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Next Meeting: October 18 4PM to 7PM

What the heck is *that*?

Warhammer vs Gundam and why I like them both

I'm Kevin Barrett, I've been a member of IPMS Seattle for a few years and Eric gave me the opportunity to write a guest editorial extolling the virtues of models from the weird and wild



worlds of "Warhammer 40,000" as it's commonly known, and Gundam. Warhammer is a tabletop war game, while Gundam are models based largely on anime (AKA Japanese cartoons). The models each have their own challenges and virtues and I enjoy them both. When I bring the models to meetings, they are often met with curious stares, so I thought I'd tell you a little bit about them. Disclaimer of sorts: I know WAY more about Warhammer than I do about Gundam. (AKA Gunpla, and I have no idea of what the distinction is.)

The big winged fellow on the left is Be'lakor. He is what's known as a Chaos Daemon. This model represents one of my favorite things about Warhammer: the incredible detail in the model that I can pick out and paint however I like. The group of little ones at his feet are known as a Nurgling Swarm. While they don't have as

many bits and pieces to paint, I still put a lot of time into finding what I can on them, such as horns, claws, teeth, and wounds.

On the right, the thing with all the green and red beams is GFAS-X1 Destroy Gundam, O.M.N.I. Enforcer Mobile Suit, and the dog-like one is called LaGOWE. I don't know what either of those names mean; I'm still learning about Gundam. I just like how they look and I like building them. What I like most about Gundam models is that they snap together and are molded from colored plastic so painting is not required. As much as I like painting details, sometimes I just like to build. [\(Continued on Page 23\)](#)

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Our newsletter is prepared with the goal of providing information that educates, informs, and helps expand the skills of our membership about our hobby: plastic scale modeling (including resin, vacu-form, and 3-D printed scale models). All content related to the hobby are welcome. For more detail, please see the complete Editorial Policy [here](#).

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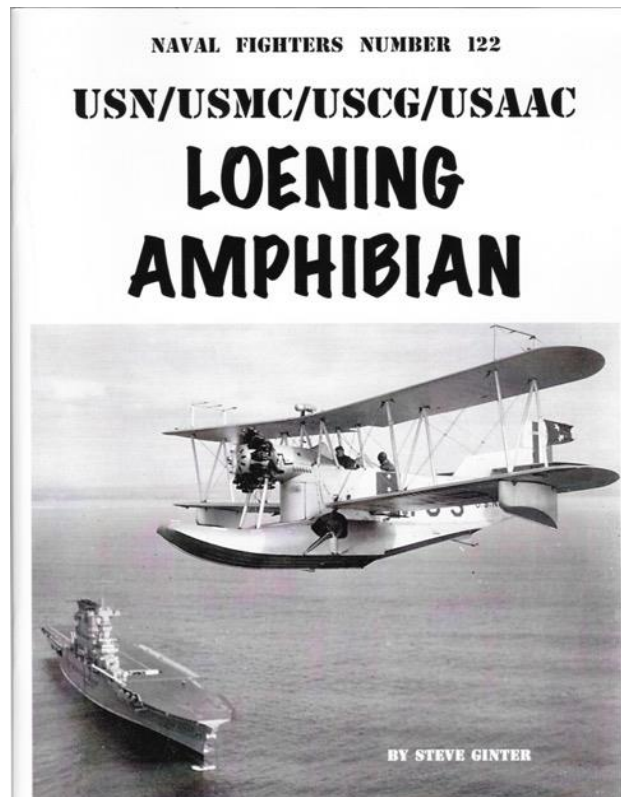
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Loening Amphibians (Ginter Books Naval Fighters No. 122)



By Norm Filer

I've supported Steve by buying his books since he began publishing, and they remain my top references for modeling and drawing. If it's about the United States—like most are—it's likely in the library. There are a few that were just too obscure to warrant the investment and any normal person probably would put the Loening Amphibians in that bucket.

During the initial years of aviation in Alaska, Loening Amphibians were used in exploration and mapping activities. Photos of these odd ducks, (remember this, more later) embedded themselves in my quirky brain so when I saw this new Ginter book I reached for my credit card.

This publication consists of 64 pages of photographs and text, offering information on various topics, including kit availability. Well actually Steve has that one covered too. Esoteric made three Loening model variants, and Pro Resin produced an OA-1A. All are 72nd. Finding any of these is highly unlikely, and all four are strictly for experienced modelers.

The book offers a well-balanced variety of topics, locations, and details to help you enhance your model.

This book is printed in black and white throughout, including the cover, which typically features a red background and a colour photograph. I suspect that color photos of Loenings are even more rare than kits.

And my comment about the odd Duck above? Roy Grumman was plant manager for Loening prior to starting what became Grumman Aircraft in 1929. In 1931 the Navy was looking for a new type of aircraft then designated "J". Grumman was awarded a contract for the XJF-1. The first of what later became the JF-1 Grumman Duck.

The Duck was a descendant of the Loening OL series on which the principal Grumman founders had worked during their days with Loening.



Photo 1: Photo courtesy of Wikipedia

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Academy M1A2 Abrams TUSK II



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 Internet Modeler website or on our own IPMS Seattle website.)

Summary

The new Academy armor kits area really something to behold. Their superb engineering and design focus on buildability, resulting in effortless assembly and a perfect fit. The company has somehow accomplished this without compromising on accuracy, and they've done so at an affordable price.

Background

Urban warfare has always been the Achilles heel of the main battle tank; a combat vehicle designed to



operate in open country where its heaviest armor and weaponry can be orientated toward enemy threats. The invasion of Iraq in 2003 exposed vulnerability of the third generation Abrams main battle tanks to rocket propelled grenades (RPG) and mines; threats coming from any direction and hitting on the

vulnerable sides, rear, top and underneath the tank. These problems have been partially resolved by fitting the Abrams with the Tank Urban Survivability Kit (TUSK). This field-installed kit was developed to improve survivability and situational awareness when operating in the close confines of a city. Introduced in 2006, the TUSK's (in one form or another) found their way to all tanks fielded in Iraq by 2008.

The TUSK includes add-on explosive reactive armor fitted to the side skirts and turret, and slat armor to the hull rear. These enhancements provide protection against RPG rounds. There is also a full-length



slab of spaced armor mounted to the hull underneath the tank to better protect the crew from IED threats and mines.

Other improvements include additional defensive grenade/smoke dischargers, armored glass shielding for the vehicle commander and loader when manning their respective machine guns, and a new

remotely controlled 12.7-mm machine coaxial gun & accompanying spotlight fitted over the main gun. This machine gun is a counter sniper weapon. It fires single rounds or in full-auto mode and is aimed using the main gun.

A third machine gun station sporting a 7.62-mm gun with armored glass and thermal sights has been added to the turret.

To improve situational awareness, the TUSK provides the commander with a 360-degree camera monitor within the turret, and the driver's station is fitted with a new safety seat and rear vision camera. Nearby infantry can communicate with the tank commander via an infantry phone attached to the rear of the vehicle. Together, all active versions of the Abrams tank (M1A1, M1A2 or M1A2 SEP) equipped with this kit have become even more lethal to the enemy, regardless of where they are encountered.

Academy is not first company to offer the M1A2 Abrams TUSK II in 1/35th scale, but, in my opinion, theirs is by far the easiest to build. Furthermore, Academy has managed to include parts for four different versions of the Abrams in the same box (plain vanilla M1A2, SEP V2, TUSK, and TUSK II). They can do this because they make a real effort to keep the parts count down while still providing stunning detail and engineering. Academy does all of this for a price \$10, \$20, or even \$30 less than their competitors.

What's in the Box

- 8 sprues of soft, tan-yellow plastic packed relatively tightly into four plastic bags. Even though it is in a large, sturdy box, I worried about warping. In the end, however, all parts were true; even the delicate bustle cages fitted around the back of the turret.

- 1 sprue of hard, clear plastic for the armored glass and lenses.
- 2 lengths of black, one-piece 'rubber-band' track (my sample's runs were folded under and bent but straightened out sufficiently by pinning them to a board before painting).
- 1 black, rubber ammunition 'rope' for the CROWS II Weapon System (SEP V2).
- 1 medium sheet of decals and stencils.
- 1 small sheet of photo-etch containing engine exhaust/intake screens, more.
- 1 small sheet of painting masks for clear parts made of thin, yellow masking tape.
- Four separate instruction manuals, totaling 32 pages with 48 steps, printed in black and white ink. A parts map and color call out chart are included.
- 1 4-page, full-color section used for painting and decal placement.

Paint product callouts include Humbrol Enamel, GSI Creos Acrylic, GSI Mr. Color Lacquer, Lifecolor, Testor/Model Master Acrylic and Enamel, Revell Acrylic and Enamel, and Vallejo Model Color and Model Aire.

Things to consider before starting

You will want to decide up front which version you want to build and markup the instructions accordingly – there are a lot of detours to take depending on the choices you make.

Many of the weapons and hatches come as separate assemblies that can be built, painted, and finished before dropping them on the hull or turret at the end of the build. This is a real advantage since most of these assemblies sport clear parts that would otherwise be affected by the various coats of paint and weathering products you'll use to finish the tank. To their credit, Academy provides a complete set of masks to use for this purpose, but I found that the delicate parts - and especially the *limited access* to those parts - once attached, precluded my using the masks. The Abrams has prominent side skirts that, once installed, limit access to the track. This means that the track will have to be attached early in the build, per the instructions. There is ample room in the turret bustle and the sides of the turret/hull for personalizing your Abrams with various combat accoutrements. Curiously, Academy, who has a solid reputation for including lots of extra gear in their kits, provides just a few items this time around (jerry cans for fuel and water, wheels, etc.). Maybe they just ran out of room in the box for the extra sprue! Finally, a nit to pick. Academy provides four separate eight-page booklets of instructions, which is a little aggravating when you need to go back and forth during assembly and painting. Do yourself a favor (like I eventually did) and cut the pages apart so that you can make a single booklet, soup to nuts, before starting. I even made a separate document consisting of copied pages for the parts map, painting and decal work, since these, too, were scattered throughout. Let's move on!

Construction

Lower Hull and suspension - Like just about everything on this model, the fit is perfect. The wheels 'chunk' in solidly and don't wiggle once attached. This also means that they are not designed to articulate.

An array of posts and other odd parts extend from the superstructure out to meet the side skirts when they get attached later. This could lead to a fit problem, but solid engineering prevented that from happening – they only fit one way and end up exactly where they are supposed to be later.

A Faster way to paint Road Wheels - Once the wheels were attached and dry, I stopped to paint the lower hull and attach the track since the side skirts coming next would deny me access to do so later.

I employ a novel approach to painting the rubber parts of the wheels, which takes me all of perhaps ten minutes total, and is done without touching a brush. The secret is found in the unusual qualities of using hairspray as a mask.

I start by using rattlecan Krylon Flat Black Lacquer Paint/Primer for a dark, primer/pre-shade coat. Surprisingly, this low-cost solution sprays on easily and dries very thin and level – replacing a 20+ minute task I used to use an airbrush and more expensive paint for. The dark primer coat gives the plastic and photo-etch some grip, and fills the recesses, creating a shadow effect near the flat surface edges, and adding depth for the subsequent coats to come. I allow the strong lacquer paint to sit overnight to de-gas.

Next, instead of painstakingly painting the rubber portions of the wheels by hand, I shake up an aerosol can of TRESemme' and give the wheels a quick coat of hairspray over the primer. I don't think it matters what kind of hairspray you use – I just like the cool little black can it comes in. Once dry, I spray the inner wheels my acrylic camouflage colors (see below) without worrying too much about overspray. Once the paint is dry, I use a Q-tip damp with water to rub off the overspray. The hairspray acts as an acrylic mask over whatever color or type of paint lies underneath it. In 5 minutes, I have 16 perfectly painted sets of wheels (see image). Bang.

The Track - Once satisfied with the wheels, I moved on to the track. The black, rubber-band type vinyl track in this kit incorporates a novel design; four pieces of normal plastic that, when glued together, connect the ends of each of the two runs. The promise is there, but the execution needs some work: the runs end up being too long. I had to remove the tabs for the plastic parts as well as two full links per side to tighten the tension on each run. Fortunately, the side skirts cover up the three staples I used to connect the ends!

I was able to use distillate products on this track, but they do take some time to dry. I primed the track using Rustoleum (rattlecan) Flat Black enamel paint, followed by a dusting of Rustoleum (rattlecan) Beige enamel. Once these coats dried, I brushed on a thin layer of AK Interactive Track Wash straight from the bottle. When that (finally) dried, I stapled the ends and stretched them on over the wheels. Later, as a final step to the build, I worked several layers of Mig Pigments into the nooks and crannies using Gulf War Sand, Concrete, Light Dust, Dry Mud, European Dust and Russian Earth. In the end, that floppy, vinyl track looks, with a little make-up, just fine.



Hull Rear and Main Deck -

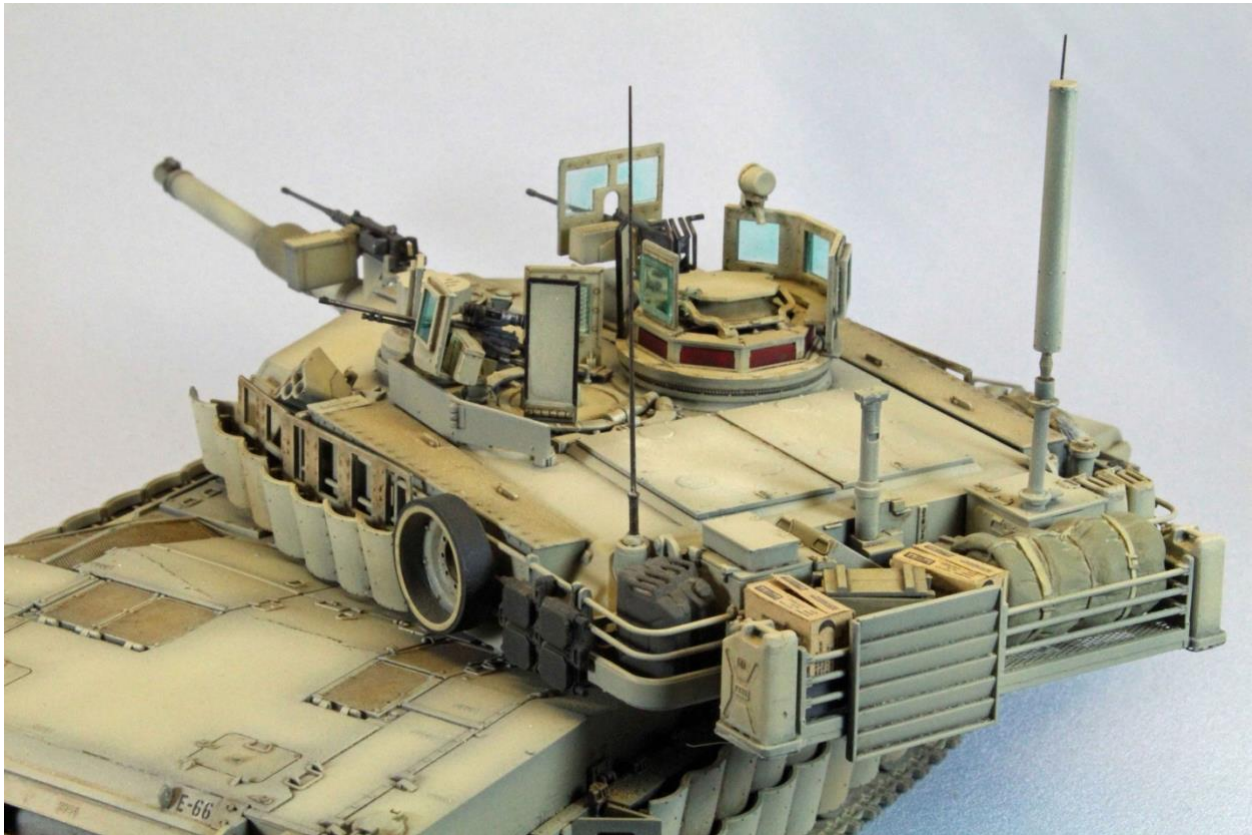
The design of the busy hull rear is brilliant. Reviewing my margin notes, I have the words 'Snap Tite!' written in several places, meaning many of the

parts fit so well that no glue was required. The two clear glass covers to the taillights are prominent and I left them off, to be attached after painting and finishing.

Side Skirts - After attaching the tow bar assembly on the front hull, I moved on to perhaps the most noticeable aspect of the TUSK system; the long rows of reactive side armor. Academy provides each of three layers of side armor as four long, single pieces, sporting excellent detail throughout. The first layer is the standard M1A2 side armor which has given the Abrams tank that classic look all these years. On top of that, goes a second layer of the TUSK reactive armor, which resembles long rows of square, flat sections, also presented in four single pieces. Over that, the TUSK II (curved) reactive armor is applied. Since the modeler can create any one of the versions provided in the kit, I needed to drill some holes each step of the way using the pre-drilled 'soft' pits provided by Academy on the backside of all the appropriate parts.

Once each side was dry, attaching them to the lower hull, and to all those pokey parts that I discussed in the first section, was a breeze. What could go wrong, didn't. Assembling these skirts was a lot of fun: everything came in big pieces and fit perfectly. Nice.

The Turret - The Abrams turret has always been a busy affair, but I've never seen anything like what the U.S. Army has crammed on top of the M1A2 TUSK II turret. As complicated as it looks, however, in the end the task appears like a lot more work than it really is.

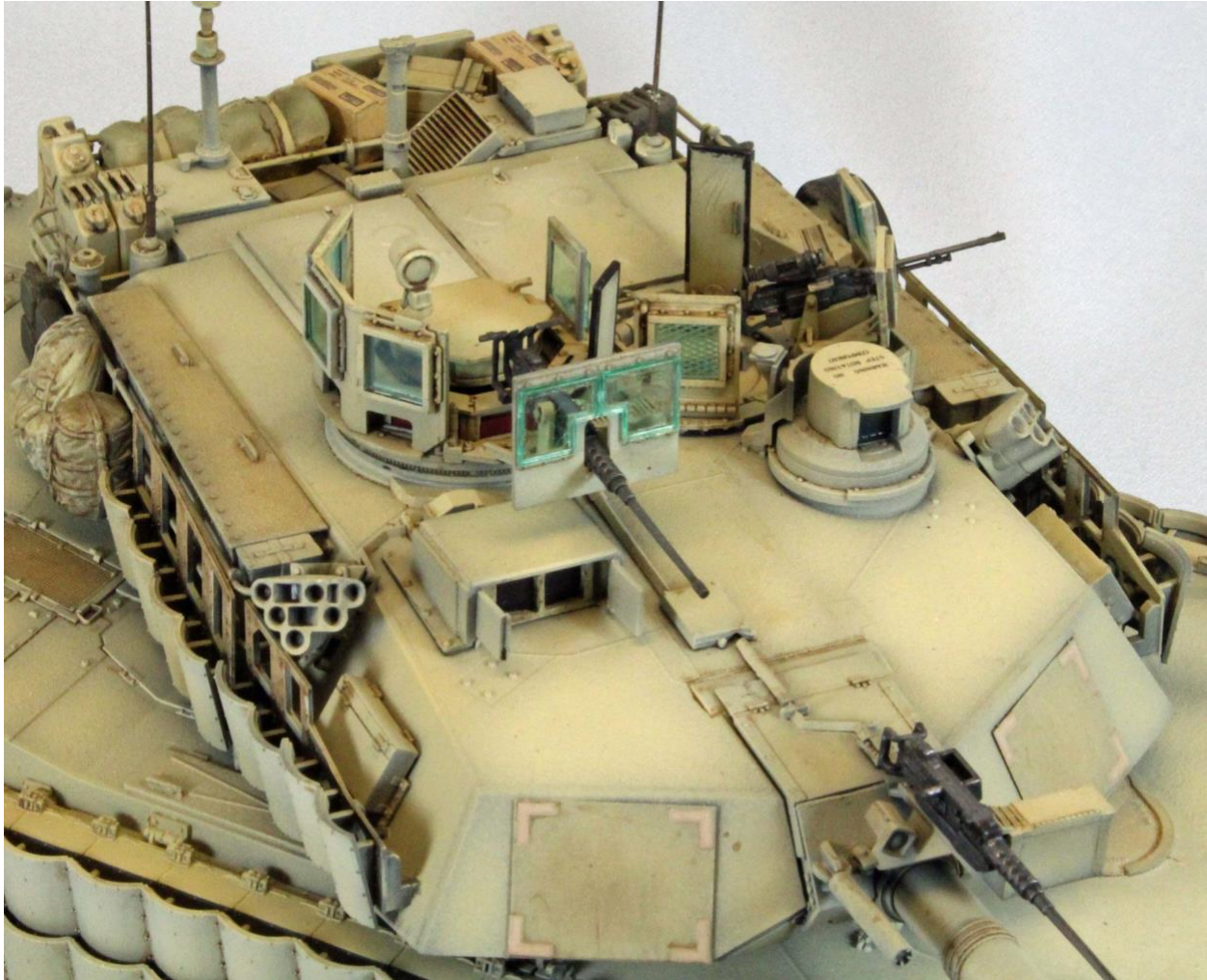


Academy has thoughtfully designed the nine-piece main gun in such a way that there are no seams to fill on any part of it. The weapon assembly also fits in the turret opening so that it can be moved up and down, but will not droop down by itself. In other words, even though I glued the gun in place, I didn't need to – the fit was that good.

The turret detail is significantly different for each Abrams version (SEP V2/TUSK/TUSK II) so here is where the modeler is directed to different areas in the instruction booklets. I chose to build the TUSK II,

so the sprue holding the SEP V2/CROWS II close-in weapon system went directly into my spare parts box.

Treatment of visor glass, system optics, armored glass panels, etc. - I tried several approaches to achieve a reasonable likeness to the multi-colored hues seen in the various glass and optics within. None were ideal, but it was good practice.



Armored Glass – Alclad makes an excellent lacquer product called ‘Armored Glass’, which dries to a pale green hue that, I think, resembles the color on (at least some of) the photos I have. Other photos show these panels as clear. I like the green so that’s what I used. I dipped the clear plastic into the lacquer paint and wicked off the excess using a paper towel, setting them aside to dry.

Visor laser-reflective vision blocks – The colors on these vary, depending on what angle they’re viewed from. I represented these colors using Mylar (clear, green, red, purple and blue) found in cheap party whistles (a lifetime supply for a village of modelers can be found at a Party Store for two bucks). I carefully cut out squares of the material and mounted them on the front of the vision blocks using Gator’s Grip, a water-based white glue ‘on steroids’.

CITV and ICWS optics – I mixed up Tamiya Clear Red and Tamiya Clear Blue for Blue and Purple hues used for these parts. I painted the backs of the glass parts with the paint and glued them on into their brackets.

Tail lights – I painted the backs of the glass parts with Tamiya Gloss Red and glued them in place. The assembly of the turret bustle is one those tasks that appears daunting at first, with so many plainly visible steps that can go wrong. But once again, the fit and engineering here is superb. The finished assembly literally ‘clicks’ into place in the next step, and the result is eye-catching. One more pleasantry to observe before moving on: I found myself attaching and removing the turret to and from the hull over and over to check how things were aligned and such. I can’t tell you how many times (on other kits) I’ve found this process a real chore due to poor design and/or fit. Not so on this kit – the turret literally falls into the hull once the tabs are aligned. Good Job Academy. With the main hull and turret together, along with various sticky boards set up for each of the sub-assemblies ready, it was time for paint.



Painting and Finish

The Abrams could be a challenge to paint and finish depending on just how far you’re willing to go; with so much going on up on top it’s hard to say ‘done’. I could have spent weeks on this, but (luckily!) this build has a deadline. As is usual with armor models, I painted 99% of the model after assembly, and 99% of that was done with an airbrush.

Airbrushing Vallejo Acrylics with a (syphon-feed) Pasche Model H - Except for my primer coats, I now exclusively use Vallejo paints in my continuing transformation over to true acrylics. I went through a bit of experimentation up front, but eventually found them to spray beautifully once I dialed in the right setup and thinning ratio. First, I pushed the pressure up to 20lbs - Vallejo recommends 12-15lbs, but I think I need the higher pressure 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 paint I used (Model Air, Model Color, Panzer Color, or their Primers), I found that adding Liquitex Flow-Aid to an equal ratio of (Vallejo Airbrush Thinner and paint) worked well and (almost) never clogged. Not too much Flow-Aid: one drop to every ten drops of thinner. For example: in a typical half-hour session I would put two of drops flow-aid, 20 drops of thinner, and 20 drops of (any Vallejo) paint into a plastic, disposable cup and swish that around until it is mixed, and then pour it into the Pasche cup.

Also, and this is important: I keep the airbrush and the model moving as I spray, holding the model in such a way that I can see the reflection of the (nearly invisible) paint actually hitting the surface of the plastic. If I simply spray thinned acrylic paint until I see the color change on my dark primer, it will be too late - the paint will run. This is one mistake I made for a long time when trying acrylic paint. The color is built up slowly on the surface of the plastic, with consecutive passes.



One final note: cleaning the airbrush after using acrylics has become a must-do chore afterwards, which is a break from using distillate-based paints when I just blew some thinner through the brush and put it away. On the flip side, Vallejo paints come in a huge variety, are odor-free, and allow me swap my heavy, uncomfortable vapor mask I use with distillate-based paints for a simple painters (particulate) mask. I am sold.

On to the model! I finished the Abrams in a basic, one-color desert camouflage scheme, preferring to highlight and accent the monochrome finish using filters and washes. Unlike most armor kits (that can be completely assembled before painting), I had to break the painting into three phases: The first phase was after Step 9, before attaching the track; the second phase included painting all the assemblies that had colored 'glass'; and the third phase was at the end, once the entire tank (sans the glass assemblies) had come together.

Primer and Pre-Share - As mentioned previously, I use (rattlecan) Krylon Flat Black Lacquer Paint/Primer for my dark, primer/pre-share coat. Surprisingly, this low-cost solution sprays on easily and dries very thin and level – replacing a 20+ minute task I normally use an airbrush and more expensive paint for.

My only wish is that I could find it in an off-black shade, like NATO Black. I use a dark primer coat to give the plastic and PE some grip, and to fill in the recesses creating a shadow effect near the flat surface edges, and adding depth for the subsequent coats to come. I always let lacquer paint sit overnight to de-gas.



Camouflage - I followed the dark pre-shade coat with Vallejo Model Air 71.028 Sand Yellow, and then a light coat of Model Air 71.075 Sand Ivory on the upper surfaces. What starts out looking yellow-green ends up as a nice pale yellow. I worked each color from the center of the panels outward to preserve some of each color showing through from underneath (see image). 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.

I used this same approach for the subassemblies while they were still free of all their glass parts.

Decals - I am not a fan of decals on armor, and in this respect, Academy didn't disappoint. While a relatively large decal sheet is provided, precious few markings are used on the TUSK variants. Once the paint was dry, I airbrushed a coat of Future over the entire model and subassemblies to set everything

up for decals and the weathering coats to come. I applied the decals using the Red and Blue Micro Sol/Set system without any problems. Once the decals were dry, I laid down an additional layer of Future to seal them. This makes the decal surfaces and edges literally disappear when the flat coat is added later.

Pin Wash and Detail Painting (Glossy Surface) - Note: I thin all of my distillate-based washes and filters using Mona Lisa Odorless Thinner, which is wonderfully mild and will not affect underlying layers of paint.

Once the second future coat was dry to the touch, I went to work using Old Holland Warm Sepia Extra as a pin wash for the entire vehicle. Old Holland's oil paint, which I first learned about from Tony Greenland's excellent book, 'Panzer Modeling' (Osprey), is the perfect hue and pigment for this kind of work, and its pigment is as fine, or finer, than products made specifically for modelers.



I made two relatively thin washes using the Sepia and Mona Lisa Thinner (see image). The thinnest wash is for the detail that not recessed, or very slightly recessed. The slightly thicker wash is for the heavily recessed detail. Using a small red sable brush, I concentrated on the panel lines, recesses, buckles, and other on-board detail, letting the thin wash run itself along using capillary action on the slick, glossy surfaces.

Machine guns – I first paint these using Tamiya Flat Black, which is a little grittier than the Vallejo blacks. I need that rough surface to hold on to a layer of Uschi's (Chrome) Metal Polishing Powder. I apply this wonderful product using an artist's blender, which looks like a paint brush but has a rubbery end that mimics the soft 'push' of a finger. The blender can get into places that my stubby fingers can't. The result is a dull, metal glint that I think looks right for the effect on guns.

Antenna and Bustle Accoutrement - I went to my spare parts bin and found two Orange Hobby brass antennas that I dipped in Blacken-It before affixing them to the turret with super glue. Likewise, I was able to find two ration boxes from Tamiya, and some extra water cans, backpacks and a rolled up tent from ValueGear. The ration boxes come in a sheet that you have to carefully cut up and glue (I left them their original color). The rolled-up tent was painted using Vallejo Model Color 71.044 Light Grey Green and Vallejo Panzer Aces 340 Highlight Afrika Korps (for the straps). The backpacks were painted using Vallejo Model Color 70.976 Buff.

Once all the detail painting was done, I gave everything a thorough coat of Vallejo Matt Varnish, thinned just like their other paint products using Flow Aid and their own thinner. This knocked the glossy shine down and prepared the surfaces for final assembly and the remaining weathering steps.



Now that all the airbrush work was complete, I went about attaching the various hand-painted glass, antennas, machine guns, and other subassemblies to the turret. I use Gator's Grip white glue for the clear 'glass' parts. This superior adhesive is tacky once it touches the plastic and dries crystal clear.

Once everything was in place, I touched any shiny glue spots using Vallejo Matt Varnish, applied with a brush.

Filters and Pigments (Flat Surface) - I mixed up another thin batch of the Sepia oil paint and Mona Lisa, and applied a filter to the various panels, armor plates, and storage bins on the turret and upper hull to break up the overall monochromatic surface. I went back and added a second and third filter coat to specific areas to further differentiate them from their surrounding detail. I also used pictures to help me

decide what pigments to use, and where to use them. I worked on the track, the exhaust screens, and the upper, sun-bleached surfaces. I like to break this process up into multiple sessions spread over several days, so I can look at the model fresh before I add decide to more. Subtly is key, and too much weathering is hard to recover from. Once satisfied, this bad boy was off to the photo booth.



Conclusion

The M1A2 Abrams TUSK II was a lot of fun to build. Academy 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 more stowage gear for the turret bustle, but beyond that it's hard to imagine what could have been improved upon.

The excellent fit, as well as the simple, intuitive design and engineering - focused on buildability - will keep me coming back for more. I enthusiastically recommend this kit to all modelers and all experience levels.

I would like to extend my warm thanks to Academy for providing the kit and to IPMS USA for giving me the opportunity to build it.

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UMM72 PE Bending Handle Set (3 piece)



By Tom Dumford

The UMM three-piece (3 pc) bending handle set are molded in black cured resin for use in bending Photoetch brass, copper, aluminum and other malleable metal sheet. It is intended to avoid scratching the part or bending jig.

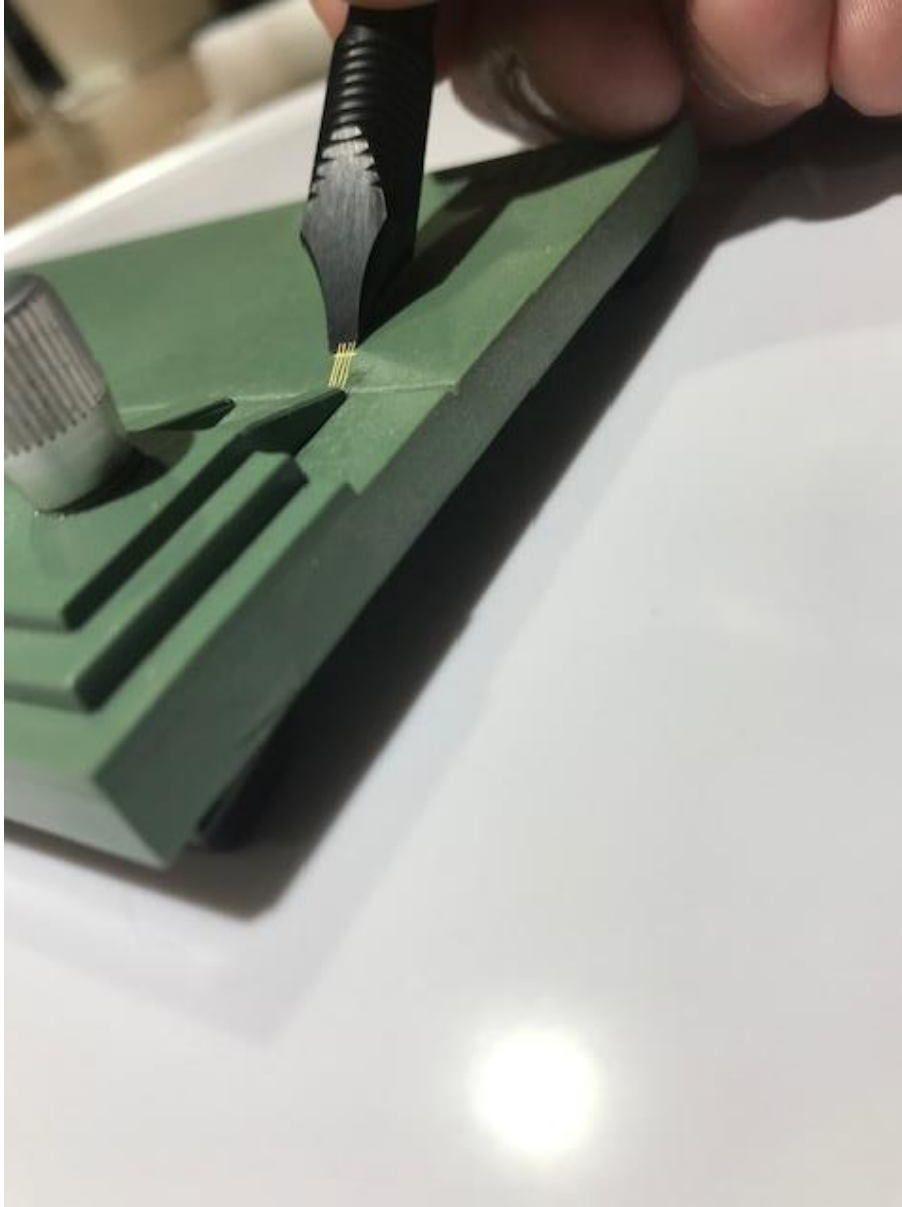
These three handles are 90 mm long, 10 mm diameter and are tapered on one end in widths of 4, 5 and 6 mm. The narrow tips allow a specific feature or segment to be bent without disturbing surrounding areas not being bent.



The ergonomic handle of each handle is 10 mm diameter with a rounded end opposite the tapered tip. The basic shape of these handles are similar to other UMM hand-held tools such as their earlier reviewed [Shanked Reamer](#).

I have occasionally resorted to flat-headed screwdrivers or knives for bending

features too narrow for a razor blade. The thickness of the screwdriver tip makes it difficult to insert between the part and the tool. This struggle using a screwdriver or knife can create scratches and may produce poor bends. These resin bending handles can more easily slide into tighter fits between PE parts and the jig or tool, without damaging either tool or part.



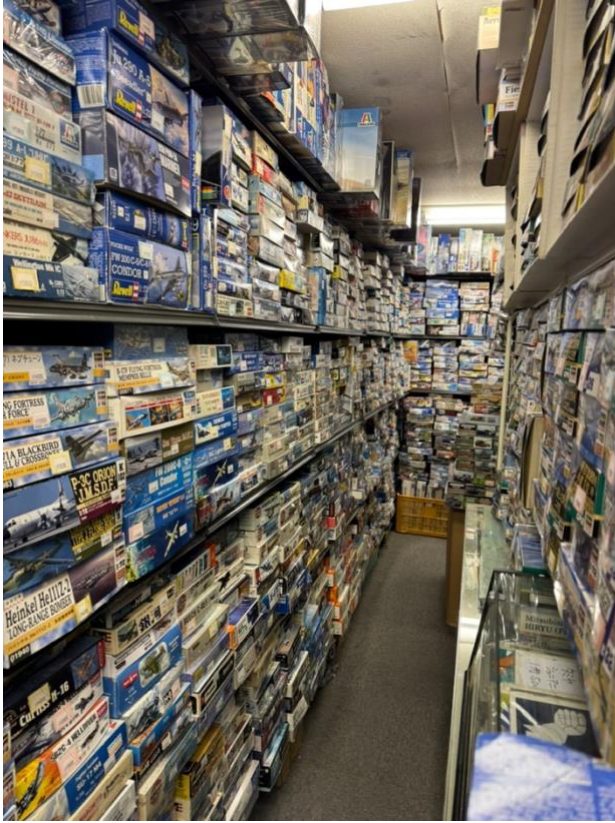
I normally use a wider blade that came with my bending jig, or a single-edge razor blade that squeezes under the tighter arrangements. While the wider razor blade is thinner than these resin bending handles, the razor can scratch the part or injure the modeler. These PE bending handles won't scratch the metal part as easily, and won't slice your fingers.

I found that the handles were convenient to use and created precise bends. They are intended for bending sections less than 6 mm wide. For wider bends, razor blades or wider plastic blades are still useful.

I can recommend these unique bending tools to any modeler that needs to bend a variety of photo-etch parts, shapes

and assemblies. The reviewer thanks UMM-USA for providing this tool for review by the IPMS Reviewer Corps.

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Kid in a Candy Store

By John DeRosia

I am sure very, very few of you have started models and then put them aside because of other projects. *(Editor's Note: Blasphemy. Once you start a project you must finish it before starting another one....'cough', Man it sure is getting hot in here....)* How is it when we come across them again – YEARS have passed by? Mysteries of the universe which none of us can solve. I can estimate most were started about 20++ years ago.

Seeing them was like me being a kid in a model candy store. Surprise, wow, and "...I don't remember ever starting these..."! Funny!!

So was the case a few weeks ago when I went into another area of the shop where I store models. I came across about seven to nine 1/72nd scale military models in all stages of completion.

None were done however. I took the clear storage case I kept them in, and brought them into the hobby room. Surprisingly, about 89.45% of all parts were still in the box. *(Editor's Note: Data is king.)*

One in particular, a 1/72nd French truck was set aside because the grill was a decal. I remember this because I lost the decals and had no way to replicate them. You have to understand that 'back then', making decals was a voodoo science for only rocket scientist modelers or companies like MicroScale. LOL! Scratch building to me was heating a needle (and burning my fingers), touch it to plastic and voila- a hole was made. I have definitely 'come a long way baby' since then.

I laid the uncompleted models on the table, glued on parts needed, and made the grill decal I needed for the French truck. I did all of this in 3 evenings sitting at the model bench. This included decals, painting, and weathering.

In 'a few hours' spread over 3 nights a week or so ago (Sept 2024), I finally completed all of these 1/72nd military models. Because like many of you, I also do some long-term model projects. Completing these makes the brain very satisfied to have completed so many in a few hours of time.

The funny thing is that almost all of these models were about 80% completed when set aside. Every model project I pick up that had been set aside and started only takes a few hours to complete. Weird how that works out.

So, look on your shelves of started models and pick one to finally complete. "...oh, what a feeling...completed model!!..."

Keep having fun in our miniature model hobby world.

Pictures are provided of the 1/72nd scale models I just completed numbered in order for you.





Jeep and trailer by Heller

Picture # 3. Less than one hour to complete the Jeep/Trailer.



A few of the more uncompleted 1/72nd models.

Picture #4. A few hours and these were soon completed.



I deviated on this Russian truck and made it into a tank transporter.

Picture # 5. This tank trailer was started 20+++ years ago.



A few evenings and all are done. Decals, paint and weathering.

Picture # 6. Signed, Sealed, Delivered, Completed. Sept 2024

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Guest Editorial (Continued from page 1)

Warhammer 40,000

Or “Warhammer 40K”, as some of us like to call it, is a tabletop gaming system in which you build and paint armies of a virtually infinite variety. They’re made by a British company called [Games Workshop](#). You play a game of war against your opponent’s army on a table measuring 44” x 60”. This is by no means the only variety of the game, but it’s the one I’ll focus on since it’s the most prevalent and the one I know best.



Above are samples from various Chaos Daemon factions. There are four Daemon Gods, each one having different attributes and powers, providing strategies and techniques with which to engage your opponent. Think of it as if you were playing a WWII game

and you could pick between say, Patton, MacArthur, Eisenhower, and Bradley, with each one providing their own leadership qualities, tactics, etc.

My collection of Warhammer all comes from the Chaos Daemon armies because I first became interested in the game through the models themselves. I saw some in a store during the pandemic, thought they looked weird and unusual (I like weird and unusual things) and I wanted to build them. Later, as I learned more about the game, I bought more models so that I could play. The game is actually secondary to me. I do enjoy it, especially the social aspect of going to “Warhammer Mondays” at Uncle’s Games in Redmond. But I love building these crazy things and letting my imagination go wild painting them.

There’s a huge variety in the types of armies you can play, including giant alien bugs, orks, rats, and yes, even military armies. In fact, there are LOTS of military armies with tanks, planes, and plenty of grunts in very heavy armor.

A game is made up of phases. Command, Movement, Shooting, Charge, and Fight. You can probably guess what happens in most of those phases; Command Phase is for things like declaring Stratagems and using certain Abilities. Different armies have advantages and disadvantages in the different phases. For instance, Space Marines do especially well in the Shooting Phase whereas Chaos Daemons are better at fighting in close range, which means they have to survive the Shooting Phase in order to get to the Fight Phase.

Armies are made up of units, which is a collection of individual models. Some can be a group of, for instance, a Space Marine Tactical Squad of 10 models. A unit can also be made up of a large, single model, such as a Chaos Daemon Great Unclean One.

Six-sided dice are used to determine things like shooting accuracy, how hard an attacker hits, and how badly they wound their target. Those who play Space Marines often roll fistfuls of dice to represent all of their many, many guns.

There are other, simpler versions of Warhammer, such as Kill Team, in which a single squad from each side battle on a smaller battlefield. Personally, I enjoy the big map and the many models laid out on a table for hours of fun.

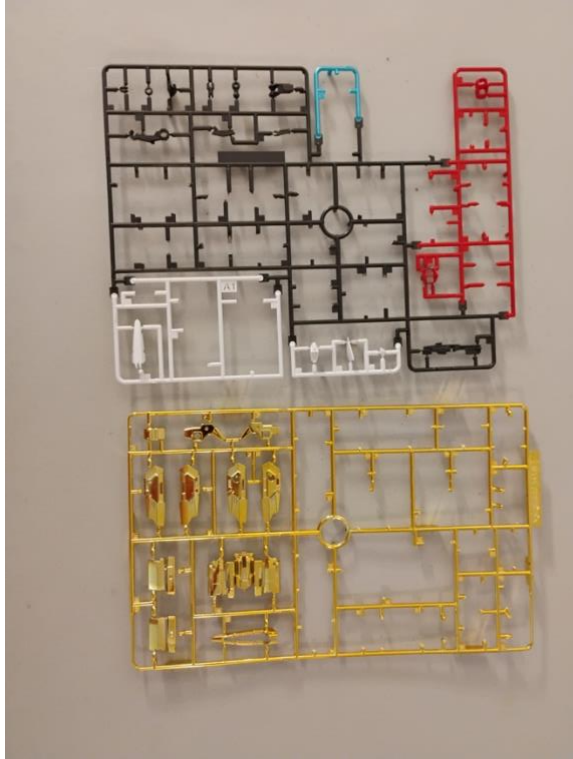
As a hobby, it's not cheap. Depending on the army and the type of model, the cost can range from \$50 to close to about \$170 or more. For me, it's worth it because I not only get the fun of building a model, I can be proud of, but I also get to play games with them, and hang out with my fellow nerds.

Gundam

I'm much less knowledgeable about Gundam. My interest starts in the same place, though: they look cool and I enjoy building them.

Above is a selection from my current collection, which is growing rapidly. I love having these around to work on while I watch TV. The engineering behind the manufacture of them is truly impressive. Aside from how cleanly the parts cut off, the sprues are often multicolored, which I had never seen before.





I was well into building the model that comes from those sprues, but it was still the best example of a multicolored sprue that I had available. And I included the gold sprue, just because it's shiny!

Gundam models come in varieties of Grade and Scale. The Grade of a Gundam indicates its complexity to build and level of detail. The grade is indicated on a given model's box, usually in a square.

Below is a summary from this [article](#) and the website is a great resource for learning more.

- SD – Super Deformed

These, and a couple of varieties, are the tiny ones in the picture above and have only a few parts and little complexity.

- HG – High Grade

This is considered the least complex of the larger models and makes for a great beginner grade.

- RG – Real Grade

These are a bit more complicated and tend to have an internal skeleton with plate-like parts attached.

- MG – Master Grade

While these are the next step up, they aren't the most complicated, though it's a good idea to have built a lower grade model or two first.

- PG – Perfect Grade

These are the most detailed and complex models, also the biggest and most expensive.

Scale is typically 1/100 or 1/144, but they can also come in 1/60 and even 1/48, but those are huge models and are typically display models for hobby shops.

Some Gundam models can go as high as \$200 - \$300. (The big one in the picture above was just under \$200, but it was a gift.) While the big, complicated models can be challenging, the mid-range models are generally a breeze to build and I can get a few evenings of fun out of models from \$15 - \$40.

There are those who completely repaint their models, weather them, line them, buy lots of decals, etc. That's



certainly an option and the ones I've seen on display are spectacular. Personally, I like that I can snip and build and have a complete model ready to put on the shelf.

Now that I've broken the ice, so to speak, in the newsletter, I expect to produce some build and review articles on both Warhammer and Gundam models, and I hope this and those future articles will encourage some of you to try them out!

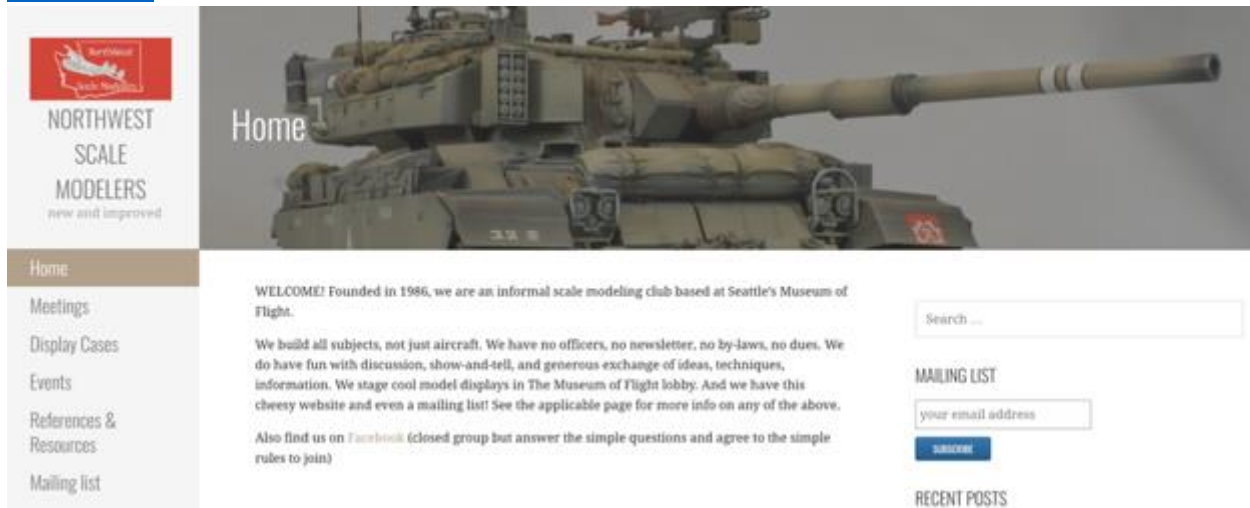


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Northwest Scale Modelers (NWSM)

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 or see their Facebook page for more information.



Performance Model Club

The Performance Model Club meets every third-Saturday of the month at the Mt Vernon Roundtable Pizza from Noon to 2:00pm. All modelers are welcome to bring their recently completed models (or ones in work) to 'show and tell.' We have several that drive all the way from West Seattle and Renton as well as from Bellingham. We purely talk models, techniques, etc. With an average attendance of 6-10 at each meeting, we are not prepared to sponsor another PMC Model Show yet, but who knows what might be possible if this club grows!

Questions? Feel free to contact David Kaneshiro – kaneshiro.david@gmail.com or call/text 206-601-1351.

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Upcoming Events

October 2025

11-Scale Model Fest-Bonsor Recreation Complex-Burnaby, BC, Canada

IPMS Vancouver Annual Fall Show

18-Foothills Christian Church, 9655 W State St, Garden City, ID 83714

IPMS Boise Fall Show

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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, 3rd, and 5th) from 6pm - 10pm. [LINK](#)

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

Sundays: 4:00pm CDT-5:00pm CDT. [LINK](#)

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The IPMS Seattle 2025 meeting schedule is as follows. **Note: The October meeting has been moved to the 3rd Saturday of the month, and the start time is 4PM, end time is 7PM. October meeting only!** 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.

October 18, 2025

November 8, 2025

December 13, 2025

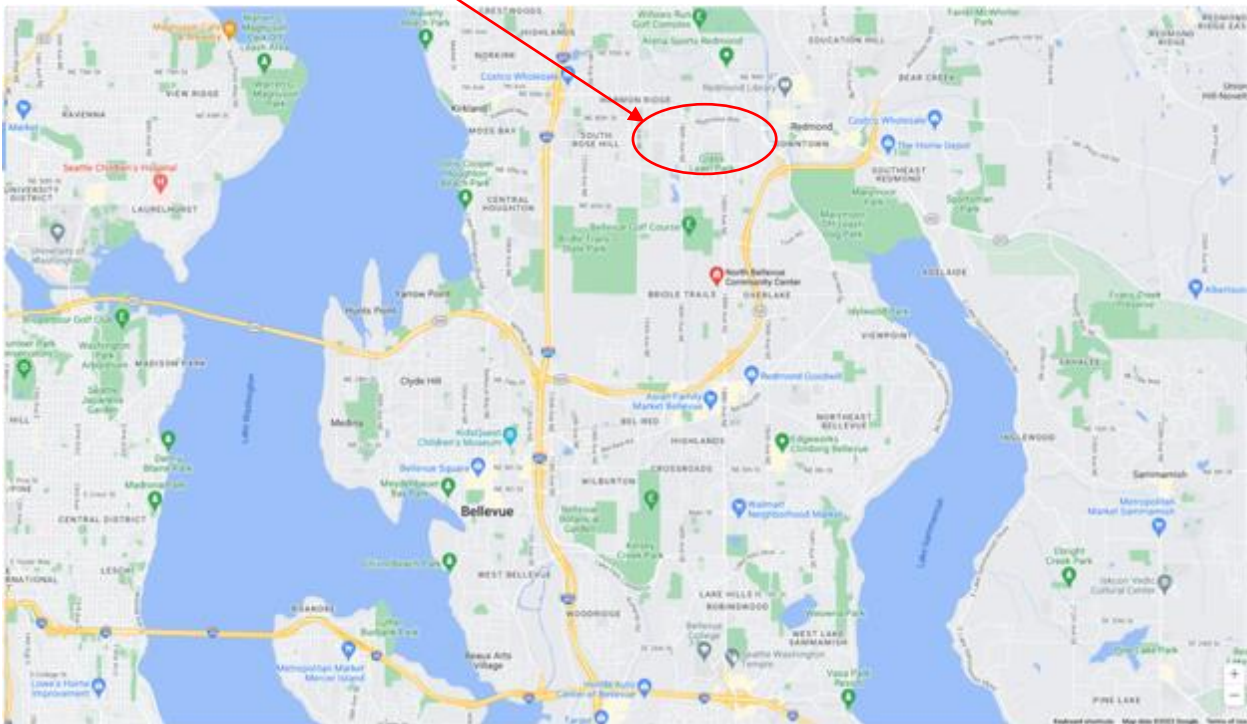
January 10, 2026

Next Meeting: October 18– 4:00 PM to 7:00 PM

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

[Map Link](#) [Site Link](#)

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/>)

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