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Young Military Modeler

War gamers special

Volume 1, Issue 1



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Welcome to the first issue of the Young Military Modeler, we, as editors would like to invite you to read probably the only model magazine written by children under the age of 17. We sincerely hope you enjoy this magazine and learn something useful and interesting from it. You may notice that it is mostly written by the two of us; we are avid modelers and have written these articles from our own experiences, and have not copied them from books. Please, if possible, send in an article on one of your recent models to contribute to the magazine. Thank you. (For details go to page 12).

Andrew and Nicholas Besuyen, Editor and Co-Editor, twins aged 12.

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New Kits all 1/72

Italeri—YB-49 Flying Wing, Marder III Ausf. H

Airfix— Vought F4U Corsair, Ilyushin Stumovik, Hawker Hurricane MkII, DUKW, Matilda “Hedgehog”, Churchill Bridge layer and many others.

The T-34’s Waterloo

Hasegawa Pz.Kpfw V Panther ausf. G ‘Steel wheel version’

When the Russians lunched the excellent T-34 the German army didn’t have anything strong enough to counter it so they began development on a new tank; in April 1942 two prototypes were designed by Daimler-Benz and Man these were tested and the Man design was chosen, this was officially known as the Sd.Kfz 171



Panzer V Panther. The Ausf. G was quite different to the original version having a 70mm Model 42 tank gun instead of the 75mm gun, this had more frontal armour and didn’t have the original forward viewing port. They added the steel wheels to lessen the need for rubber which was in short supply at the time. I started with the gun it was a nice gun but it was bad movement system so I glued it straight. The turret was good but I had to shave some more plastic off where the turret connects to the hull so it would fit. I found the wheels good but I still glued a couple wonky and when I put the track on the wheel section warped so I had to use some filler on it. The paint Job was a really nice German camouflage pattern using Humbrol 160 German camouflage brown, 86 light olive green and 93 desert yellow in about equal portions. In the all it was pretty average model.

By Nicholas Besuyen age 12

TIGER 1 TANK

On patrol

The Tiger 1 was first introduced to the German army in 1942. At that time the Tiger was the world's best tank. It was heavily armoured with 110mm of frontal armour, and carrying an 88mm kwk36/L56 cannon. It also had two 7.92mm machine guns and could reach a maximum speed of 25mph. The Tiger was mainly used in North Africa, Normandy and Russia.

I chose to do the Normandy version. The model I built was a 1:76 scale Airfix. I started with the turret, which was really simple to put together. When attaching the cannon I decided to glue it into a fixed position, because when left it in a moveable position it made big gaps, and I did not like that look. I left the flaps open and made a re-loader talking to the commander. I then started with the main body. It was just as simple as the turret, no problems at all. Next I painted the whole tank "Vallejo" 118 "Middlestone", and let it dry for 24hrs. Later I painted "Vallejo" 80 "Rust" on the vents, tracks, the exhausts, and the front spare track. I left that to dry and started to paint my tank crew. Later I took "Humbrol" 102 paint, and painted the Tiger lines. After the paint dried my dad soldered the tracks and stretched them over the wheels for a good tight fit. Last of all, I put the decals on.

This has been the coolest tank that I have built so far, and look forward to building more models.

By Michael Bresler age 12



1/72 Airfix Hawker Typhoon

I have had this model for a while and have not got round to building because I had other models I wanted to build first. The Hawker Typhoon has four 20mm cannons on the wings and up to two 450kg bombs or eight 27kg rockets. After the

Normandy Landings these planes were greatly feared as they made havoc among the retreating German armour.

The model is very basic just wings, fuselage (body) tail wings, gun, bombs, propeller and a couple of other bits. You get what you pay for, Airfix is probably the cheapest 1/72 brand. The model starts with the fuselage . being put together, the pilot being placed inside and the propeller fitted on. Next the wings go together and surprisingly flaps, I was pleased the flaps were separate even though I didn't do it you could easily move it so it looks like it is landing or taking off. After the wings go on the tail wings and cannons the instructions says to put on the wind screen on but I don't do this to save painting on it. The two bombs are next mine didn't fit well so I filled the hole with plastercine. The final step in construction is the wheels; the instructions don't show how to put them up so I modified them so they did.

Painting

The top camouflage pattern is No. 30 Dark Green and 157 Dark Camouflage Grey from the Humbrol range. The propeller blades were 33 Black, the tips of the blades 24 Trainer Yellow, and the nose, where the blades connect was 64 Light Grey. The base is 64 the wheels 33 Black, the exhaust on the side of the plane is supposed to be $\frac{3}{4}$ 53 Gun Metal and $\frac{1}{4}$ 171 Antique Bronze, I normally do it 29 Dark Earth but this time I did it 113 rust which looked good. The decals went on with no hassles and it was finished.

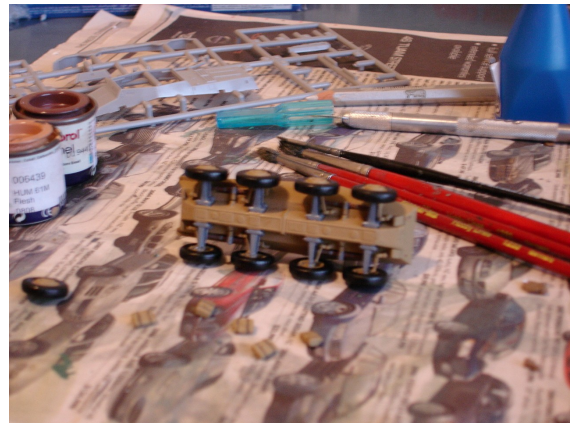
By Andrew Besuyen age 12



1/72 Hasegawa Sd.Kfz 234/3 8-Rad

The Sd.Kfz 234/3 is basically the better version of the “Puma.” Its 75mm gun gave it, far better anti-tank capability than the Sd.Kfz 234/2 “Puma.” The 8-Rad has a 210hp, V12 engine which gives it a performance of 80km/h. It also has a 7.92mm MG42 machine gun.

The Hasegawa kit looks good; it has six sprues (the plastic that the pieces are connected to) and lots of small, fiddly parts. I started by painting the suspension rust 113 and 157 Dark Camouflage Grey (the springs rust and the rest Dark Camouflage Grey). All these paints are from the Humbrol range. Then I went on to the wheels painting the tires 33 or 85 black and the hub caps 93 Desert Yellow. The main construction began with gluing the suspension to the base of the vehicle. Then on went the wheels, and interior detail, the wheels I had problems with because they kept falling off because I painted the place where you glue them on which does give a good connection. Because you can see the inside of the vehicle I had to paint it here's what I did: The seats were 29 Dark Earth, the steering wheels 33 Black and the floors 156. Now for the top, the roof went on easily but there were a few small holes which I filled with Plastercine which is what I use for modeling filler. After this there were a few other pieces to put on the outside.



Next the covers over the wheels went on and a few things on the outside, most of the stuff on the outside I am keeping of to paint separately. The final part of the construction is the gun, this went with no hassles.

Painting

I left the gun off to make painting easier. I start painting on the camouflage pattern first 93 Desert Yellow, then 86 light olive green and finally 73 wine this colour is not perfect as it is a little bright and needed a little more purple in it, so I would recommend 160 German Camouflage Brown for a more authentic look. There were still gaps in the camouflage so I continued putting on one of each colour until it all filled up. While painting this I also painted the man which comes with the kit a cool and interesting feature is that you can choose between him holding binoculars up to his eyes or holding them down near his chest. I painted him 76

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Uniform Green for his uniform, 33 Black for his belt , binoculars, head phones and boots, 61 Flesh for his face and hands and finally 56 Aluminum for his belt buckle. After finishing the camouflage pattern on the 8-Rad I painted the tools, the gun 156, the machine gun 53 Gun Metal, glued on the jerry cans, did



touch ups and glued in the man. Then I weathered it by putting a piece of sponge in paint and wiping most of it off then putting on the model where it would get muddy. After all this it was finished.

By Andrew Besuyen age 12

THE LETHAL WEAPON

TRUMPETERS SD.KFZ. 182 TING TIGER
(PORSCHE TURRET) W/ZIMMEREIT

The Tiger II “King Tiger” was one of the most powerful tanks of world war two. Until the end of the war the allies couldn’t create anything strong enough to defeat it. The King Tiger was



mounted with the highly effective 88mm gun and had thick 150mm frontal armour and 80mm side armour. Planning for this impressive tank started in 1941 and by January 1943 designers had started work on this entirely new heavy tank. This is the King Tiger with the complicated Porsche turret it is also coated with Zimmereit anti magnetic mine paste. This is one of the best



models I have ever built. I wish all models were like it. It was a reasonably challenging for me (supposedly the model was for 14 years and over!) I didn’t have any problems except that the tracks didn’t glue so I had to staple them. The wheels were the first and hardest part of the model each having

2-3 pieces in each wheel but the rest was relatively easy. Oh yes, and the spare machine gun came in handy to because on one of my other tanks I lost the gun. The paint job in the instructions told you to a boring white snow camouflage so I looked it up on Google images and found a more interesting pattern from the old Trumpeter King Tiger. I did a base coat of Humbrol 93 desert yellow and stripes of 86 light olive green an 118 U.S. Tan, a little bit of rust on the tips on the spare track links and there you have it one of WWII Germany's most feared tanks, the King Tiger.

By Nicholas Besuyen age 12

The Brutal Beast

1/72 Scale Italeri Sd.Kfz 186 Jagdtiger

This Italeri kit is overpriced for what you get. There is two main sprues and two track sprues, one for solid tracks and one for rubber tracks. The Jagdtiger is a massive tank. Weighing a huge 68.9 tons. It seems everything about this tank is big as it has a 128mm gun and maximum 25cm thick armour, 10cm more than even the King Tiger. There was only 77 built that saw service in WWII. The kit starts with, as usual, the wheels. These were simple, then on went the tracks I chose the rubber ones, the colour is very good so I decided not paint them I also had to staple them because the glue didn't work. With the wheels done they were glued onto the base with the exhaust and rear armour. Steps 6 and 7 is an option to have the hatches open or closed. I chose to have one hatch open on the front and the turret hatch open. I was impressed with the detail of the men that go in the hatches. I painted them 76 Uniform Green for the uniform and cap, 33 Black for the belt and boots, 118 US Tan as the hair and 56 Aluminum for the medals. After this a few more pieces go on including the machine gun and the track covers. The gun is next, this consists of seven main parts and has very good system for making the gun go up and down. I had trouble putting the gun onto the turret because it didn't fit properly, this was same with rear armour and doors, the doors would be able to open except on my one they didn't because the hinges were too weak.



Painting

There are four ways to paint this model I chose a simple camouflage pattern of the 512th s.Pz.Jag, early 1945. It consists of three colours 93

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Desert Yellow, 86 Olive Green and 29 Dark Earth. First I painted it all over 93 then on went the other two colours. I painted the spare track links on the side or the turret and the steel cables, 53 Gun Metal. The decals went on easily and all in all I think I didn't do to bad a job for my first tank, other than gluing one of the track covers wonky.

the 512th s.Pz.Jag, early 1945. It consists of three colours 93 Desert Yellow, 86 Olive Green and 29 Dark Earth. First I painted it all over 93 then on went the other two colours. I painted the spare track links on the side or the turret and the steel cables, 53 Gun Metal. The decals went on easily and all in all I think I didn't do to bad a job for my first tank, other than gluing one of the track covers wonky.

By Andrew Besuyen age 12

SCENERY SOLUTIONS

Making model scenery is often quite complicated and hard the only reason experienced adult modelers can do it is because they have money and equipment. This beach is easy and almost any modeler could make one. I made this scene almost by accident, we were walking home from church one day and my brother spotted a large piece of polystyrene flying around on the road so Dad picked it up and we brought it home. My brother noticed that one corner was squashed because it had been driven over by a car. He suggested that we make it into a beach so that's what we did.



First we cut the squashed corner off with about 5cm extra on the back. After that we sloped the beach a bit more with a hacksaw so it would be a bit more even. Next we plastered the board with PVA glue was completely covered in sand. Pat it down we had to do this step again until there are no patches. Now what we have to do is the painting. Paint the large uncovered part of the polystyrene a grass green color and the small uncovered part a sea blue. Later get a few pieces of lichen and glue then on as bushes also glue pebbles on as rocks. When you have finished you can glue some grass flock if you have some. And there you have it a quick, easy and affordable beach.



By Nicholas Besuyen age 12

A Simple Forest

To build a simple forest you need: wire, polystyrene masking tape, green and brown paint and some bushy stuff like cotton wool called poly fiber or something else that would work as leaves. To start, work out how long you want the trunk, then add about 4cm onto that and cut that length three times out of fairly flexible wire. Twist these pieces together leaving about 4cm at the top untwisted, bend the untwisted wire out three different directions, then fold them in half back into the centre of the tree. These sticky out pieces will be the “branches” that the poly



fiber will go on. Next cover the tree in masking tape and paint the tree all over brown, to make the colour a little more realistic I add some grey to the brown. Then glue on some poly fiber to your “branches” with PVA glue. Finally cut a piece of polystyrene big enough to fit your trees in, paint it green and stick in your trees in, to make it more interesting you could find a stick and glue it down as a log or/and make some bushes out of poly fiber.

By Andrew Besuyen age 12

War Gaming

War gaming is a way you play with your models or war game figures by: reenacting historic battle, fighting with historic figures and making your own battle, fighting futuristic battles or fantasy, the options are endless. The rules we use are very basic, it has the way to organize your troops and vehicles, charts for firing, movement and how hard a vehicle is to destroy. The good thing about simple rules is you can change it to the way you want to play. To find rules you can search war game rules on the internet. To war game you need: models to fight with, scenery hills, houses these can be make out of cardboard, walls, hedges, beaches, rocks etc, a board to play on and rules. When you get really serious you could join a war game club or subscribe to a magazine

By Andrew Besuyen age 12

War game photos

Tiger trouble



German front line



Infantry battle



British advance



Serious and not so Serious

Tips and Techniques

1. Don't glue on plane windscreens until last to save painting on it.
2. Be sparing with the glue on plane windscreens as too much can fog it up.
3. To weather your model you can put some mud coloured paint on a piece of sponge, then wipe most of it off then wipe the sponge on your model where mud would be. This makes a great mud effect.
4. Don't push on the knife blade if it is up the wrong way, it won't help cut the piece off!
5. If your decals don't stick you can buy some Decal fix which as the name says, helps fix decals on.
6. Some tank tracks don't glue so you can staple them then paint over the staples the colour the tracks are.
7. To fill in holes you can use plastercine which can be painted on, for modeling filler.
8. Remember to put tracks on before the track covers.
9. You can use masking tape to paint really straight lines where you want them using the masking tape to cover the area you don't want painted leaving open where you want to paint.
10. Remember to glue parts of model together or model will fall apart!

If you want to contribute articles or purchase a magazine please contact us at nickandy@paradise.net.nz. For those contributing articles please let your article have a short history a part about the build as well as something about the paintjob and at the end please state your name and age with one or two photos of your model. We will pay 20c per article and you have to be under 17 years of age to contribute an article. And for those buying a magazine please give your name address and postal details, magazines are \$3.00 each. Please note future magazine will probably be emailed because of printing costs. If you have any questions please call 981-0058 and ask for Andrew or Nicholas