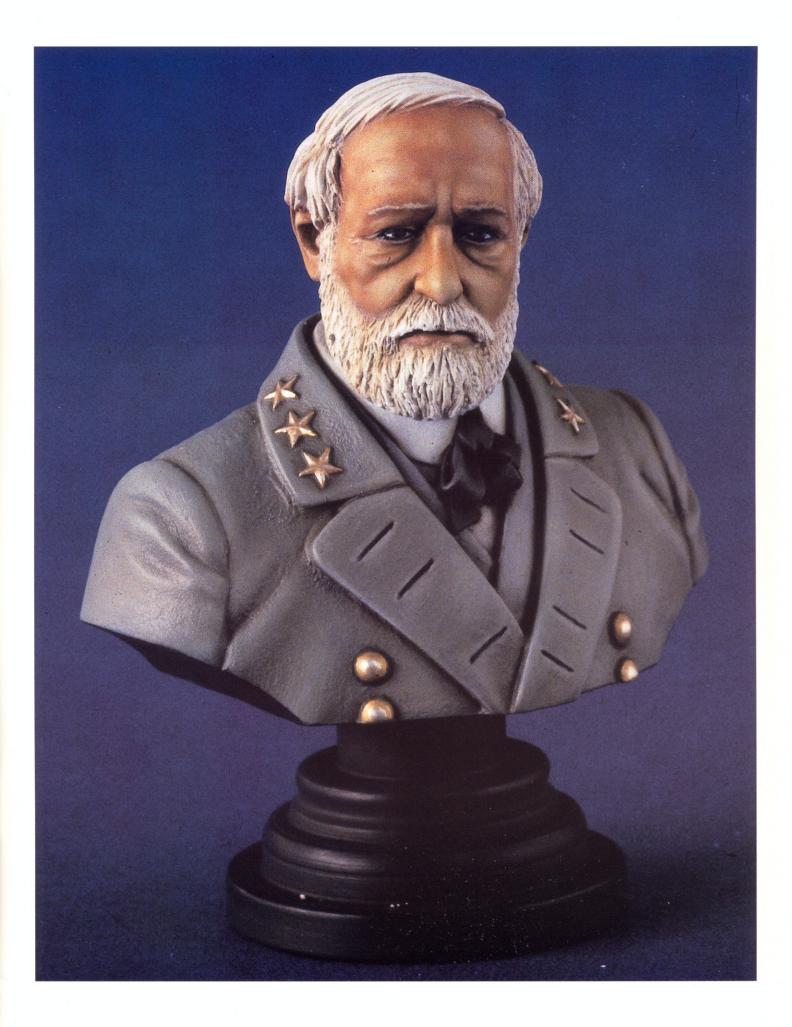


STEP 6 - UNIFORM Base Mix: Titanium White and Ivory Black oils Dark Shade: Raw Umber/Ivory Black, and blend



STEP 7 - UNIFORM HIGHLIGHTS Titanium White, and blend

STEP 8 - FINAL DETAILS (see next page) Stars and Buttons: Gold Printer's Ink Highlights: Gold/Silver Printer's Ink Eyes: Ivory Black/Titanium White/Blue-Grey Necktie: Ivory Black/Humbrol 27 Sea Grey Matte highlights



### **Liberation of Khorramshahr**

By Charlie PRITCHETT

n May 24, 1982, the Iranian military liberated the city of Khorramshahr after 2 years of Iraqi occupation. Khorramshahr, which is located in the oil-rich province of Khuzistan, was Iran's main cargo port on the Shaat al Arab, the small channel of water at the end of the Tigris and Karun rivers that runs into the Persian Gulf. Much of Iran's oil was shipped to the Persian gulf through this vital waterway. Control of the Shaat al Arab was what sparked the eight-year bloodbath between Iran and Iraq. The Iranian victory at Khorramshahr meant that Iran had re-taken almost all of it's territory lost to Iraq since the beginning of the war. This victory precluded major Iranian offensives deep into Iraqi territory, resulting in Iranian superiority in the conflict. This in turn alarmed the U.S. and England, who responded by deploying warships to the gulf, provoking the Iraqi aggression against shipping in the international oil lanes of the Persian Gulf, known as the "Tanker War".



After everything was affixed to the base, powdered pastel chalks were carefully dusted over the entire scene to blend the buildings, vehicles, figures, and equipment into the diorama.



The Iranians utilized a vast number of motorcycles in their campaign against Iraq. This Suzuki is from DML, with headlight removed.

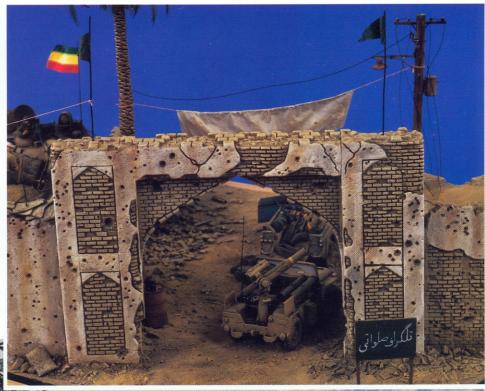
This diorama depicts the Iranian troops cleaning-up abandoned Iraqi supplies and equipment in an old quarter of the city shortly after the victory. Banners and posters have already been put out to celebrate and motivate. The burned-out Iraqi T-55 testifies to the battle that was fought to take this city. Supplies and debree have been thrown haphazardly about as the Iraqi's fled from the rapidly advancing Iranians, who were reported to have captured some 20,000 Iraqis in this single campaign alone.

#### THE BUILDINGS

Iran is a very hot and dry place, with only brief periods of rain, mainly during the winter. For thousands of years, building materials in this part of the world have mainly consisted of hand-made mud-brick, with wood beams for support. Over the decades, the brief rains and long dry-spells crack and erode the mudbrick structures, ultimately beyond recognition into a mound of earth. To offset the boring monotony of dried mud-bricks, the Persians eventually took to decorating their structures with patterns, colors, and textures, using bricks, tiles, and plaster.

This view clearly shows the abuse absorbed by the heavy mud-brick structures during the Iranian counter-assault to retake this town.

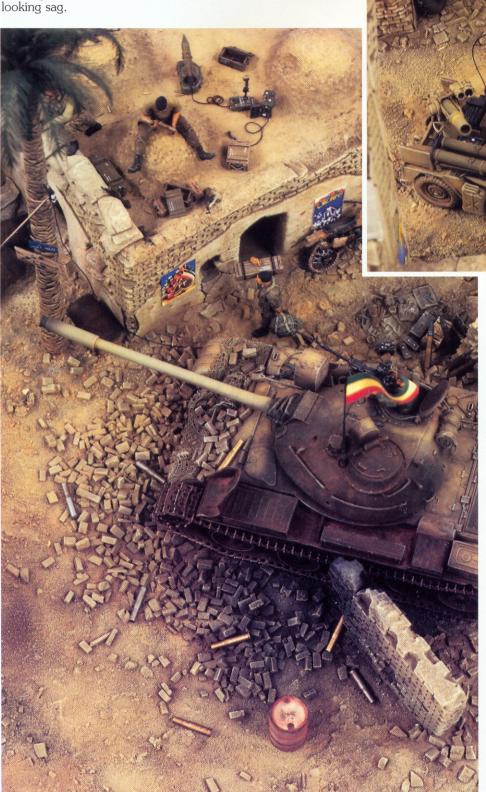
Traditional Persian architecture is completely overlooked by the modelling industry, so I decided to create my own from Balsafoam, florist's foam, and Celluclay. My main objective was to reproduce the look of the Persian arch and dome, as well as some of the simpler methods of pattern and texture using brickwork. Once the structure was complete, the entire piece was sealed with clear polyurethane spray. Once I was satisfied with the location of each building, it was glued down to the base using white glue. The bricks laying on the ground around the tank and the edges of the building were cut individually from Balsafoam and secured with white glue. Once all of the buildings and groundwork were in place, the entire diorama was sprayed with a shade of light earth.

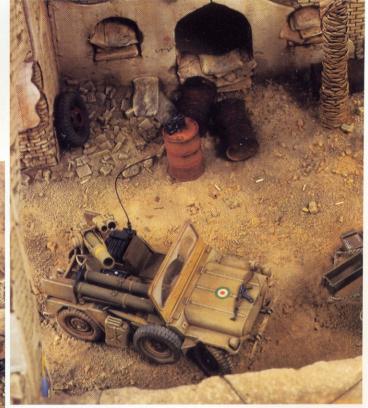




THE VEHICLES

The T-55 is from ESCI, enhanced with the beautiful but dead VP update. Only minor scratchbuilding was done, including copperwire for the fuel lines and headlight brush-guards, and aluminum foil for the exhaust shroud. To simulate burned roadwheels, three of them were carefully modified by cutting away the rubber tires. A few dents and dings added here and there, especially on the roadwheels, and finally the wounds that killed the beast, simply holes drilled into the resin turret. The kit's plastic tracks were carefully heated in hot water to form them into a more natural-looking sag.





The Iranian Army Jeep is armed with a TOW missile launcher, which was used very effectively against the Iraqis in this conflict, as well as during Operation Desert Storm.

The M151 Mutt with TOW launcher came from Tamiya, basically straight out of the box, with the exception of a round loaded into the launcher using plastic rod, and a VP antenna mount.

The Landrover is the out-of-production Italeri item, also out of the box. The kit was designed to be built as a military or civilian version. I am unaware of military-style Landrovers in Iran, but civilian versions are a common sight there. I wanted to have the civilian vehicle pressed into military service, which was very commonplace in Iran during the war, so I built it up as a civilian vehicle, and even painted it a light blue. However, after applying the "mud" the paint is virtually invisible. The "mud" was simply thinned plaster of paris pigmented with brown acrylic paint.

The motorcycle came from a DML figure set, and was modified only by deleting a few of the parts, and drilling out the exhaust pipe.

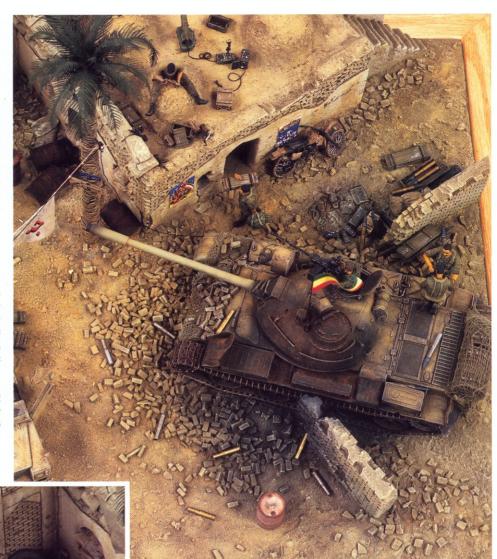
Each and every item was carefully arranged to create the proper balance, which is crucial when developing the desired visual impact. Note the height and angles of the buildings and vehicles.

The ESCI T-55 was modified with the now extinct VP update, and custom-made fuel-lines and stowage. Note the chewed-up rubber on the roadwheels, a common problem on Soviet tanks.

The T-55 was treated with several layers of damage and weathering. The loose fender popped when it broke through the mud-brick wall, while the turret sustained two direct hits, one passing straight through at the top, the signature of a APFSDS round. The rusted effect was achieved using the Rustall system.

During the Iran/Iraq war, civilian vehicles were often pressed into service as needed. In an effort to camouflage these vehicles rapidly, the Iranians frequently smeared mud all over the outsides, with very effective results.

Alot of time was spent on deciding where to place all of the small accessories. Note how all of the gear fits neatly into the bed of the Landrover.



THE FIGURES

The Iranian military during the war was a huge conglomeration of regular army soldiers, elite Islamic Republican Guards, and a volunteer corps called the "Basij" (coming from the word "besiege"). The regular army wore uniforms like those used by U.S. troops during the Viet Nam war, while the IRG wore an indigenous uniform. Some commando units and Naval units also wore different styles and patterns of uniforms. Combine this with the "Basiji's" who wore whatever they could come up with, not caring particularly about style, color, uniformity, etc. Many wore blue jeans and sneakers, and some have been photographed wearing WWI "doughboy" style helmets! They would frequently take uniforms from the captured Iraqi's, who also had a great variety...

The figures are mainly U.S. / Viet Nam war from the VP line, with parts coming from DML, Yanks, and Warriors.

The gear and accessories are mostly VP, with DML AK-47 series weapons, and a few Tamiya barrels.



A suitable backdrop photographed behind the diorama helps to add a sense of realism to the scene. Iranian soldiers were still very zealous from their victorious Islamic revolution which ousted the Shah, and utilized dozens of slogans and chants. The main central banner reads "WAR! WAR! Until the End!"

The utility pole is a modified item from Keil Line Products, a model railroading company, and the downed electrical lines from Detail Master, a car modelling company.

The guy on the roof with a minor head-injury is inspecting and packing some of the gear abandoned by the retreating Iraqis, while the soldier below him is hauling it to the landrover which will deliver it to a supply depot.





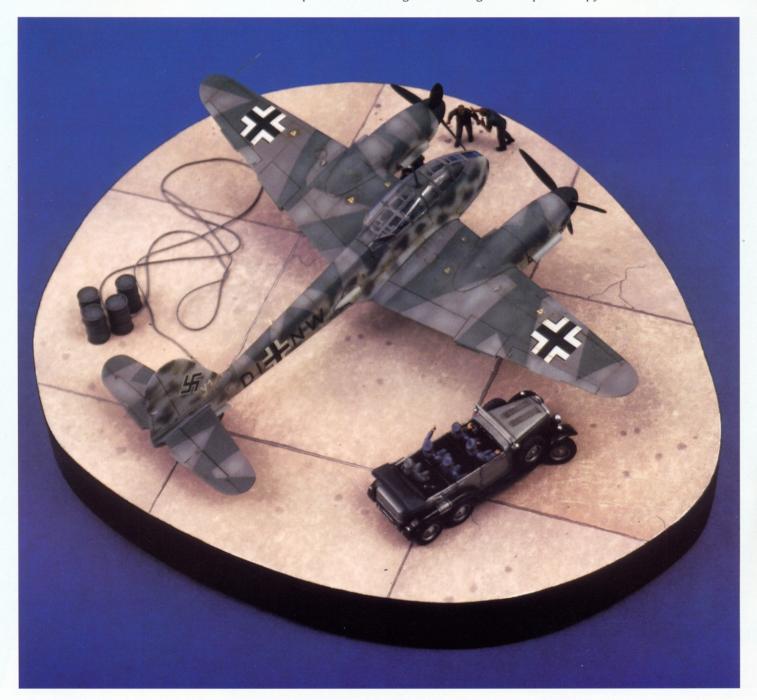


## SURPRISE INSPECTION!

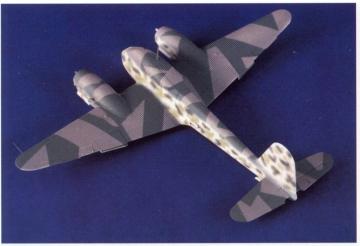
#### A 1/72 Scale Diorama by Gordon Stronach

The Me-410 was an improved version of the Me-210, designed to overcome faulty flying characteristics and a lack of power. The 410 incorporated tail changes along with the more powerful DB 603 engines, and was designed to be a multi-purpose aircraft for ground attack, bomb runs, anti-shipping, and tank busting. Over a dozen armament variations were used on this particular airplane. The aircraft debuted in autumn of 1942 and ceased production in September 1944, as the engines were needed for fighter production. A total of 1,160 Me-410s were produced by the German Reich.

The centerpiece of the scene is one of Hasegawa/Fine Molds' latest releases, the Me-410 (#FP11). The model goes together right out of the box. Most of the construction time was spent on assembling and masking the complex canopy.



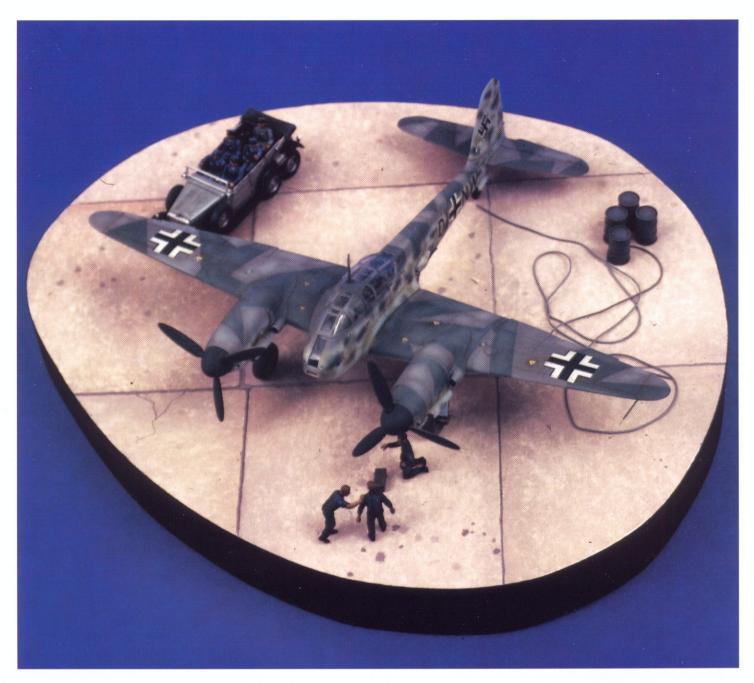
Guess who! A trio of Luftwaffe mechanics get a surprise visit from Luftwaffe officials.



Following basic assembly the canopy was completely masked off with Bare Metal Foil. The model was completely painted with Aeromaster enamels. Upper surfaces were airbrushed first with RLM 74 Graugrun. Next, cellophane tape was cut at odd angles and applied to create the splinter pattern. RLM 75 Grauviolett was then sprayed, and after sufficient drying time the masks were removed. Next, the lower surfaces were sprayed with RLM 76 Lichtblau. The mottled spots along the fuselage was achieved by mixing RLM 74, 75, and 02.



Light washes were applied to the light and lower surfaces. The tires have been slightly flattened by rubbing the completed model on a large sheet of fine grit sandpaper.



A front view of the scene. A simple and uncluttered base lends a fine scale perspective to the aircraft. Hasegawa's Mercedes-Benz G.4 and some discontinued VP fuel barrels give nice balance to the diorama.

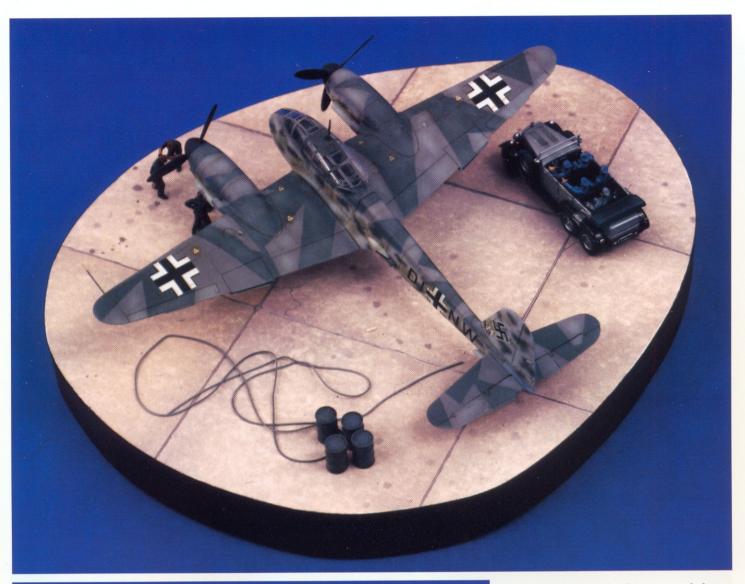
I then went to the unusual technique of rubbing the entire airplane with Scotchbrite. This helps smooth the paint for better decal adhesion, avoiding the necessity of gloss coating where decals are applied. This method also gives an excellent "airflow" look to the model - be sure to rub in the direction of flight!

The decals used on the model are straight from the kit and went on without any problems. A final coat of flat varnish was applied and the weathering began.

Weathering started with a thin wash of raw umber artist oil cut with turpentine on the panel lines, and a heavier wash on the control surfaces and engine areas. A small touch of burnt sienna and black artist oils were added to the mix for weathering around the fuel hatches and engine areas. The varnish coat prevents the wash from interacting with the base colors, and allows the wash

to be liberally applied and any excess simply wiped off. I prefer the VLS/VP brushes for the drybrushing process. Humbrol flat white was mixed with each of the base colors for drybrushing on each particular area. Lastly, I metalized the "high traffic" areas with a mixture of raw umber and silver printer's ink, ending the weathering process.

The 1/72 Mercedes staff car is from Hasegawa (#31128) and went together quickly. The main body was painted Humbrol flat aluminum and drybrushed with the silver ink mixture. Fenders were painted Humbrol gloss black. The windshield was cut from the cellophane off a pack of cigarettes! The figures inside the Mercedes are included in the kit, and were brought to life with a bit of arm repositioning and Stucco putty. The three mechanics came from Hasegawa's 1/72 crew set (#35007). A nip and tuck here and there turned them into Luftwaffe personnel.





Washes effectively disrupt and deepen the shadows and broad surfaces of the aircraft.

The base was cut from Dow-Corning blue-board and laminated with VP's Airfield Tarmac Sections (0034) using superglue. Some barrels from the parts box and flex tubing to balance the staff car, and the scene was complete.

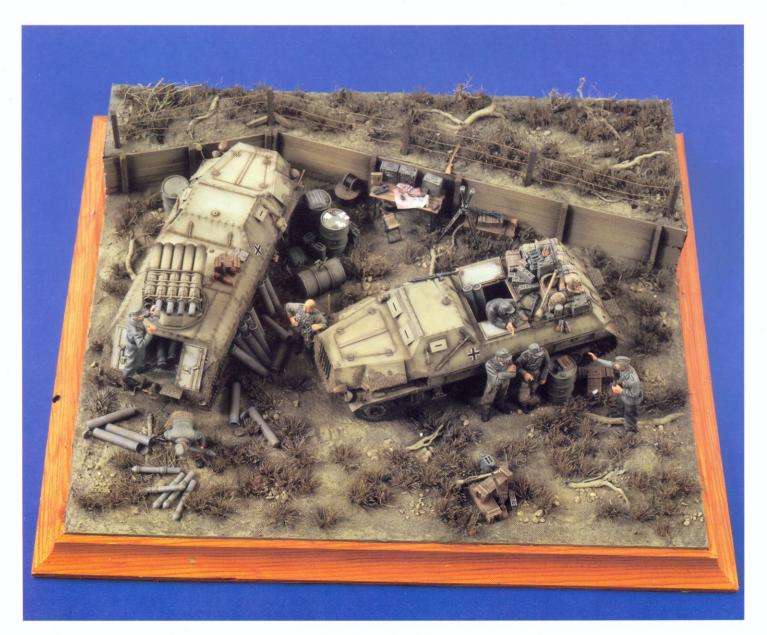
Concentrated washes around control surfaces, engine nacelles, and fuel hatches.

## **RUSSIAN STEPPES 1943**

#### A 1:35 Scale Diorama by Greg CIHLAR

oncealment was a constant challenge for Panzerwerfer crews. When fired, the 15cm rockets emitted heavy smoke trails that revealed the launcher's position, particularly in terrain like the steppes, where there was little cover but long-range visibility. Crews were forced to move quickly after firing in order to avoid counter-battery fire. They rearmed and refueled on the run and never stayed in one place very long.

This diorama captures a moment in 1943 somewhere on the Russian steppes. A 15cm Panzerwerfer 42 links up with its support vehicle, a munitionskraftwagen, to replenish its rockets before the next engagement. One crew reloads the launcher and restocks the vehicle's basic load, while others pose for a quick photo for the folks back home.



This overhead view shows the relationship between all parts of the diorama. Two separate activities are going on.

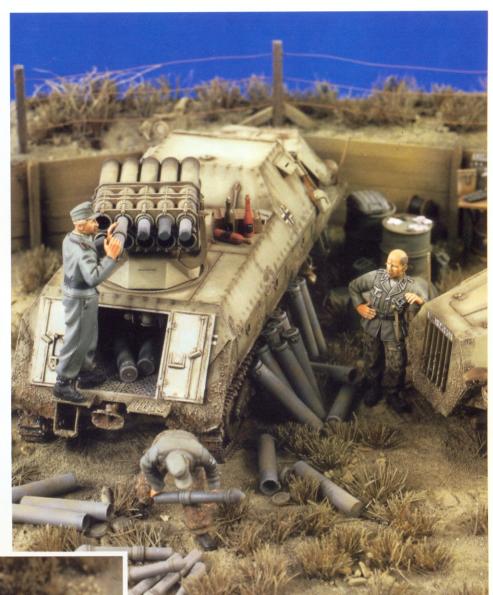
A soldier lifts one of the 15cm projectiles to hand it to the other, who will load it into the launcher, while an NCO supervises them and keeps one eye on the horizon. The rockets were fired electrically from inside the vehicle.

#### THE VEHICLES

The Panzerwerfer 42 evolved from the basic lorry. In 1942, in order to improve cross country mobility, the German Army received the order to convert lorries to semitracked vehicles. A simple Horstman tracked suspension and running gear replaced the rear drive and wheels on the dependable Opel truck, and the Maultier (Mule) was born.

The six-tube Nebelwerfer 41 was mounted on a two-wheeled towed carriage, and required the crew to take cover when the rockets were fired. In 1943, the German command placed an order for an armored body for the Maultier to serve as a mobile firing platform for the Nebelwerfer, which would allow the crew to remain inside the vehicle during firing, permit reloading the tubes from inside the vehicle, and allow the weapons system to displace quickly after firing.

From April 1943 to March 1945, Opel manufactured 300 Panzerwerfer 42s (Sdkfz 4/1) and 289 munitionskraftwagen (Sdkfz 4). The munitions version was essentially the same vehicle without the rocket launcher. The only additional armament on both vehicles was an MG 34 or MG 42 mounted on the roof.



The Panzerwerfer 42 weighed 7.1 tons and had a crew of three. It featured a ten-tube launcher on a turntable with a 360-degree traverse. Firing HE and smoke rockets, its maximum range was more than 7,300 yards.

Both vehicles in this diorama are the Italeri kit of the Panzerwerfer 42. The launcher version was built essentially straight from the box. The kit has an elemental interior, including rocket racks and a driver's compartment. The possibility exists for some super detailing of the interior.

The munitions version has a simple conversion of the top deck. The deck plate containing the hole for the launcher cupola was replaced with sheet plastic, and an equipment rack was added to the top with plastic strip.

Both were painted with Polly S Khaki, then they received a dark wash. To highlight, the models were dry brushed with lighter shades of the base color. A final application of pastel chalk and slight application of Raw Umber and Burnt Sienna artist oils completed the weathering process.

Two crewmen unpack and stow the 78-pound rockets a back-breaking chore. A third stands near, binoculars in hand, looking for trouble on the horizon.

#### A close view of the radio station, part of the DML Command Post kit.

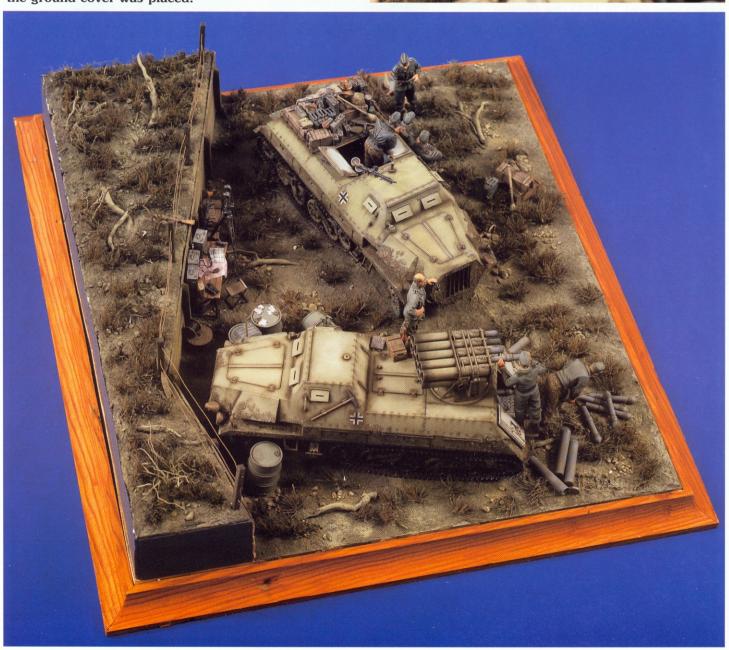
#### THE FIGURES

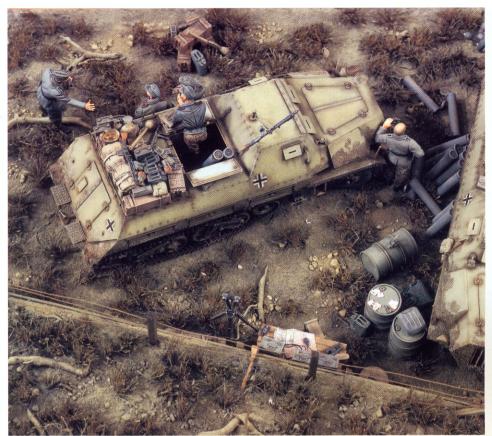
All figures are VP (1207,1157,1055, and the three new guys?), except the bareheaded fellow leaning on the front corner of the munitions carrier. He is from the Warrior line (35101). Some are modified slightly with a new head or repositioned arms. Note the motley mixture of uniforms, indicative of a unit that has spent extensive time in the field. Faces and hands were painted with artist

oils in the manner described in other VP publications. Clothing was painted with various colors, shaded and highlighted.



An overall view showing the two ground levels and how the ground cover was placed.





At Left: A close overhead view shows the vehicle details brought out by the dark wash and the dry brushed highlights. Note the dozens of individually painted accessories that give life to the scene. It is a lot of work, but the end result is worth it.

Below: The other major activity in the diorama: taking a snapshot of a couple of the boys for the ladies back home. Note the fine sand affixed to the running gear and the fenders. This must be washed and dry brushed as well. The helmets with detailed insides are included in a recent VP release (VP1312). There is a lot of other gear, such as boxes, ammo cans, canteens, map cases, etc. strewn around the scene.

#### THE BASE

The 13 1/2 x 11 1/2 -inch wood base was given a second ground level with Styrofoam, and the whole covered with Celluclay. While that was still wet, the tufts of "grass" were pressed into it. The grass was once a rope that is now unwound and cut to appropriate length. The entire area was sprinkled with fine sand, small rocks and broken pieces of small roots. Diluted white glue was used to attach the material to the Celluclay earth. A basswood retaining wall and fence posts were added. The angled wall and the two levels make the scene more interesting than flat ground and a straight wall.

The vehicles, figures and accessories were temporarily positioned in the ground work before it dried. Note than no items are parallel to the edges of the base.

Once dry, the area was sprayed dark brown, then dry brushed with varying shades of brown and tan. You can use pastel chalk in earth tones here as well.

The objective is to blend the figures, vehicles, scenery, etc. into one unified "look."





There is a lot going on here - rearming and refueling, a communications station and a photo opportunity. Perhaps a game of cards and a sip of liberated wine later.

ITEMS USED

Figures:

VP1207 "Down the Road"

VP1157 German Tankers Refueling

VP1055 German Tankers Ammo Supply

VP1352 Tiger Crew

VP1068 Nebelwerfer rockets

Warriors 35101

Vehicles:

Two Italeri Panzerwerfer 42 Auf Maultier

Accessories:

VP1312 Germ. WWII Soldiers Equipment

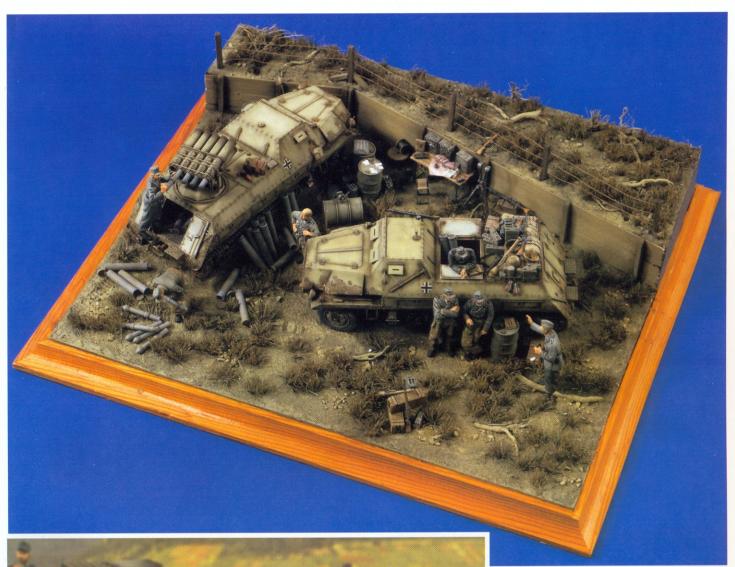
DML (DR3823) German Command Post

Tamiya (TA35186) German Field Drum Set

Parts box

The upper ground level shows off the vegetation, rocks and roots, carefully placed to look natural.





All the space is occupied by action or items of equipment.

A ground-level view matched with a photo background. None of the soldiers act real happy about having their picture taken.

A good close-up of the photo opportunity, which also gives us a look at the scratch-built equipment rack on top of the munitions carrier. Note the "mud" caked on the rear fenders.

"Come on you guys, smile." The munitions carrier and its crew look like they have seen a good bit of action.

## **MANTIS!**

#### A Fantasy Diorama by Gordon Stronach



After building airplanes and tanks and painting figures and dioramas, I decided to take a break and do something off the wall and out of the norm.

This whole scene started with the sculpting of a human skull as a VP accessory; from there the idea came to make a whole "Warrior of the Undead"! To skip the sculpting of the torso and rib cage, a breastplate was taken from the VP Spartan Warrior (#0943). The axe came from the 150mm Dungeon Master (#0716), and the shield from the Roman Dromedarius (#1200).

The neck and limbs were carved from Milliput wrapped around a copper wire. The boots were created in the same manner. The tunic was made by rolling Milliput flat and attaching it to the figure while still wet. Rips and tears in the cloth were fashioned with a hobby knife.

The most challenging part was the hands. The right hand was sculpted directly onto the axe handle, and the left was sculpted onto a plastic rod in a gripping fashion. The rod was removed to simulate a closed fist.

After the completion of the skeleton, I searched for a suitable opponent. I came across AMT/ERTL's "Colossal Insect" series, and chose the Praying Mantis over the Scorpion and Tarantula. This limited series of kits included small scale street sections, cars, figures, and cardboard buildings; however, I was only interested in that Mantis!

The creature was assembled in about an hour and painting promptly began with a base coat of Humbrol 80 Grass Green Matte and Flat Black, followed by a drybrushing of Humbrol 80. A mixture of Raw Umber and Burnt Sienna oils was washed into shadow areas and a final drybrushing of Humbrol 80 plus Flat Yellow highlighted surface details. The eyes were painted Flat Black with a thick coat of Humbrol 35 Gloss Varnish to give them life. The wings are semi-gloss Black with a light drybrushing of Grey.

The skeleton warrior was painted Humbrol 72 Khaki Drill mixed with Flat Black, then drybrushed with Matte 72, followed by a final drybrush of Flat White. The tunic was painted a purple color mixed with Flat Black, drybrushed with purple, shaded with Raw Umber, and then drybrushed again with purple plus Flat White. The breastplate was painted with Humbrol 110 Natural Wood plus Flat Black, then drybrushed with Raw Sienna and Gold printer's ink to give a bronze effect. The axe blade was painted Humbrol 67 Tank Grey with a darkened



The same methods (washes, drybrushing, metalizing, etc.) can be used for any kind of model. The AMT/ERTL Praying Mantis was fun to build.

Silver printer's ink drybrushing, while the handle was painted with Burnt Sienna and Raw Umber oils directly onto the raw resin.

The base was created using a piece of Dow Corning insulation board (blue), cut to an irregular shape. Small pieces of the board were glued together to form the basic steps on which the creatures stand. Diluted white glue was brushed on, and sand and gravel were sprinkled onto the surface. A helmet here and a broken sword there were thrown about, along with some cast copies of the skull. The

groundwork was painted blackish-brown and drybrushed with Humbrol 110, followed by a final drybrush of Humbrol 72. The water area was first painted black and Aeromaster 9042 Green, and coated with semi-gloss varnish.

This break from historical modeling was nice - the freedom to create something unearthly is limited only by your imagination. Besides, who's going to say "A tenfoot Praying Mantis was this or that shade of green, according to my paint chips ..."?

The only nagging question is, who's the good guy?!?

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