

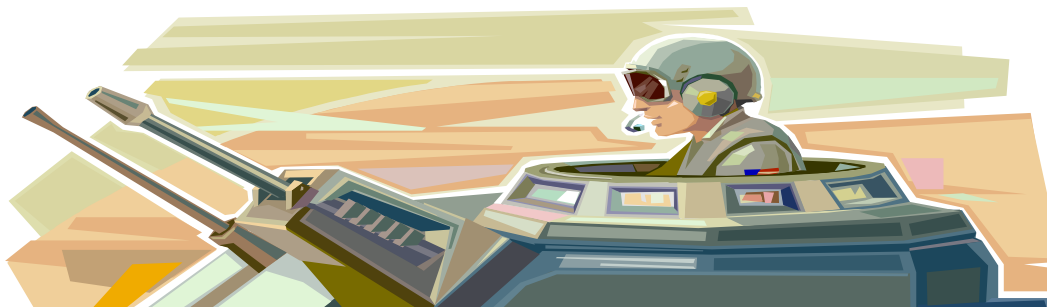


# Sabot Away!



## Newsletter of the Austin Armor Builders Society

March 2014  
Volume 18, Issue 3



### From the Turret

**A**nother Alamo Squadron's Modelfiesta has come and gone. The San Antonio show always has the best venue in Texas for vendors, and this year was no different. LOTS of great deals, lots of new kits at Kings Hobby and Hill Country Hobby tables. What a nice blend. I bought some from both and didn't even have buyers' remorse on Sunday.

There were lots of awards for lots of nice armor entries as usual. This year a Dragon 1/35<sup>th</sup> SdKfz.251 Ausf. D Drieling halftrack got the Best Armor Award based on a basic build and beautiful paint job. Many modelers

came from Mexico entering in the armor, aircraft, car, and figure categories. Quite a few won more than their shares of trophies, including the Best Figure Award. I had the opportunity to talk to these superb modelers and remind them that Austin is only 75 or so miles further with classy IPMS show every year and AMPS contest every other year. I hope I got some takers.

In case you haven't heard, the library mixed up our meeting room reservations for 2014! Instead of the first Wednesday of each month that we asked for, we were booked on the first Thursday of each month. That

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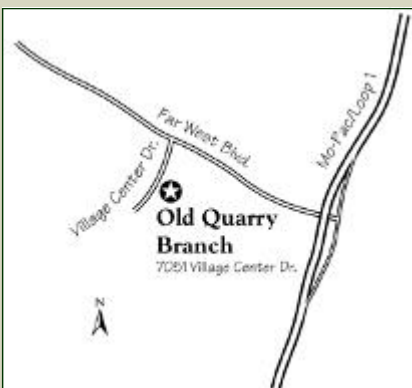
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Austin Armor Builders Society (AABS) meets at 7PM each month at the **Austin Public Library Old Quarry Branch**. Our next meeting is on

**March 6, 2014**

Annual dues for full membership are USD **\$12** to be collected at each January meeting. Upon receipt of payment, a membership card will be issued. This card is valid for one year, and it entitles holder to discounts at various local hobby shops in the Central Texas and San Antonio areas.



**Sabot Away!** is the official newsletter of AABS and is published twelve times a year on/before each monthly meeting. Any inquiry on subscription issues or assistance on article contribution please contact editor Eric Choy via email [aabsco@gmail.com](mailto:aabsco@gmail.com).

The views and opinions expressed in this newsletter are those of the authors. They do not necessarily reflect the official policy or position of AABS.



## CALENDAR OF EVENTS

- ♦ **March 6 - AABS Club Meeting; Quarterly Contest**
- ♦ **March 20-22 - The Lone Star Figure Show**  
DFW Airport Marriott South, Forth Worth, TX
- ♦ **April 3 - AABS Club Meeting**
- ♦ **April 3-5 - AMPS International Convention**  
Fredericksburg, Virginia
- ♦ **April 26 - Modelmania 2014 Stafford Convention**  
Center, Stafford, TX
- ♦ **May 1 - AABS Club Meeting**
- ♦ **May 31 - ScaleFest 2014 Grapevine Convention Center**  
Grapevine, TX



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## Upcoming Programs Presentations and Newsletter Articles

Month	Program Presentation	Newsletter Article
2014 - January	N/A	N/A
February	N/A	N/A
March	<b>Ted Paone</b>	<b>Ted Paone</b>
April	TBD	TBD
May	TBD	TBD
June	TBD	TBD
July	TBD	TBD
August	TBD	TBD
September	TBD	TBD
October	TBD	TBD
November	TBD	TBD
December	TBD	TBD
2015 - January	TBD	TBD

Here is a list of members who are responsible for providing articles for the newsletter and program presentation at the monthly meetings.

Please note any member may contribute as many articles as he/she wants anytime. The purpose of this schedule is to make sure that we have at least one article in the newsletter each month.

Prompt submission of your article is much appreciated. The deadline is always **11:59PM on the last Wednesday of each month.**

**Editor**



(Continued from page 1)

screwed up our meeting last month, but we were able to improvise and have a great "banquet" at the nearby El Arroyo Mexican restaurant. A good time was had by all, but I think it really made us appreciate the acoustics of the library. Our treasurer Eric Choy was able to ameliorate the problem with the branch manager for the second half of 2014. So this is our new meeting schedule:

**MARCH THROUGH JUNE** we meet on the  
**FIRST THURSDAY** of each month

**JULY THROUGH DECEMBER** we will be back on  
**FIRST WEDNESDAY** of each month

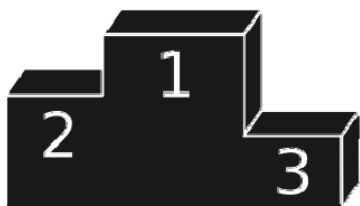
Another opportunity to show off your work, see terrific models, and buy from different vendors is the **LONESTAR FIGURE SHOW** on **March 21-22, 2014** at the **DFW AIRPORT MARRIOTT SOUTH** in Fort Worth. It's actually just as close to downtown Dallas as to downtown Fort Worth, but a good location nonetheless. It starts on Friday night and goes

through 5PM Saturday. You can also enter on Saturday till noon, but you will miss the FREE OPEN BAR at the hospitality suite on Friday night. If you stay at the hotel, you can enjoy a special show rate. The rooms are going fast so make your reservations right away.

This year's special guests include **Carlos Andrea**, owner of Andrea Miniatures; **Julio Cabos**, master figure modeler, airbrusher, author, and Andrea's box-art painter; and **Chris Mrosko**, world renowned armor builder, painter and author. Each will be giving a seminar on Saturday. The model contest awards Gold/Silver/Bronze to modelers using judging method similar to AMPS, not the IPMS 1-2-3 rules. I highly recommend everyone to attend to see some world-class models and figures. It's not just a figure show... ask Mrosko!

If you have any questions about it, just call me at (512) 784-7002.

**Bob Bethea**  
President



## March Is Quarterly Contest Month!

**B**ring in your finished model this month to win U.S. Treasury issued greenbacks! At our January meeting the membership unanimously agreed to increase quarterly contest cash prizes to **\$40, \$30, and \$20** for the first, second, and third place winners. To enter you must be a member in good standing. The "no sweep" rule is strictly enforced in our in-house contests.

If you like to participate but haven't paid your 2014 dues, please do so at the meeting before our show-and-tell session.

## To Arms, Two Arms

By Ted Paone

**S**omewhere on the web there is a display of all the Tamiya figures with pointing arms. It was a tall tower, and most of them were Germans. It is no wonder Germany lost the war; they were all pointing in different directions! The troops had no idea which way to go, up the hill, down the hill, advance, retreat, look over there. One of the first figures that I built was the tanker from the early Tamiya M36 which included a pointer hand. So other plastic armies are not immune as well.

Figures abound in modeling. As armor modelers we sometimes add a figure to emphasize the size of a tank. Everybody knows the size of a human. Next to a Maus or a BT-5, we can gauge its size relative to the figure. Diorama builders include multiple

(Continued on page 4)



*(Continued from page 3)*

figures with some pointing (you will put your eye out!) while others relate to each other to tell a story. The figure modelers focus on the figures, of course.

As humans, we can easily recognize when a figure doesn't look right. One can spot the anatomy is wrong when the figure is holding the gun incorrectly or it does not fit into the model (even though they are both from the same manufacturer, such as the MiniArt Bantam and its figures).

I almost never build a figure stock, even if it is just changing the direction his hand is pointing or holding a bigger weapon. Today I will discuss reshaping just the arms.

## First, Give'em A Hand

The first thing to do is to choose the proper hands. The hands from most plastic figures are particularly poor, especially for grasping weapons or bottles of beer. Sometimes they are the wrong size. A hand, measuring from the bottom of the palm to the top of the middle finger, should be the same length as the face and half as wide as the face is long.

I use resin hands from Hornet and other manufactures as they are truly 1/35<sup>th</sup> scale. I also utilize hands from old Airfix multipose figures in 1/32<sup>nd</sup> as the fingers are very well defined. Cut off the wrist as it usually is not in the correct position. Sand the stub smooth and drill a small hole for the wrist wire. I often cut off the thumb and re-sculpt it after I glue the weapon in the hand. A fine hole is drilled to insert a wire to support the new thumb. If I have to reshape a finger, or more often when I break one off, I'll drill a hole, glue in a wire and then re-sculpt to match.



When the hand is holding something, like a steering wheel or the firing grip of a .50 Cal machine gun, I will glue the hand onto what it is holding. This way I'm not trying to force the hand and arm to fit after the sculpting is complete.



If the hand holds the weapon tightly, I will often sculpt the hand directly on the weapon. Four lumps for the fingers on one side and the thumb on the other joined by a pentagon which forms the palm. Shape the hand while still wet and sand it smooth after the putty has dried. Drill a hole for the wrist wire. Then the hand is added to the arm of the painted figure. The joint is smoothed with epoxy putty, and the figure is ready to be touched up. There is a great tutorial by John Long on Timelines website on to do this:

[www.timelinesforum.com/index.php?page=getagrip1](http://www.timelinesforum.com/index.php?page=getagrip1)

## Two arms

I use two different ways to fix problem arms, find, cut and modify an existing arm, or completely sculpt a new one. For tools I use a wire cutter, a Sharpie for marking, a sharp scalpel, a saw, clay shapers, and toothpicks. For supplies I need thick superglue, talc, two part epoxy putty, and some floral wire. You can also use copper wire or, as Bill Horan does, paper clips borrowed from the supply cabinet at work.

Floral wire is very flexible, straight, and available in three sizes for fingers, arms, and legs of large figures. It can be found at Michaels or Hobby Lobby for \$3 a pack (much less with a 40% off coupon).

## Calling Dr. Howard, Dr. Fine and Dr. Howard, Report to Surgery

Once I have selected the hands, I search my stash for



an arm that looks about right. It should have the proper uniform details. If it is a bare arm, I'll use one from the Airfix Desert Rats kit. Cut off the hand and treat it as above and hollow out the sleeve for a more realistic fit. Drill a hole through the arm and into the shoulder. Join them with a wire to make a strong joint. I do this even if I am making no changes to the arm.

Next, blue-tack the arms and hands into the position holding the weapon. Does it look right? If you have to change the bend in the elbow, cut through the elbow and join the pieces with some wire. You may have to trim a V into the inner elbow to allow bending. You can even join the top and bottom of different arms to get the affect you want. Be sure you keep the arm at the proper length. It is easy to make a gorilla arm when unfolding an arm.

Always check the anatomy to get the proportions right and avoid uneven shoulders like a football tackle with shoulder pads. To get a different perspective, you can use a mirror to observe the figure in two dimensions. This can help pick up mistakes you overlook when working with it in three dimensions.

Carve the arm or the torso to correct any problems. If the arm is going in a different position than the original one for the torso, you have to adjust the shoulder and chest by carving off one side and bulking up on the other. If the arm is now raised,



the shoulder should go up. If the arm comes out in front, the back must be rounded.

Once it looks right, tack the arm, elbow, and hand with superglue on the wires and check the front, back, sides, and top



again. If it doesn't look right, chances are it is not.

When you are happy with the result, fill the gaps with a mixture of superglue and talc. This becomes a strong solid bridge. Don't forget to check the anatomy again as I often have to do more carving. Fill the gap with epoxy putty and sculpt in the appropriate folds. Once dried, add any uniform details and your figure is now fully armed.



Here is an example of adding a more dramatic pose to an New Hope (No hope) Confederate sailor. I bent both of his arms, but as you can see from the photo on the left, I did a poor job with his right arm. The elbow is wimpy, and the

arm is too thick. While taking the photo and blowing it up for this article, I caught the error pretty late in the game. I have no choice but to carve off the putty and re-sculpt again.

## Wire Me a New Arm

Even with a huge stash of spare arms, I often cannot find something that looks just right. In that case I will do a complete replacement by sculpting a new arm and possibly a new hand also. I started doing this for drivers and gunners because I could never find arms that even came close. It is harder because you have to add all the uniform details.

First I cut a 7/8 inch long wire and superglue it into a 1/8 inch hole in the shoulder with 3/4 inch of it exposed. The hole is centered or a little towards the back. Then I mark the elbow 7/16 inch from the wrist end and give it a slight bend. The wrist is about 1/16 inch marked, and I bent and glue the hand to the wire. I used to cut and mark multiple wires for later use. Eventually I stopped doing it because I kept putting them where I can never find them again.







The wire is the equivalent of the bones in the arm. While you can bend the wire at the shoulder, elbow, and wrist, the spaces in between should be straight. Use your own arm to determine the range of motion available. The elbow is a very sharp bend, so don't make it wimpy. Don't forget when the elbow bends it exposes the bones at the bottom of the arm.



I usually shape one arm, then the other and go back to check the anatomy. It is a little harder to see because the arm is so skinny. Bulk up the arm a little with putty and leave a gap at the wrist, elbow, and

shoulder to re-position the arm if necessary. Do I need to say it again? Check the anatomy! When I'm finally happy with what I see, I lock the position in with putty at the joints.

Next I sculpt the arm itself, add appropriate folds while the putty is wet, and smooth out with water using a paint brush. Be sure to clean the brush well after smoothing otherwise it will dry rock hard!

I usually pull off the hand to sculpt the sleeve and then reattach it before sculpting the wrist.

### Know When and Where to Fold'em

There are two types of folds to be aware of on an arm. The first is the compression folds at the elbow. They zigzag from the outer elbow to the bend in the arm, and they are parallel to where the arm bends. Put on a shirt with similar feel of the cloth on the figure and observe how it folds. Thicker fabric makes fewer but larger and rounded folds while thinner fabric makes more and sharper folds. You will notice the folds are the same shape, but the cloth bunches up differently.



I cut these in with a clay shaper and smooth them with a brush and water. Don't forget there are compression folds at the elbow, wrist, and shoulder as well.

The second type of folds is caused by the cloth wrapping the arm. These folds flow with the arm and twist around it. The tighter the sleeve, the more pronounced these folds are. But they are quite subtle. Using a toothpick coated with superglue and then sanded smooth, I add this type of fold in a rolling motion and smooth them out with a brush.



Although we are not all figure modelers, when you are doing a vignette or a diorama or even just adding a figure to show scale for your vehicle, consider how you can improve the pose by simply resetting the arms.

Keep modeling.

**Ted Paone**



- ◇ **INTERNATIONAL COMPETITION (IN HISTORICAL, FANTASY AND ORDINANCE CATEGORIES)**
- ◇ **WORKSHOPS BY INTERNATIONAL MASTERS: JULIO CABOS AND DOUG COHEN**
- ◇ **WORKSHOP ON BEGINNING FIGURE PAINTING**
- ◇ **WIDE RANGE OF VENDORS AND MUCH, MUCH MORE.....**

**3RD ANNUAL  
LONE STAR SHOW  
MARCH  
20-22<sup>TH</sup>, 2014**



**LOCATION:**

**DFW AIRPORT MARRIOTT SOUTH  
4151 CENTREPORT BLVD. FORT WORTH, TEXAS 76155**

**FOR SHOW INFORMATION VISIT OUR WEBSITE AT:**

**WWW.LNESTARFIGURESHOW.COM**

**OR**

**DARRENTICE@YAHOO.COM**

Hosted by Lone Star Military Miniature Society in Partnership with:







## ModelFiesta 2014 Photo Recap

By Eric Choy

**M**odelFiesta continued to improve since the relocation of the show to current venue back in February 2013. This year's armor entries were on the light side, but the figure tables were filled with many excellent works by modelers from Mexico. Here are some of the entries I managed to take photos of at the scene.



Also by Lyn Julian is this 1/35<sup>th</sup> WWII Japanese Type 90 Light Tank



Nicely done 1/35<sup>th</sup> Panther F.



This is Mike Picard's 1/35<sup>th</sup> Soviet BTR-60 APC.

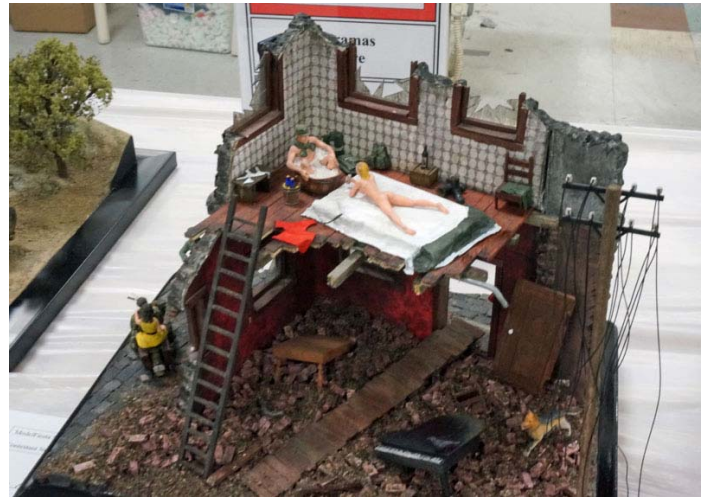


Lyn Julian's 1/35<sup>th</sup> Slovenian Radio Locator truck.





Impressive 1/35<sup>th</sup> M25 Dragon Wagon hauling a captured German midget submarine.



Barely legal 1/35<sup>th</sup> diorama "A Little Off Hour Entertainment" by Kevin Hutchison.



1/48<sup>th</sup> winter whitewashed Tiger by Lonnie McIntosh.



Check out the fine camo pattern on this 1/72<sup>th</sup> WWII German Elephant Tank Destroyer.



Best Figure of the show went to this 54mm U-Boat Captain by Sergio Schwarz from Mexico.





**April 3-5**

**Fredericksburg, VA**

**The AMPS International Convention - our 20th year**



### **Your invitation**

Join us in Fredericksburg, Virginia for the 20th AMPS convention, widely viewed as THE armor modeling event in the U.S.

Our site for the convention is the Fredericksburg Hospitality House Hotel and Conference Center. Drop your gear in your room and enjoy the convention just steps away.

The theme for this convention is 'Tanks on Film.' Get creative and build a subject that has appeared on TV or film and bring your references so we can see your inspiration.

### **Back to school**

Seminars have always been an attraction at the convention. A first this year is the **AMPS University**, a hands-on instruction on a variety of modeling topics. This is a classroom format with materials included that enable you to try the techniques out for yourself as you listen live to the instructors. Take home the results of what you learned as well as the knowledge to apply to your future projects. It takes place on Thursday, so register early to secure one of the limited seats.

### **It's all there**

The vendor spread at the convention is something to behold and we draw them from all over the U.S. and abroad.

Enter your models in the competition and get the feedback and reinforcement from your peers. You may even be rewarded with a Gold medal or be among the recipients of many special awards. Starting at this convention, it now requires model entrants be current AMPS members, so make sure your membership is up to date.

**[www.amps-armor.org](http://www.amps-armor.org)**

The Armor Modeling & Preservation Society



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## New On the Block



The British are coming... from MiniArt in 1/35<sup>th</sup> scale.

Scale 1:35  
BRITISH LIGHT TANK MARK VIB NORTH AFRICA  
Item No. : 56011



More variants of 1/35<sup>th</sup> British armor déjà vu:  
British Light Tank Mk.VIB North Africa from Vulcan Scale Models (top) and Universal Carrier Mk.II from Riich (bottom).



Still new is the 1/35<sup>th</sup> Achzarit Early version from Meng Models. The IDF Heavy Armor Personnel Carrier (HAPC) is built on captured T-54/55 chassis.



No sign of letting up on the quarter scale front! This is Tamiya's latest Russian 1.5t Cargo Truck Model 1941.



## About Us

**T**he Austin Armor Builders Society (AABS) started in 1999 when Don Jones, a member of the local IPMS chapter, decided "what a good idea to get out two nights a month, and on least one night talk tanks."



Since then AABS is the only modeling club in Central Texas devoted solely to armor modeling. We don't build planes because they are just plain! Our passion is armored fighting vehicles and military figures. Subject of our interest ranges from WWI, WWII, Korea, Vietnam, Middle East, to the most recent Gulf War Conflicts.

At each monthly meeting, we talk tanks, swap kits, and share our building techniques and tricks. We also hold regular in-house model contests and organize out-of-town field trips to museums and model shows.

Every odd-numbered year AABS hosts the biggest armor model show in AMPS South Central Region (AMPS CENTEX). Known as Lone Star Armor &

Figure Expo, we attract some of the best armor modelers in Texas as well as in the neighboring states to come participate.

To find out more about AABS, you can visit our website or pick up a club flyer at your local hobby shop.

We are on the web @ [AustinArmorBuilders.com](http://AustinArmorBuilders.com)

## AMPS Boresight (Volume 23, Issue 1)

The latest issue of **Boresight** is out. Here is a quick look inside:

- ♦ **"Flowers from Angels" Diorama** by **David Vickers**.  
A scene during the liberation of France.
- ♦ **Winter Wonderland Panzer 38(t)** by **John Robinson**.  
Step by step building the Tristar kit in a dirty and worn whitewash.
- ♦ **Sturmgeschutz (Flamm)** by **Ashley Abernathy**.  
Converting the DML StuG Ausf. F/8 into this rare variant.
- ♦ **BM-21 Multiple Rocket Launcher** by **Graham Ross**.  
Trumpeter's pipe organ mounted on the Soviet Ural-375D chassis.

