



## IPMS Seattle News Seattle Chapter IPMS USA February 2024



### Seminars, Modeling Retreats, and Shows!

**Seminars** - I would like to start off by thanking everyone who was able to fill out the seminar survey I handed out at the January meeting. I tallied up the votes and asked our newsletter editor to include those [totals down below somewhere](#). Looking at the results I can see that there are quite a few modeling subjects that our members really want to explore. These include Diorama Basics, Small Scale Figure Painting, Weathering subjects, as well as elevating your detailing skills on aircraft, armor, ship and automobile kits. In fact, only one subject out of 72 (!) received zero interest (Popular On-Line and Hard-Copy Resources) which is surprising, since this usually involves some kind of list of online URLs – the kind of thing that most of us are always asking for and passing around to each other.

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As a result of the survey, I thought I would kick things off at the February meeting, by talking about three or four weathering techniques that (in my opinion) are the very most important skillsets a modeler can employ to elevate their game, regardless of what type of models they build. These are using Filters, Washes, Pigments and Streaking. We will look at the latest products, several award-winning examples, and demonstrate how to use these weathering products to elevate single-color camouflage finishes. To that end, I have asked our editor to consider a [build review of the M2A3 Bradley CFV](#) in a desert scheme in this month's newsletter. I will have that build, along with a few others, as well as a variety of materials and tools that I use to accomplish the task on display for us to talk about.

#### **Modeling Retreat**

I retire on the 9<sup>th</sup> of February, mere days away from now. That means I will have more time to plan the things that are important to me – modeling things. We have been throwing around the idea of a modeling retreat for some time now, one that our spouses might want to participate in (but would not be required to). The idea involves reserving some kind of small conference/recreation center out in the peninsula area, one that has facilities to house and feed a small number of modelers for an extended weekend or short week – something like that. Along with plenty of room (and light) to set up semi-

permanent airbrush booths and modeling tables, I envision unrelated activities such as fishing, kayaking, hiking, etc., as well. Whether we make our own food or not, or whether we can drink alcohol or not, will need to be investigated. Ideally, this would become an annual retreat, and something we can look forward to each year. I am very much interested to hear what our club members have to say about this idea.

## Shows

Finally, as you know, we have some really great model shows coming up. Folks – these are big deals in our hobby – I would strongly suggest that you make room in your schedules to attend as many of these as you can. The [Museum of Flight show \(February 17-18\)](#) is an easy one – even if you bring a single model to display, you get in to the Museum (and Show) for free. That alone is worth the time – this Museum is one of the best in the country. But then throw in over 2,500 built models to look at, and modeling tables to model at, all under the big, bad, SR-71 Blackbird – this is a rare and wonderful modeling experience. Please try not to miss it.

And then there is the [Spring Show, now an IPMS Regional Show](#), on the 27<sup>th</sup> of April; easily the largest modeling competition and vendor show on this side of the country, eclipsed only by the [IPMS Nationals](#).

But you can only experience these amazing shows if you choose to show up!

Thanks, and Model On! *Eric*

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This is the official publication of the Seattle Chapter, IPMS-USA. As such, it serves as the voice for our Chapter, and depends largely upon the generous contributions of our members for articles, comments, club news, and anything else involving plastic scale modeling and associated subjects. The views and opinions expressed in this newsletter are those of the individual writers, and do not constitute the official position of the Chapter or IPMS-USA.

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If you use or reprint the material contained in the newsletter, we would appreciate attribution both to the author and the source document. Our newsletter is prepared with one thing in mind; this is information for our members, and all fellow modelers, and is prepared and printed in the newsletter in order to expand the skills and knowledge of those fellow modelers.

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### Seattle IPMS Website and Facebook Page

[IPMS - International Plastic Modelers Society - Seattle Chapter \(ipms-seattle.org\)](https://www.ipms-seattle.org)

[Facebook Page \(https://www.facebook.com/groups/IPMSSeattle/\)](https://www.facebook.com/groups/IPMSSeattle/)



## Southeast Asia Intruders (2) USN A-6a, A6-B & KA-6D Intruders in the Vietnam War

By Chris Martin



### Summary

This updated [1/48 decal sheet](#) supersedes 48-006 and now includes additional options from 32-023 (VA-65) and 32-027 (VA-75). Five Navy squadrons are covered with multiple options for each squadron.

New full airframe data/stencils provided for *one* aircraft; however, additional data/stencil sheets are also available to purchase separately, see [48-023](#).

Decals also included for MERs and fuel tanks.

### What's in the Bag

7 total double-sided 8½ x 11 glossy sheets:

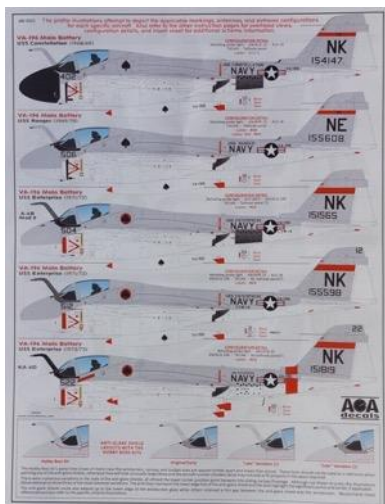
- 1 introductory sheet
- 3 sheets for stencil placement
- 2 sheets with upper surface views
- 3 sheets with side views
- 1 sheet with accuracy modifications for the Hobbyboss kit
- 2 sheets with marking notes for each scheme
- 1 large decal sheet with tail codes
- 1 medium decal sheet with aircraft numbers, carrier name, and "Navy" marking
- 1 small decal sheet with stencils and "stars-and-bars" markings



### The Decals

This decal set includes marking for 17 aircraft from five different squadrons.

Two squadrons, VA-165 and VA-196, were tied for the most A-6 Intruder Vietnam combat cruises (5 each). Also covered is VA-95, which supported the naval mine clearing Operation End Sweep along the North Vietnamese coast under the Paris Peace Accords. One of the new squadrons covered is VA-65; including the experimental 1966 camouflage trials and the ill-fated 1967 *Forrestal* cruise. The last new squadron included is VA-75 with coverage of their third and final deployment to Vietnam.



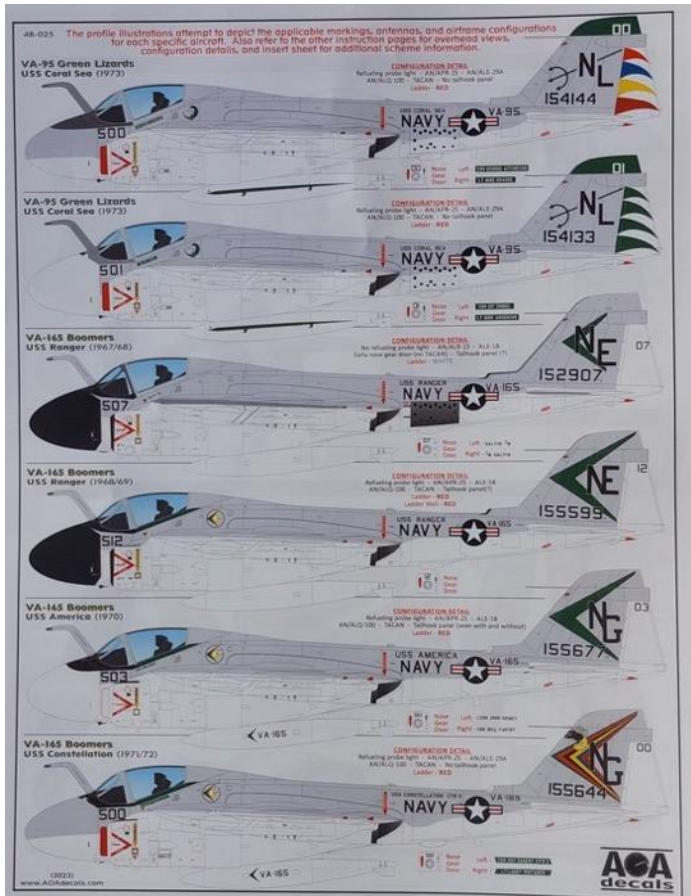
**VA-65 Tigers** - USS *Constellation* (1966), USS *Forrestal* (1967), & USS *Kitty Hawk* (1968/69)

**VA-75 Sunday Punchers** - USS *Saratoga* (1972-73)

**VA-95 Green Lizards** - USS *Coral Sea* (1973)

**VA-165 Boomers** - USS *Ranger* (1967-68), USS *Ranger* (1968-69), USS *America* (1970), & USS *Constellation* (1971-72)

**VA-196 Main Battery** - USS *Constellation* (1968-69), USS *Ranger* (1969-70), USS *Enterprise* (1971-72), & USS *Enterprise* (1972-73)



All aircraft are in the standard scheme of the era (1966 - 1973) of gloss gull gray over white with high-visibility markings. There are four aircraft with black radomes, six with white radomes, and six with gray upper and white lower radomes. There is a unique experimental three-tone green over white camouflage scheme.

While there are markings for 17 aircraft this set includes only one sheet of stencils and stars. However, additional stencil and star sheets can be purchased as AOA #48-023.

The decal sheets are all printed by Cartograf and were in excellent register.

### Conclusion

With the amount of detailed information provided on the placement sheets this decal set can double as a reference as well. The one-page

instructions on modifications to the Hobbyboss kit will result in a very accurate A-6A to wear these well-done decals.

I would like to thank AOA Decals for providing this decal set for review, and IPMS/USA for giving me the opportunity to review it.

## Eduard FM-2 Wilder Cat

By Bob LaBouy



### A Very Brief History the FM-2

The FM series of aircraft was produced by the General Motors Eastern Aircraft division and was intended for small carrier, which was identifiable by two unique notable features, the taller tail, and the more powerful engine. I have attached several additional small drawings (shamelessly copied from the Eduard site) to illustrate the finer points by which these FM-2 aircraft may be identified (see below). It was also one of the final versions of the well-known (and almost indistinguishable) from the F4F Wildcat. The letter 'M' was adopted denoting the Eastern Aircraft division of General Motors company.

These new aircraft were put into production using wartime auto manufacturing plants in New Jersey, Connecticut, New Jersey, and New York where automobiles and parts were previously built. Production numbers were another indicator of why American productivity was so significant—while 1,988 F4F Wildcats produced by Grumman the FM-2 production was much larger, ending with 5,837 aircraft!



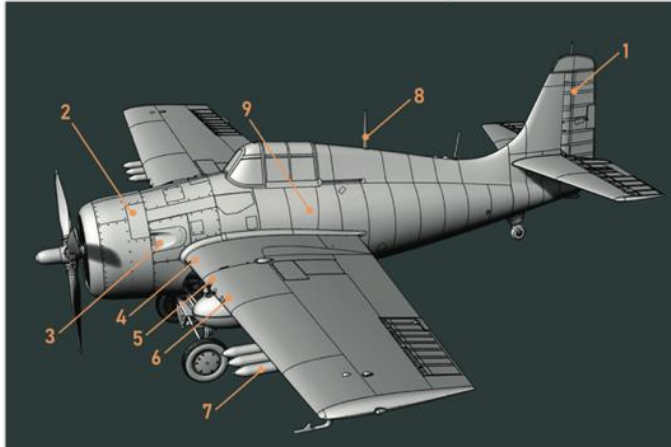
In addition to the FM-2's visible items, important changes included the more powerful engine (Wright Cyclone R-1820-56 and 1,350 horsepower), increased fuel capacity and a decrease to only four .50 caliber wing mounted guns allowing for much larger ammunition capacity (1720 rounds).

American productivity was again front and center when aircraft carriers were added to the mix.

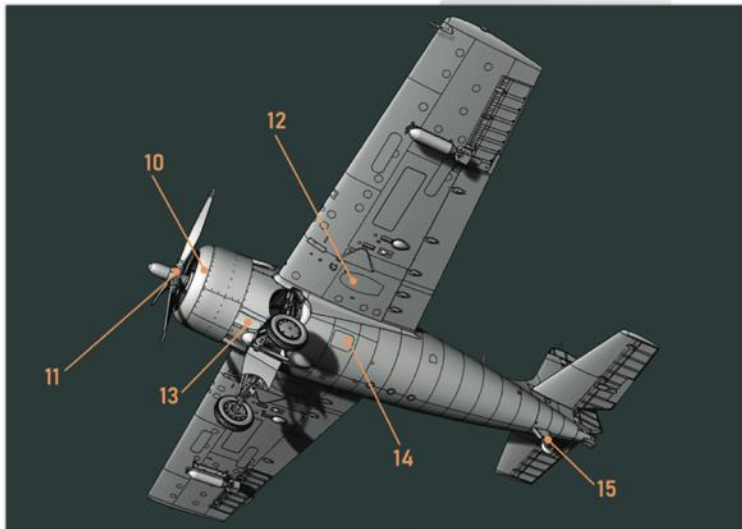
The importance of the newly designed Casablanca class or 'jeep' (carriers using smaller and more numerous ship hulls cannot be overlooked. While the total number of U.S. carriers constructed was 151, the number of escort carriers was 122.

The FM-2 became one of the iconic naval aircraft of WW II, both in the Pacific and Atlantic operations as fighter-bombers.

**Main differences of FM-2 compared to F4F-4:**

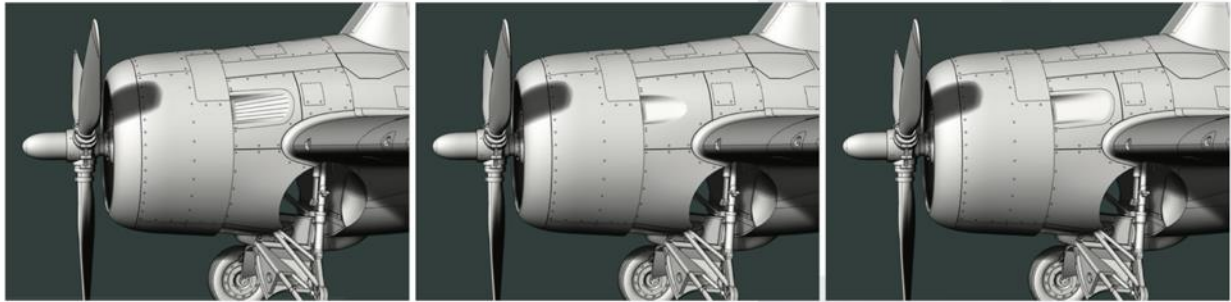


- 1. Taller vertical tail surfaces
- 2. Different cooling flaps
- 3. Distinct exhaust system
- 4. Different location of the gun camera port
- 5. Reduced armament to four machine guns
- 6. Relocated landing light
- 7. Ability to install HVAR or RP-3 rockets
- 8. Upright antenna mast
- 9. Removal of the second fuel tank and its filling port



- 10. Wright R-1820-56 engine
- 11. Different propeller
- 12. Different metal skin shaping under the exhausts
- 13. Removed wing-mounted radiators
- 14. Blanked windows under the cockpit
- 15. New tailwheel





*Different shapes of the exhaust pipes framing.*

Further history articles of interest may be found at (in addition to numerous YouTube videos): the [Naval History and Heritage Command](#) and [American Heritage Museum](#) and the mother of all things Wildcat, [Wikipedia.org](#).

### **The Kit**

One of the great rewards at the 2023 IPMS/USA National was the release of the FM-2 kit (as a follow-up to their F4F series of kits). Vlad and his whole crew were there in force, following the post-pandemic hiatus with almost no foreign manufacturers present. We learned that they had brought five hundred of the 'Limited Edition' kits and each day as I walked down the Eduard boxes I noticed the FM-2 kits were steadily disappearing and almost gone by Saturday morning.

On to the kit build: upon opening the kit, you find a 30-page instruction booklet, four pages of the FM-2 history, the page of schematic layouts illustrating the six sprue sections, nine pages of assembly instructions, eleven pages with full color drawings (one for stencils alone), and decals for ten aircraft.

The kit's history is centered at this significant and small aircrafts at the Battle of Samar during October 1944. This history alone is worth the kit's price. Another significant reference is available via the Eduard home page where you can download their monthly newsletters (free of any charge) containing an extensive recounting of historical information and data. For example, the recounting of the FM-2 history and background is in [Eduard's August 2023 issue](#).

You may find you're stumbling down another almost bottomless rabbit hole once you work your way along the histories located here. Sure, there are a ton of advertisements for the thousands of Eduard products available, though you can access the historical aspect of the site without leaving through the ads.

### **The Build**

The build is pretty much straight forward beginning with the cockpit area and assembly. Just one of the many features of this diminutive kit are some of the multiple options in the initial construction. As an example, while there are decals available throughout the cockpit area, there is also a complete photo etch set of parts included. I chose the PE details for most details which requires sanding and or filing off the associated surface details.



Step #E was a challenge (and hurdle for me) as it includes both the engine fire wall as well as supercharger, fuel tank and the supports for the engine mounts. They are quite spindly, and a great deal of dry fitting was required on my part in addition to interior painting of the entire area.



Another aspect of this kit's attention to detail is their inclusion of the three different exhaust port frames. When it comes to small details further evidence of this kit's details are the fuselage small lights and two on the end of each wing tip. The engine details are, and associated cowl sections are also nicely portrayed. Small locating points are noted throughout the wing interiors denoting optional

locations for bomb racks and or rocket racks. I chose to slightly articulate the ailerons, elevators and offset the rudder to give the model a more 'in service' look.

Once again, steps #M and N were a significant challenge for me, and I encountered difficulty aligning the various parts. As I quickly learned (and can be seen in my images), I had problems with attaching my cockpit canopy, though I was pleased with the seat belts and shoulder harness work. The kit offers three different propellers to match the alternate a/c identities.

### Painting

I completed this kit representing the aircraft flown in combat by Ens. Darrell Bennett from VC-10 off the USS Gambier Bay in the three-color paint scheme.

Painting references are provided for GSI Creos (Gunze) paints listing both Aqueous and Mr. Color chart colors, though I expect most modelers will find the basic three-color navy colors (white, intermediate blue and navy blue) across most acrylic or laquer paint lines.

There is a beautiful sheet photo etched details, which are not made to fit this kit, but pre-painted. I still marvel at these pre-painted details and find them to be indispensable in almost every kit I build these days.

I've begun the sometimes-arduous transition to water-based paints, and once again am thoroughly impressed with the results using the Mr. Hobby Aqueous paints for all the exterior and most of the



interior painting. It lays down beautifully, dries quickly and provides a hard surface. This includes White



(H-1), Intermediate Blue (H-56), Navy Blue (H-54) and Interior Green (H-58). I used Mr. Hobby's Aqueous Hobby Color Thinner (T-111) to ensure the correct thinning. I thinned using the T-111 about 20-30%.

Additional small surface details were picked out using a variety of acrylics. I found each of these colors were dry to the touch within 15-20 minutes.

I used a small amount of Walters Solvaset #904-470 and Microscales Micro Set #MI-1, both of which provided close

fitting adhesion when dry and no problems with either product.

Some smaller details were picked out using the appropriate colors including Vallejo, Lifecolor acrylic, and AK Real Color paints. I used a very thin wash of Light Grey oil paint (Abteilung 502 #170 and Mona Lisa odorless thinner) to pick out the panel lines. I completed my dry brushings, using my old standby Winsor & Newton's Artist Oil color Naples Yellow Light, No. 426 and my overall final finish using Testors Dullcoat Lacquer (#1160).



### Decals

The Eduard FM-2 kit is adorned with decals enabling you to complete ten different marking options. While not exactly a decal, the Eduard kit also includes another plus—accurate masks for both the tires and canopy.

As for the decals themselves, you are provided with a variety of markings on a single sheet produced by Eduard in Belgium. Of the ten sets decals provided I chose to finish my FM-2 in Ens. Bennett's markings and scheme. I found these decals had excellent overall quality, both in register (even the very small below cockpit paintings) and adhesion.

Detailed full color four position art work is included in the instructions as well, along with the individual details about the aircraft and pilots.

### Overall Evaluation

Although this kit is largely an upgrade for their earlier F4F family of kits with the addition of the several differences pointed out in the drawings above. Eduard indicates this is a limited run kit, which I believe they will not produce more FM-2 kits, at least not with these multiple markings and decals. I have over the last few years failed to heed 'limited edition' warning only later to find that the kit I am looking for is either not available or at least without paying someone an astronomical price, hoping to find one.



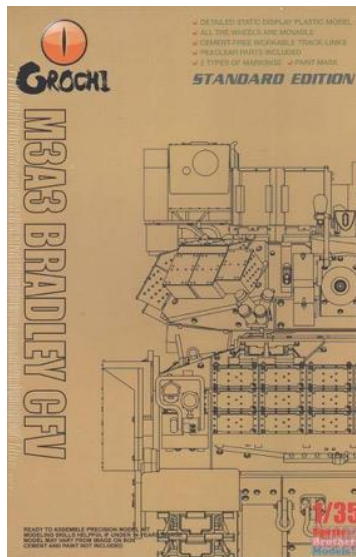
Back to the subject at hand—the FM-2. It's really a very nice kit with great engraved panel and rivet details. Terrific decal options and multiple paint schemes.

There's no doubt in my mind, this kit sets a new standard should you desire to build a Navy or Marine Corps FM-2. I highly recommend this kit.



# M3A3 Bradley CFV

By Eric Christianson



(Editor's note – this abridged version has been edited for use in our newsletter. You can see the full build article posted in the 'Reviews' section of the IPMS USA website or on our own IPMS Seattle website.)

## Summary

In a market flooded with M2/M3 Bradley vehicles, a small Chinese company (Orochi) seems to have scored an ace with their M3A3 Bradley offering. The kit sports many of the features of the higher-end manufacturers, but offers it at a much lower price – representing one of the best values on the market. The biggest surprise is the track – Orochi has found a way to provide truly snap-together individual-link track that *stays* together. The track is not some unusual variety that lends itself easier to assemble this way, but standard, run-of-the-mill U.S.A. AFV track. Innovations such as this and value-pricing will motivate more modelers to try building armor.

## Background

The **M3 Bradley Cavalry Fighting Vehicle (CFV)** is an American tracked armored reconnaissance vehicle manufactured by BAE Systems Land and Armaments (formerly United Defense) based on the Bradley Fighting Vehicle family. The M3 CFV is used by heavy armored cavalry units in the U.S. Army. The M3 Bradley CFV is very similar to the M2 Bradley IFV (Infantry Fighting Vehicle) and is fielded with the same powerful two-man 25mm Bushmaster Cannon turret with the coaxial 7.62mm machine gun. It only varies from the M2 in a few subtle ways and by role. The M3



is classified as an armored reconnaissance and scout vehicle and does away with the firing ports found in the M2 series. The M3 also carries more TOW missiles as well as more ammunition for its 25mm and 7.62mm guns.

The Bradley family as a whole was originally intended to support the M113 Armored Personnel Carrier (APC), but ended up replacing it altogether. Today, the Bradley is fielded in conjunction with the M1 Abrams series of main battle tanks and often accompanies infantry squads into combat. In the 1991 Persian Gulf War, Bradley's and their powerful 25mm cannon / TOW anti-tank missile combination destroyed more enemy tanks than the M1 Abrams. Only three Bradley's were lost to enemy fire, however, at least 17 were lost to friendly fire. Improvements to the Bradley family have included enhanced identification features, as well as anti-tank missile countermeasures (for first generation wire-guided missiles only) and improved armor protection in the form of ERA.

### What's in the Box

- 6 sprues of soft, tan-yellow plastic, individually wrapped. Some minor flash in places.
- Separate upper and lower hulls, individually wrapped
- 20 sprues of individual-link track made of hard black plastic
- 2 sprues of clear plastic parts
- 1 sprue of poly-caps allowing removal of the wheels for painting and weathering
- 1 small sheet of photo-etch containing grill covers and other detail
- 1 small brass painting template for wheels and tread
- 1 small sheet of decals
- 1 poly-urethane flap that fits over the base of the gun
- 13-page booklet of cad-illustrated instructions with 31 steps, printed in black and white ink.

The decals are very thin but in perfect register. There are no color schemes provided other than what is printed on the side of the box. Paint callouts for Tamiya Acrylic/Lacquers are included in the instructions.

The benefit of having very few pour-tabs and knock off pins on the sprues is slightly off-set by some pretty thick sprue-connection points in places.

### Things to consider before starting

Orochi thoughtfully provides the rubber portion of the wheels as separate parts to help with painting and finishing. If you choose to paint them separately, however, you will need to completely assemble, paint and mask off the lower hull before continuing on with the upper hull, because once the upper hull is in place you will not have access to wheels and/or the track. I did not paint them separately in this build.



Decal placement is identified in the instructions throughout the build – I suggest you keep track of where things go as access to some of the areas is difficult in the later stages of the build. Orochi includes a ‘Read Before Assembly’ page in the instructions. On this page you are shown where to place 22 bolts/rivets that you remove from Sprue A. They are small and require a deft touch to shave off the sprue and place on the surface of the upper hull and rear hatch. There are many places in the build where the receiving ‘female’ divots that are supposed to receive the ‘male’ posts on parts, and are not deep enough for the task, leaving many parts standing proud of the surface. I suggest that you drill out the divots whenever you encounter this before applying glue. The large storage basket at the back of the turret needs something, so I went to my stash of [Value Gear](#) products for things that would fit in there. Likewise for the antenna – there are none included in the kit. I used the excellent products put out by [Orange Hobby](#) for those.

### The Instructions

The instructions are excellent and show a lot of care has been taken to get things right. I only found one oddity: there is no three-view drawing or color schemes provided - several times I had to resort to the internet to find where and how parts should be placed.

### The Track

The two runs of track in this kit are made of black, individual-link plastic parts that ‘chunk’ together, and hold remarkably well after connected. Take a link in your left hand and one in your right hand, slip the right hand link into the top of the left hand one and push the bottoms together until you feel (and hear) a solid ‘chunk’. Do that 78 more times and you have a complete run. I had both runs done in about 20 minutes. What’s more, careful removal of the links from the sprue even eliminates the need for clean-up, although purists might differ. In truth, the sprue separation points are hidden on the completed track. The toughest part was getting that last link together while the run was on the model. I managed to get the first side done, but for the second side I decided to scrape off the tiny pins and glue the last link in place. While this track is amazing, it will come apart if *enough* torque or pressure is applied, so I recommend hitting the runs with a little Tamiya Liquid cement once you have the track in place on the model. The instructions call for 79 links per side which is spot on, with 10 links left over. **Great** job Orochi!



Before moving on, I sprayed the lower hull and track with a layer of pre-shade black, followed by an initial camouflage coat of Buff on the wheels (see painting notes, below for specific brands). Once the upper hull is seated you will have very limited access to this area.



## Turret

The fit and finish of nearly everything on and around the turret was superb. Many of the smaller parts and assemblies looked complicated but ended up coming together perfectly – even the weird rubbery flap that covers the base of the main weapon. Normal hobby cement worked perfectly to secure it in place.

I painted the frame of the sectional shield around the commander's hatch without the glass in place. After dipping the glass in Alclad (See Painting section, below), I inserted it into the shield but waited to attach the assembly until the very end of the build so the clear parts would not be affected by airbrushing.

Orochi did not provide any content for the turret bustle on the Bradley, so I went to my spares box for period-appropriate baggage to fill up the void, including, conveniently, the big blank spot where the (torn and destroyed) decal would normally go. If you decide to leave the storage area empty, note that several prominent and visible ejection pin holes on the inside of the bustle will need to be filled.

## Painting and Finish

I finished the M3A3 in a basic, one-color desert camouflage scheme, preferring to highlight and accent the monochrome finish using filters and washes. The kit can be completely assembled before painting, save the antenna and armored glass sectional.





## Primer and Pre-Shade

I started by airbrushing a primer/pre-shade coat of Gunze Mr. Finisher 1500 Black to give the plastic and PE some grip for the following coats, and to fill in the recesses and create a shadow effect near the flat surface edges, adding depth for the subsequent coats to come. I really like Gunze's product – it goes on beautifully and it combines what used to be two coats of paint applied in two painting sessions all into one. I allowed that to sit overnight to de-gas.

## Airbrushing Vallejo Model Color Paints with a (syphon-feed) Pasche H Airbrush

I used with Vallejo Model Color paints for this build which required me to go through a bit of 'refresher experimentation' up front. Eventually I found them to spray beautifully once I dialed in the right setup and thinning ratio. First, I dialed the pressure up to 20lbs (Vallejo recommends 12-15lbs). I think the higher pressure is needed because I use a syphon-style airbrush (Pasche H) as opposed to a gravity-feed airbrush. Once I did that, the spray pattern evened out and I lost the scatter-shot look of the paint on the surface.

Next, regardless of what line of Vallejo paint used (Model Air, Model Color, or Panzer Aces), I found that adding a single drop of Liquitex Flow Aid and a hefty squirt of Vallejo Air brush Thinner to each cup worked well and (almost) never clogged. A Q-tip wetted with Vallejo thinner was kept nearby during my painting sessions for knocking off the tiny 'paint clod' that would form on the nozzle tip when minor clogging did occur.

Also – cleaning the airbrush became a must-do chore afterwards, which is a break from using other paints when I just blew some thinner through the brush and put it away.

On the flip side, Vallejo paints are odor-free and allow me swap my heavy, uncomfortable vapor mask I

use with distillate-based paints for a simple painters (particulate) mask.

### Camouflage

I followed the pre-shade coat with Vallejo's Model Color 70976 Buff, and then laid down a light coat of Model Air 71.075 Sand on the upper surfaces. What starts out looking yellow-green ends up as



a nice pale yellow. I worked the paint from the center of the panels outward to preserve some of each color showing through from underneath. Some parts I left the original darker yellow and some parts were nearly ivory-white, depending on where I thought the sun would hit, achieving sort of a forced-color perspective.

## Filters

I applied an overall filter of Mig Wash Brown while the surfaces were still flat, and used AK Interactive Track Wash on the track and a Mig 110 Black filter on the fenders, extra track links and the engine grills. I went back and added a second and third filter coat to specific areas to break up the monochrome



surfaces. I thin all of my washes and filters using Mona Lisa Odorless Thinner, which will not affect underlying layers of paint.

## Decals

Once dry, I airbrushed two coats of acrylic Alclad Aqua Clear over the entire vehicle to set it up for decals. I applied the decals using the Red and Blue Micro Sol/Set system without any problems, followed by an additional layer of Aqua Clear to seal them. The decals were perfectly registered but very, very thin and thus prone to tearing easily. Orochi chose to show the paint callouts and decal placement

throughout the instructions instead of in a single section. The placement of the large unit number on the starboard side of the turret is not shown, so I put it where it could fit.

## Pin Wash

While the surface was still glossy, I applied a pin wash of Mig Dark Wash (aka Raw Umber) straight from the bottle using a small red sable brush, concentrating on the panel lines, recesses, buckles, on-board tools, etc.

## On-Board Tools

(Note: For hand-brushing Vallejo paints, I put a drop of Vallejo Slow Dry and a drop water onto an old CD and then single drop of all the colors I need. I mix the colors with the water and slow dry until the paint flows smoothly off a red sable brush.)

I painted the wooden portions of the tools with a mixture of Vallejo Panzer Aces New Wood (311), Old Wood (310) and (Model Color) German Cam Medium Brown (70822). To give the wooden parts of the tools more depth, I brushed on a little Mig Wash Brown oil paint straight from the tube and let that set overnight. Don't let this paint leach out its oil beforehand, like you would when you are using oils for dry-brushing. The oil helps it stay workable. In the morning I carefully removed most of the oil paint using a brush dampened with Mona Lisa Paint Thinner, leaving the areas near the latches and metal parts darker than the center of the wooden shafts. I painted all the steel parts Vallejo Oily Steel. I then

let a little Mig 110 Black wash puddle up on the horizontal surfaces of the metal axe and shovel heads. When dry, I think this gives them a convincing look of used steel.

### **Other details**

I left the main barrel black from the pre-shade step, went over it with a silver quilter's pencil to highlight the protruding parts, and then hit it with all the washes and filters as I went along. I think this gives it a convincing look in the end. I painted the lights Tamiya X7 Red and Tamiya Chrome Silver, and added a drop of Future when they were dry to suggest glass covers. I painted the backpacks and tarps (Vallejo Model Color) Buff and Canvas, liberally adding filters and washes using Mig Wash Brown and Mig Dark Wash.

### **Armored Glass**

The M3A3 Bradley has a four-piece section surrounding the commander's hatch that sports armored glass. Before adding the glass sections, I dipped them in un-diluted Alclad Armored Glass Lacquer, and let the paint wick off and dry before attaching them. I weathered this section separately and attached it at the very end of the build.

### **Road Dust and Final Assembly**

Finally, I applied a 'road-dusting' coat consisting of Vallejo Model Air Sand (Ivory) (71.075), followed by a coat of Vallejo Flat Varnish to kill any shiny spots still remaining. I cut each of these 50/50 with Vallejo Airbrush Thinner and a drop of Liquitex Flow Aid to improve flow. Once everything was dry I dusted some Mig Russian Earth and Black pigments on the sides of the armor here and there, as well as the track to rough the visible surfaces up a little. I attached the antenna and the armored glass sectional and this busy little guy was done!



## Conclusion

The M3A3 Bradley was a lot of fun to build, and for the price, which I have seen heavily discounted, an unbelievable value. I think Orochi did an excellent job of translating the busy look of a modern U.S. AFV into this scale representation. A perfect kit would have included stowage gear for the turret bustle and a three-view drawing but that kit might have cost more as well. I think what you get in the box is a good compromise, and a great value.

The track is magnificent. Purists might find inaccuracies and opt for after-market replacements, but once all the paint and pigment is applied, who's to know? The easy snap-assembly of the links will attract new armor modelers to the fold, and there's nothing wrong with that.

There are design issues with some of the assemblies, and the instructions could use some rework with better angles in the drawings. That said, I can recommend this kit to all levels of model builders. If you go slow and follow the suggestions above, you should be able to have a lot of fun building kit.

I would like to thank **Orochi Models** and **Stevens International** for providing this kit for review, and to **Internet Modeler** for giving me the opportunity to build it.



## Photo Feature: A6M5 Zero, Type 97 Tank, Yokosuka D4Y

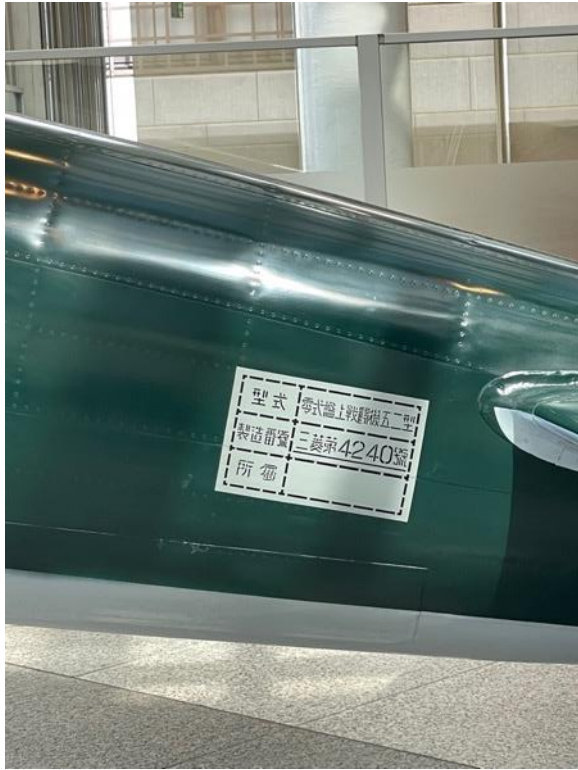
By Elbert Lin

Located at the [Yushukan Museum](#) in Tokyo, Japan.

A6M5 Model 52





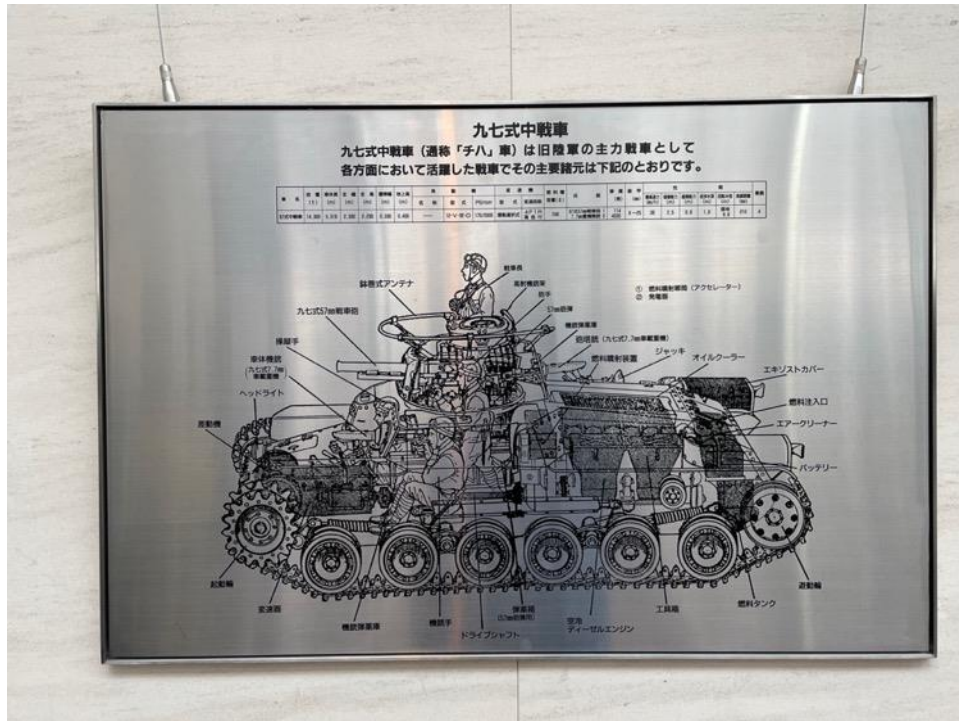


## Type 97 Chi-Ha Medium Tank









Yokosuka DY4 Suisei Model 11







## Possible Topics for 30-minute 'Mini-Seminars' given near the end of our general IPMS meetings

(Please check the box next to those items that you would, for sure, be interested in attending)

### Painting & Detailing Aircraft

- 6 Improving Cockpit consoles and panels
- 4 Landing gear, Engines, and Engine Bays
- 3 Improving Seat belts and Seats
- 6 Adding Rigging and Antenna Wire
- 2 Under-wing Stores and Wheel Wells
- 17 Canopy's (Preparation, Masking, Tinting, Painting)
- 5 Fabric vs Metal vs Wood Finishes

### Painting & Detailing Armor & Artillery

- 7 Choosing and Assembling All Types of Tracks
- 8 Painting and Weathering All Types of Tracks
- 10 Painting On-board Stowage & Pioneer Tools
- 3 Replacing plastic side-skirts using tin or heavy foil
- 2 Adding detail to Engine and Transmissions

### Painting & Detailing Automobiles

- 5 Order of Assembly Steps
- 14 Achieving a Realistic Shiny Scale Finish
- 5 Adding detail to Engines and Engine Bay

### Painting Figures

- 6 Paint & Tool Selection (Oils, Acrylics, Enamels)
- 17 Painting Small-Scale Figures to accompany Models
- 6 Painting Larger Scale Figures, incl. Faces and Flesh
- 5 Painting Larger Scale Figures – Everything Else
- 6 Modifying Figure Poses

### Intro to MIG / AK / VMS / Vallejo Finishing Products

- 7 Dirt and Mud using Pigments, Sand and Plaster
- 4 Filters, Streak Washes and Pin Washes using Oils
- 4 Dust and Grime using Paint and Pigments
- 4 Dry Brushing and Metallics using Oils and Pigments

### Diorama Basics

- 11 Modeling Snow
- 12 Modeling Water and Water Features
- 11 Bases and Roadways

- 8 Winter Camouflage Techniques
- 3 Assembling and Attaching Tow Cables
- 3 Zimmerit Options and How to Roll your Own
- 5 Anti-slip Coating on Modern Armor
- 3 Adding Tie-Down Antenna

### Painting & Detailing Blue-Water Navy Ships

- 6 Order of Assembly Steps
- 6 Painting Order and Technique
- 8 Photo-etch railings and other PE-detail
- 6 Modeling Ocean Water
- 2 Dazzle Schemes and other Effects
- 2 Painting Water Lines
- 13 Rigging
- 10 Simulating Wood Decking
- 10 Surface Preparation, Priming and Paint Selection
- 7 Interior Detailing
- 3 Weathering Rust Buckets
- 18 Mud, Dirt and Grass
- 17 Bushes, Trees, and Shrubbery
- 10 Structures, Fountains, and Fences Oh My!

### Airbrushing

- 4 Equipment Options, Set-up, and Clean-up
- 3 Troubleshooting (and Best Practices)
- 7 Paints, Thinners and Mixing Ratio's
- 8 Building a custom spray booth

### Photographing Models

- 10 Creating your own tabletop photo-studio
- 9 Digital SLR/Phone Settings and Techniques
- 4 Turning your Photos into a book

### (Miscellaneous Subjects)

- 10 Pre- and Post-Shading Technique

- 9 Working with Photo-etch Parts
  - 8 Building 3-D Printed Models
  - 2 Building Poured-Resin Models
  - 6 What Judges Look for in Contests
  - 5 Applying Decals and Dry Transfers
  - 11 Making your own Decals
  - 11 Making your own Masks
  - 3 Scale Effect and Modulation using Paint
  - 14 Chipping, using Hairspray, Salt, and Rubber Cement
  - 8 Achieving Metal Finishes using Paint
  - 13 Filling Seams with & without Putties and Sanding
  - 4 Essential Modeling Tools and Finishing Supplies
  - 8 Our Favorite Homemade Jigs and Tools (Group)
  - 3 Building and using a Vacuform Machine
  - 2 Selecting your First (Aircraft, Armor, Automobile, Sci-Fi, Ship, Figure, Space) Model Kit
  - 0 Popular On-Line and Hard-Copy Resources
  - 6 Managing your Stash Online
  - 7 Writing Reviews and Receiving Free Stuff
- 



## Other Modeling from Around the Sound...

### Northwest Scale Modelers (NWSM)

The Northwest Scale Modelers meet monthly at the Museum of Flight in Renton. Modelers of all genres are welcome to attend. Please see their website for more information: [NorthWest Scale Modelers \(nwsm.club\)](http://NorthWestScaleModelers(nwsm.club))

### Seattle Armor Modeling and Preservation Society (AMPS)

The Seattle Chapter of AMPS holds monthly meetings and occasional build sessions that modelers of all genres are welcome to attend. Please see their Facebook page for more information.

### Galaxy Exiles Sci-Fi Modelers

The local Sci-Fi modeling community is served by this club located in the North End. Modelers of all genres are welcome to attend. For more information, please contact John Morel at [johncmorel@gmail.com](mailto:johncmorel@gmail.com) or see their Facebook page for more information.

—

OAHS & TUESDAY NITE MODEL CLUB PRESENTS

## Cottage Grove SPRING SCALE MODEL SHOW

Saturday March 23, 2024

FREE ADMISSION

### Scale Model Contest and Exhibition

**DOORS OPEN at 9 AM**

**Contest Entries close at 12 Noon**

**Awards at 3:00 pm**

- Auto, Armor, Aircraft, Mecha, Ship, SciFi & More
- Vendor Tables – Buy, sell, trade \$10.00 per table \$5.00 per additional table. Call or email for reservations
- Raffle

**PEOPLES CHOICE AWARDS!**

**\$5 FIRST ENTRY/ \$1 EACH AFTER FIRST**

Cottage Grove Community Center  
700 East Gibbs Avenue, Cottage Grove

For more information contact:  
Shawn Kelley 541-968-9328  
[tnmc61s@gmail.com](mailto:tnmc61s@gmail.com)





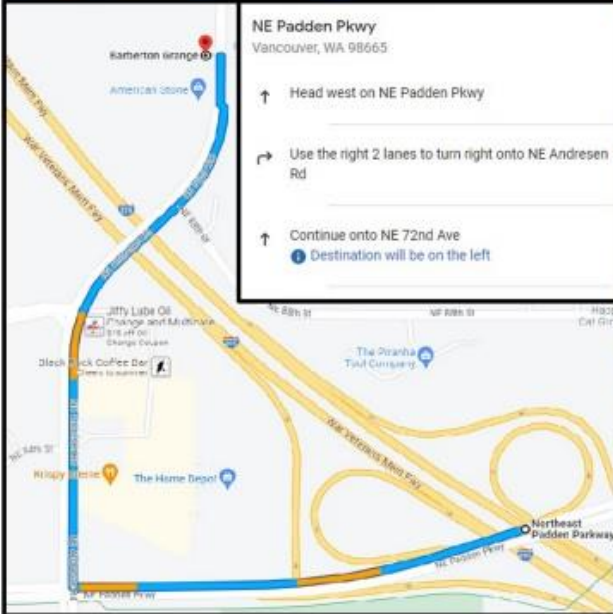
The Sprue Man Group presents The First Annual

# MODELERS SWAP MEET

Saturday, February 10, 2024 ~ 10 am to 3 pm

**Free Admittance!**  
**Free Parking!**  
**People's Choice Model Contest!**  
*(in cooperation with Oregon Mid-Valley Modelers;  
awards sponsored by HobbyTown USA)*  
**Food Available!**

**Thousands of kits,  
Upgrades, resin detail  
sets, photoetch and  
decals to choose from!  
All genres, there is  
something for everyone!**



**The Barberton Grange**  
**9400 NE 72nd Ave, Vancouver, WA 98665**

The Museum of Flight - 9404 East Marginal Way S. Seattle, WA 98108

# MODEL MANIA

2024  
FEB 17 & 18

THE  
MUSEUM  
OF FLIGHT

## FREE EVENT WITH MUSEUM ADMISSION

Display your models and get free admission

(Please arrive by 9:45am for set up. Models must be ready at 10am)

### FEATURED GENRE'S

Aircraft, Armor, Automotive, Space, Sci-Fi,  
Gunpla and even figures!

### WEEKEND PACKED SEMINARS

Featured Presenters:

- Joshua Scott • Bill Huffman
  - John Bonanni • Rick Lawler
- Plus many more all weekend!

### FREE MODEL KITS!

SATURDAY ONLY (while supplies last)

Make and Take Event!

Sponsored By Show Me What You Bot

[www.ibuildrobots.ca](http://www.ibuildrobots.ca)

### WIN PRIZES!

Participate in our Trivia Contest

Prizes sponsored by Skyway Model Shop

[www.skywaymodel.com](http://www.skywaymodel.com)

### MORE INFO

Contact: Jim Bates

[rcaflawyerpilot@gmail.com](mailto:rcaflawyerpilot@gmail.com)

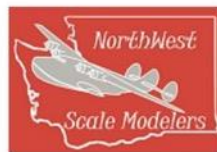
Website

[www.nwsm.club](http://www.nwsm.club)



Skyway Model  
Shop

Designed by: Wilbur Tang & Joshua Scott



**IPMS SEATTLE PRESENTS**

# **SPRING SHOW**

# **2024**

**Scale Model Contest and Exhibition**

**SATURDAY, APRIL 27<sup>TH</sup>**

**DOORS OPEN AT 9 AM**

**Contest Entries Close at 12 Noon**

**Awards at 3:30PM**

- Model Contest with 75 Different Award Categories!
- 15,000 Sq Ft of Models!
- Huge raffle!
- 70 vendor tables!
- Every junior entry wins an award!



**Adult Entries: \$20 (unlimited) • Junior Entries: \$5 (unlimited) • Spectators: \$5**



**MAKE N TAKE  
FOR THE KIDS**

**HUGE RAFFLE  
DRAWING ALL DAY!**

Categories, model registration forms available online at: <http://www.ipms-seattle.org/Springshow>

**Renton Community Center**  
**1715 Maple Valley Hwy, Renton, WA 98057**

From I-405, take exit #4, Renton-Enumclaw exit. At Maple Valley Hwy, drive east to the second light and turn right into RCC.



For additional information contact:  
Rick Taylor at  
[show-coord@ipms-seattle.org](mailto:show-coord@ipms-seattle.org)

Designed by KaylorMade Design • [www.kaylormade.com](http://www.kaylormade.com)

**IPMS PACIFIC NORTHWEST REGION 7 REGIONAL SHOW**

## ZOOM!

During (and since) the Pandemic, modelers from all over have been meeting online via Zoom sessions. Between our two local clubs, (IPMS and NWSM), the TNI group, the Galaxy Exiles, plus IPMS clubs in Oregon, there are Zoom meetings just about every night. These sessions are joined by other modelers from across the country, as well as overseas – I think St. Petersburg is the farthest way? These are less meetings than simply build sessions where we share ideas, techniques, etc. – like a bunch of little old modeling ladies. [We discuss our current projects, how to solve modeling problems, new techniques, tools, paints, and kits.](#) We try to keep politics and religion out of the conversations, and that really makes the sessions fun and relaxing. These Zoom sessions are open to everyone. The Monday/Wednesday/Thursday sessions normally have between 8 and 15 attendees at any given time, and the big (Thursday) build sessions last 7 hours (2pm through 9:00pm). Modelers come and go, break for dinner, or to walk the dog, etc. The build sessions continue in the background, allowing modelers to join at their convenience.

A lot of modelers with a [wealth of experience who can help solve just about any model-related issue.](#) And a great group of people!

Joining a Zoom session takes a single click of a mouse, once you are all set up. First, it is recommended that you download a free copy of Zoom and install it on your device first. Having a local copy is not required but makes everything a little easier to use. Once that is done, all you need is a very basic setup that includes camera, microphone, and speakers (normally all built-in, especially with newer devices). Then just click on one of the links below!

**Mondays:** Seattle, WA IPMS 2pm – 5pm [LINK](#)

**Tuesdays:** Salem, OR IPMS 6pm – 10pm [LINK](#)

**Wednesdays:** Seattle, WA IPMS 2pm – 5pm [LINK](#)

**Thursdays:** Seattle, WA IPMS 2pm – 9pm [LINK](#)

**Albany, OR IPMS** - Odd-numbered Thursdays (i.e., 1st, 3<sup>rd</sup>, and 5th) from 6pm - 10pm. [LINK](#)

**Saturdays:** Salem, OR IPMS 6pm – 10pm. [LINK](#)

# Upcoming Meeting Dates

The IPMS Seattle 2023 meeting schedule is as follows. All meetings are on Saturdays at North Bellevue Community Center from 10:30 AM to 1:30 PM, except as indicated. To avoid conflicts with other groups using our meeting facility, we must NOT be in the building before our scheduled start times, and MUST be finished and have the room restored to its proper layout by our scheduled finish time. We suggest that you keep this information in a readily accessible place.

February 10, 2024

March 9, 2024

April 13, 2024

May 11, 2024

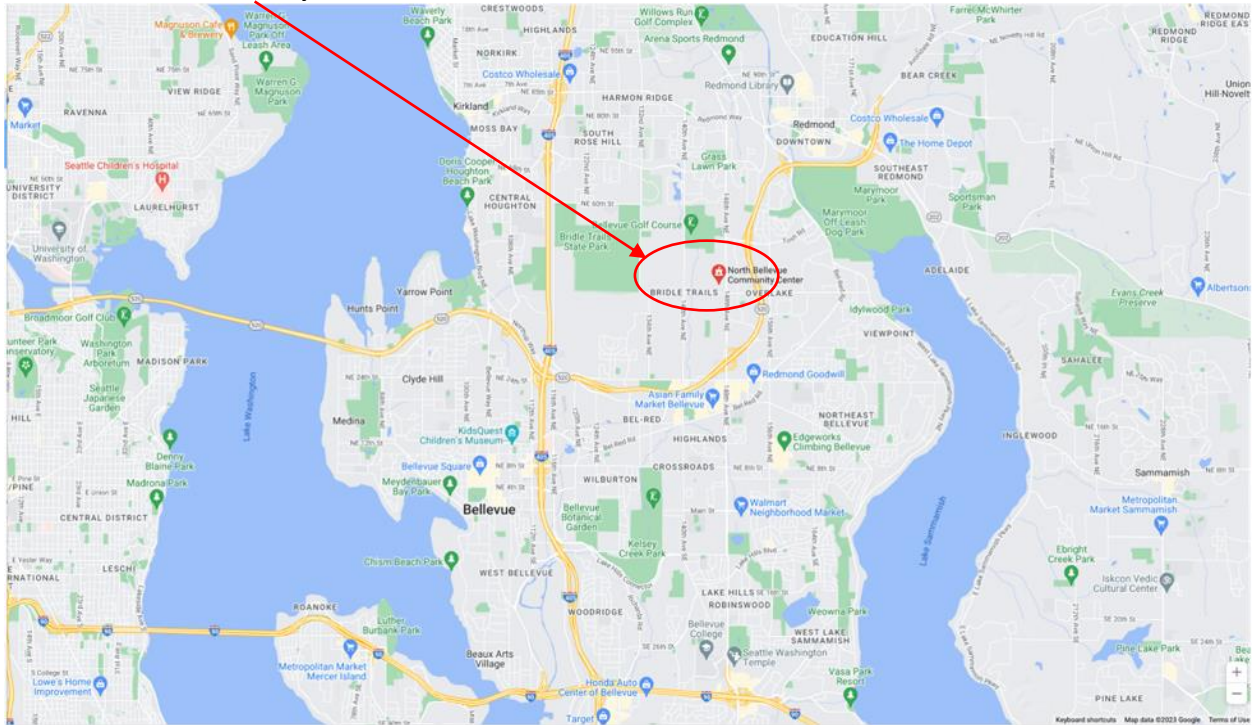
## Next Meeting: February 10, 2024– 10:30 AM to 1:30 PM

North Bellevue Community/Senior Center, 4063 -148th Ave NE, Bellevue.

Map Link: <https://goo.gl/maps/RSGcMggWNBmTUe6T9>

Site Link: [North Bellevue Community Center | City of Bellevue \(bellevuewa.gov\)](http://North Bellevue Community Center | City of Bellevue (bellevuewa.gov))

### North Bellevue Community/Senior Center, 4063 -148th Ave NE, Bellevue



Directions to NBCSC: From Seattle or from I-405, take 520 East to the 148th Ave NE exit. Take the 148th Ave North exit (the second of the two 148th Ave. exits) and continue north on 148th until you reach the Senior Center. The Senior Center will be on your left. The Center itself is not easily visible from the road, but there is a signpost in the median.

## Join IPMS/USA



### Why Join IPMS/USA?

IPMS/USA is the United States Branch of the International Plastic Modelers' Society, whose roots can be traced to the startup of the first IPMS National Branch during the 1960's in Great Britain. In 1964 a US-based modeler applied for a charter to start the US Branch. In the ensuing five decades, IPMS/USA has become a 4,600-member, all-volunteer organization dedicated to promoting the modeling hobby while providing a venue for modelers to share their skills in a social setting, along with friendly but spirited competition in the form of local, regional, and national contests and conventions. As this is written, there are over 220 active US chapters (including groups in Canada and the Philippines as well as one "cyber-chapter" existing entirely on the internet). These chapters are organized into 13 geographically-determined Regions, overseen by Regional Coordinators. The IPMS/USA Executive Board, made up of elected and appointed members, serves as the overall governing body for IPMS/USA.

Join Online (<https://myipmsusa.org/join-us>)

## MODEL PAINT SOLUTIONS

Model Paint Solutions specializes in tools for handling, storing, mixing, spraying, and finishing model paints. We carry quality scribing tools, abrasives, Mission Models Paint, the full line of AK Real Colors, and German-manufactured Harder & Steenbeck airbrushes and parts. All Seattle IPMS members can take advantage of **5% off** and **Free-Shipping** on any orders delivered during the monthly IPMS meetings. Details provided at the meetings.

Model Paint Solutions (<https://modelpaintsol.com/>)