



Sabot Away!



Newsletter of the Austin Armor Builders Society

December 2014
Volume 18, Issue 12



Christmas Party & White Elephant Gift Exchange

It's party time, armor style! Our annual Christmas gala is on **December 6th**, and it will be held at:

Wells Branch Community Library
15001 Wells Port Drive
Austin, TX 78728

Map and driving directions can be found on page 4 of this newsletter.

The Party starts at **7PM**. Your family members and friends are all welcomed to join us. To ensure we won't run out of food, please RSVP **Eric Choy** at the December meeting (or via email aabsco@gmail.com no later than December 4th).

As usual you will need to bring the following to the party:

- ♦ A **side dish or dessert** of some sort. The club will provide the BBQ.
- ♦ Your **favorite libation** to drink.
- ♦ If you wish to participate in the gift exchange, bring a gift-wrapped **1/48th or larger armor, softskin, ordnance, or military figure model kit**. Be sure there are no missing parts, and **NO** started kit please!

Please note you will be **REQUIRED** to build the White Elephant model kit you receive from the gift exchange. Failing to do so will result in a small "donation" (\$10) to the club's war chest!

(Continued on page 4)

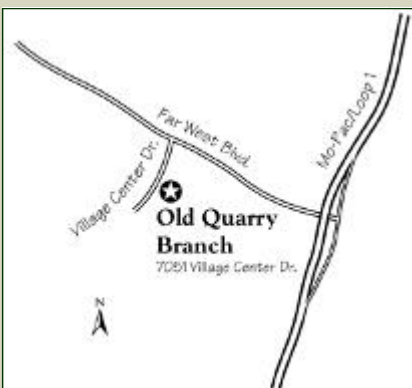
Inside this issue:

CALENDAR OF EVENTS	2
UPCOMING PROGRAM PRESENTATIONS AND NEWSLETTER ARTICLES	2
FROM THE TURRET	3
DECEMBER IS WHITE ELEPHANT CONTEST MONTH!	3
MAP & DIRECTIONS TO XMAS PARTY	4
WATER EFFECTS FOR MODELING	4
2015 AMPS INTERNATIONAL SHOW	7
JOIN AMPS TODAY	8
NEW ON THE BLOCK	9
BORESIGHT PREVIEW	9
ABOUT US	10
MEMBERS' GALLERY	10

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

December 3, 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.

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

- ◆ December 3 - AABS Club Meeting
- ◆ December 6 - AABS Christmas Party Wells Branch Community Library, Austin, TX
- ◆ January 7 - AABS Club Meeting
- ◆ February 4 - AABS Club Meeting
- ◆ February 21 - Modelfiesta XXXIV San Antonio Event Center, San Antonio, TX



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Upcoming Program Presentations and Newsletter Articles

Month	Program Presentation	Newsletter Article
March, 2014	Ted Paone	Ted Paone
April	John Talley	Russ Holm
May	Pat Rourke	Pat Rourke
June	Eric Choy	Robert Mesch
July	Rod Bell	Rod Bell
August	Ted Andreas	Ted Andreas
September	Rick Herrington	Elliot Nowacky
October	Robert Mesch	Greg Beckman
November	Annual Kit Auction	John Hernandez
December	Bob Bethea	Bob Bethea
January, 2015	Tom Pachalos	Tom Pachalos
February	Dave Bourland	Dave Bourland
March	Jake McKee	Jake McKee

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

Please note any member may contribute as many articles as he/she wants anytime. The purpose of this schedule is to ensure 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 the previous month** (e.g. Ted Paone's article for March was due on the last Wednesday of February).

Editor



From the Turret

November has been a busy month, with the club meeting, the build day Bob hosted, and of course, our federal holiday of giving thanks for all we have been provided in this great nation. Now, with Thanksgiving meals digested, we can look forward to our Christmas party and all the great food we'll have along with fun and conversation galore. In addition to bringing a side dish or dessert, remember to bring a nice, unstarted, model kit for the White Elephant gift exchange. The Yule tide festivities will be sure to please all.

For those who missed the announcement last month, this year's Christmas party is being held **Saturday December 6th**, starting at **7pm**, at the **Wells Branch Community Library**. The party room has a kitchen for warming/heating and refrigerating, but no cooking is allowed.

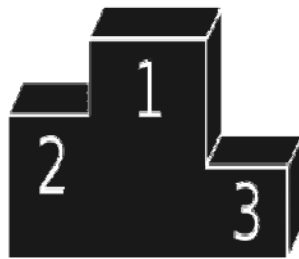


The coming White Elephant Contest is a good reminder of the need for last year's participants to complete their gift. I hope to see your finished models at this month's meeting if we haven't already seen it previously.

In keeping with our upcoming WWI show theme, let's share hope this month in recalling that 100 years ago the men in the trenches broke orders to share with their enemy the peace, joy, and hope of Christ in the Christmas Truce of 1914. In honor of those men, I wish a Merry Christmas and Happy New Year to all!

John Talley
President

December Is White Elephant Contest Month!



December is our final quarterly contest of 2014, and this year we are using it to decide who all built the best White Elephant Gift Exchange kits from the 2013 Christmas party.

As usual there will be two categories in this contest: **Naked** (built but not painted) and **Finished** (built and painted). Only the top winner among the Naked will receive a cash prize (\$15). First, second, and third winners in the Finished category will be awarded USD \$40, \$30, and \$20 respectively.

And for those who haven't touched or finished their kits, we would like to thank you for your graceful "donations" to the club treasury...

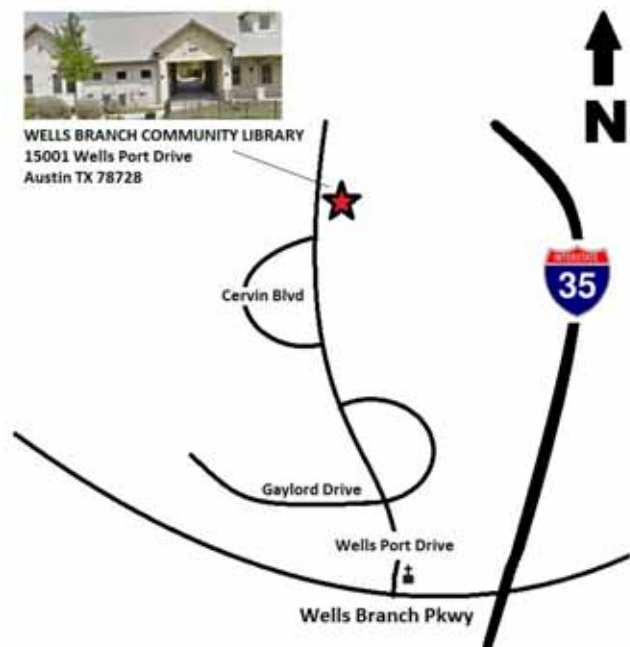




(Continued from page 1)



WELLS BRANCH COMMUNITY LIBRARY
15001 Wells Port Drive
Austin TX 78728



Driving Directions

From IH-35 Heading South:

1. Exit IH-35 at the 248 exit. Take ramp right for IH-35 N toward Grand Avenue Parkway.
2. Travel 0.4 Miles. Bear right onto Three Points Rd.
3. Travel 0.2 Miles. Turn right onto Grand Avenue Pkwy.
4. Travel 0.3 Miles. Turn left onto Wells Port Dr.
5. Travel 0.8 Miles. Arrive at 15001 Wells Port Dr, Austin, Texas 78728.

From IH-35 Heading North:

1. Exit IH-35 at the 247 exit. Take ramp right for IH-35 N toward Pflugerville.
2. Travel 0.3 Miles. Keep straight onto IH-35.
3. Travel 0.7 Miles. Turn left onto Wells Branch Pkwy.
4. Travel 0.6 Miles Turn right onto Wells Port Dr.
5. Travel 0.8 Miles Arrive at 15001 Wells Port Dr, Austin, Texas 78728.



Water Effects For Modeling

by Bob Bethea

All models and figures deserve a scenic base. It acts as a handle for folks picking up your project. It also sets time and place for the subject matter. They won't have to ask if it's an *Afrika Korps* tank if it's in a desert setting with a sign to Benghazi on the base. However, the work on the base must equal the skill you put into your model or figure and it must be appropriate for the subject. You've done some studying of the subject to get the markings, paint scheme or uniform right, so you know the setting. Go back to those photos of the real thing and use aspects from them as inspiration for your scenic base.

Everyone can glue sand or dirt to the base and that should be enough, but to make the base work jump, or as Chris Mrosko says "to give it the WOW factor"

you can add something more. It can be as simple as static grass and or rocks. Twigs make great logs for forest scenes. Lots of aftermarket companies make synthetic snow for Battle of the Bulge scenes.

Today we will talk about replicating water effects on your base. It is more of a study than one would think. There are water puddles, smooth water, running water, waves, splashes, waterfalls, etc. Each has its own peculiarities.

Water puddles can be clear, but if in mud like during WWI, they are usually cloudy and LIGHTER colored than the surrounding mud. Dips can be made in the ground on the base and after painting the puddles can be poured to add atmosphere. For large ones I use small pieces of **clear acrylic sheet** with the edges covered in the dirt. It makes a smooth surface that can be painted to look like water. Just remember to make it parallel to the bottom of the base so that it doesn't defy gravity.

Smaller puddles can be indentions with the lighter color painted in the bottom and a generous drop of **Woodlands Scenics "Realistic Water"** dripped into the bottom. For VERY small puddles, you can even



use a buildup of **superglue**. TRY TO AVOID WHITE GLUE as it yellows over time.

Smooth water can be handled like the large puddles with the **acrylic sheet**, or **glass sheet** method mentioned above, if it's VERY smooth. You can paint in some small concentric circles in flat white acrylic paint to simulate mosquitoes landing on it or other splashes. You can also mix and pour in multiple layers of **two-part clear epoxy resin** that has been tinted blue and green. One brand is **Magic Water**, and it's available at Craft Stores such as Michaels or Hobby Lobby. It makes great see-through water and you can even embed fish in it at various levels. It is self-leveling. Its downsides are its heavy, stinks like crazy, is toxic, it pulls away from the sides of the base, melts any paint but acrylics on the model involved, and is very HOT while curing. It can melt plastic if you use too much hardener, and it sets up too quickly. I've used it before, but now only use it for specific projects. For cloudy smooth water, you can use acrylic or polystyrene sheet, with edges camouflaged, and painted to look like water. Then, any **gloss varnish** or **Future Floor Wax** can be applied and will look like water.

Splashes are more complex. In the past I used scrap leftovers from old pours of **Acrylic Resin** to support the splashes. They are clear and strong enough to support other weaker products. Splashes occur when some action causes water to displace upwards, such as an item thrown into a pool, or just strong movement within the water. I use the clear scrap from Resin, cuttings from clear acrylic sheet and clear sprue pieces from aircraft canopies. They present an option for strength and will disappear when covered with other water effects.

On my "Revenge" vignette the Ogre is falling over and displacing a lot of water. I cut three triangles of clear acrylic sheet and glued them to the base. Then **Liquitex Acrylic Gloss Medium**, available at Craft Stores such as Michaels or Hobby Lobby, was added in multiple layers to make the large splashes. It is great stuff and comes out of the jar like Vaseline, and holds it shape better than other options. It remains clear and shiny. They also make **Matte Acrylic Medium**, so don't mix them up.



Running Water is a little different. Streams and creeks move along and everywhere they encounter a rock, bank or other object they make small ripples and splashes. I use this a lot, as my bases are small, and a creek adds character and is small enough to be handled easily and effectively in the space available. The base needs to be completely prepared and painted before I add the water effects. Paint the bed of the creek in a blend of dark blue and green, with some sections of pure dark blue, and some of pure green. Nature is arbitrary and a single color does not look real.

Remember the deepest water is the darkest. I apply **Liquitex Acrylic Gloss Medium** over the painted creek bed in several levels. Remember to build it up around rocks and other areas where the water runs into objects. It can even splash up on rocks. When you're satisfied, let it dry overnight and the next day add FLAT WHITE only to the highest points to simulate the foamy bubbles. Gloss white doesn't work for some reason.



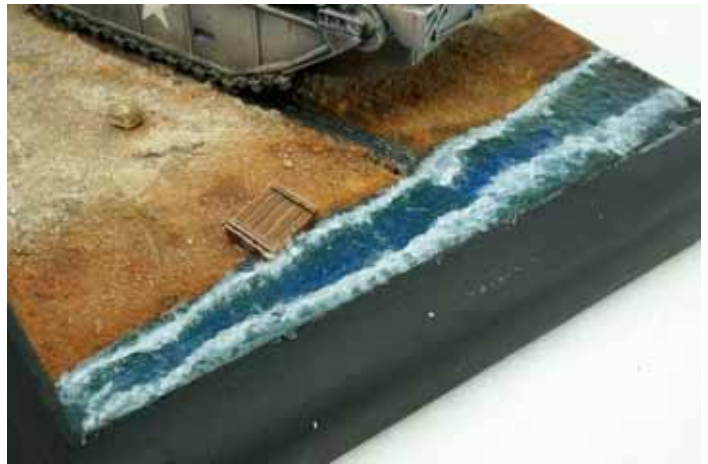
On my Marcomanni figure, I accidentally added too much white and hated the result. I added future floor wax to gloss it up, and it matted it for some reason! To add to my troubles, I thought that I'd add superglue over the future, and the result was a strange fracturing...bad day turned worse.



The next day I tried one last "fix" by adding **Liquitex Acrylic Gloss Medium** over the offending creek. It turned out even better than I expected! Gone were the matte finish, the crazing and the abundance of white. Now the lower level of white adds dimension to the water, which is nice and shiny with just the right amount of white foam. Even a blind hog finds an acorn every once in a while.



Waves can be a very troublesome effect to reproduce. Attached is a photo of my LVT(A)1 casualty vignette in 1/72nd scale where the broken track leads back to the ocean (I did that because my daughter's cat ate part of my track!). The idea of using the remains to lead to the ocean was another acorn for this ole hog. The water is merely painted and varnished base with **Liquitex Acrylic Gloss Medium** for the tiny waves. Later I topped the waves and the edge of the tide with flat white foam. Look at photos when you get stuck.



Larger scale waves can be done the same, but you may need structural supports. The hardcore folks can sculpt waves in clay and make a mold from which they can case clear waves in **two-part epoxy resin**. The result is really cool, but the procedure is expensive and time consuming. Most waves are not transparent anyway, so you could sculpt them in two-part epoxy putty, or **Sculptamold**, and just paint and varnish the result.

There are other water effects such as ice in streams and icicles, but that can wait for another article. Feel free to contact me if you have any cool techniques or products that can be useful for this effect, or if you have any questions about anything I have discussed.

Bob Bethea





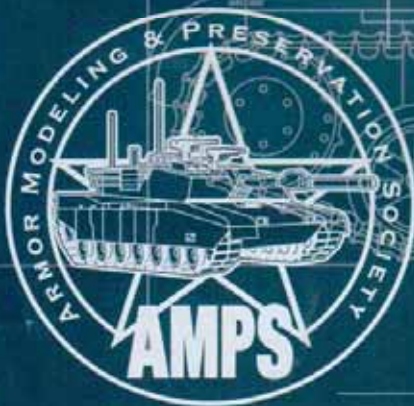
From the
drawing
board
to the
battlefield

There was always a first in line,
a MK.1, a Series A. We are celebrating
that innovative first model – the one
that led the way – with the
AMPS 2015 International Show theme:



Join us at the
WW2 Victory Museum
in Auburn, Indiana
from April 30 - May 2, 2015

Plan to be there!
More information to come at:
www.amps-armor.org





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New On the Block



Two six-figure kits from MasterBox just in time for Xmas this year.



Yet another Soviet prototype MBT in 1/35th from Trumpeter. Capable of a 60Km/h top speed, the JS-7 featured an autoloader, a novelty back in 1948. Its armor was immune even to its own 130mm gun!



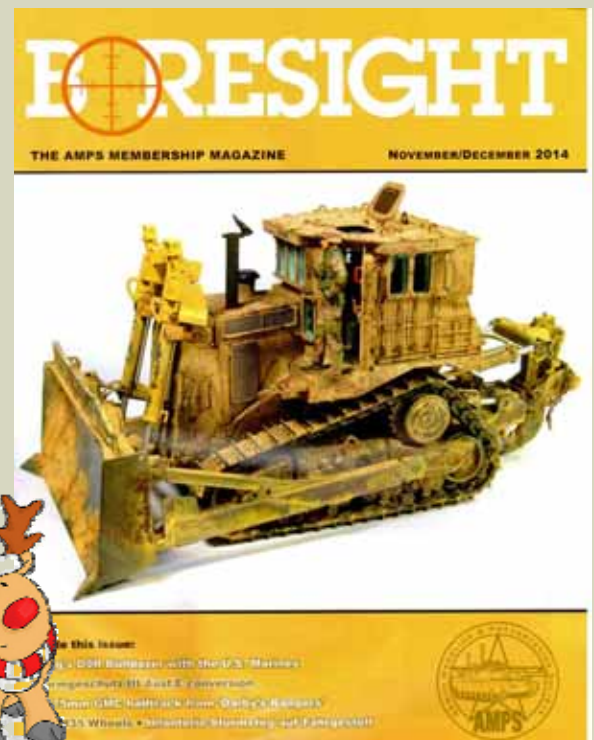
Finally Schneider CA in 1/35th injection plastic! WWI modelers now have their hands full with every French AFV produced during the Great War.



AMPS Boresight (Volume 22, Issue 6)

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

- ♦ **Dragon's M3 75mm GMC Halftrack** by David Black
Inspired by Darby's Rangers.
- ♦ **Meng Caterpillar D9R** by Bill Schmidt
Expert at deconstruction.
- ♦ **Sturmgeschütz III Ausf. E** by John Robinson
A mashup of Tamiya/Dragon kits to make this obscure variant.
- ♦ **M35 Wheel Set** by Glen Martin
Improving the road performance of your truck.
- ♦ **Infanterie-Sturmsteg** by Wayne Wanner
A conversion in 1:87 scale.
- ♦ **AMPS Membership** by Mark Corbett
The news is good!
- ♦ **AMPS Local Chapter News**
What's going on in the AMPS community.





About Us

The 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."



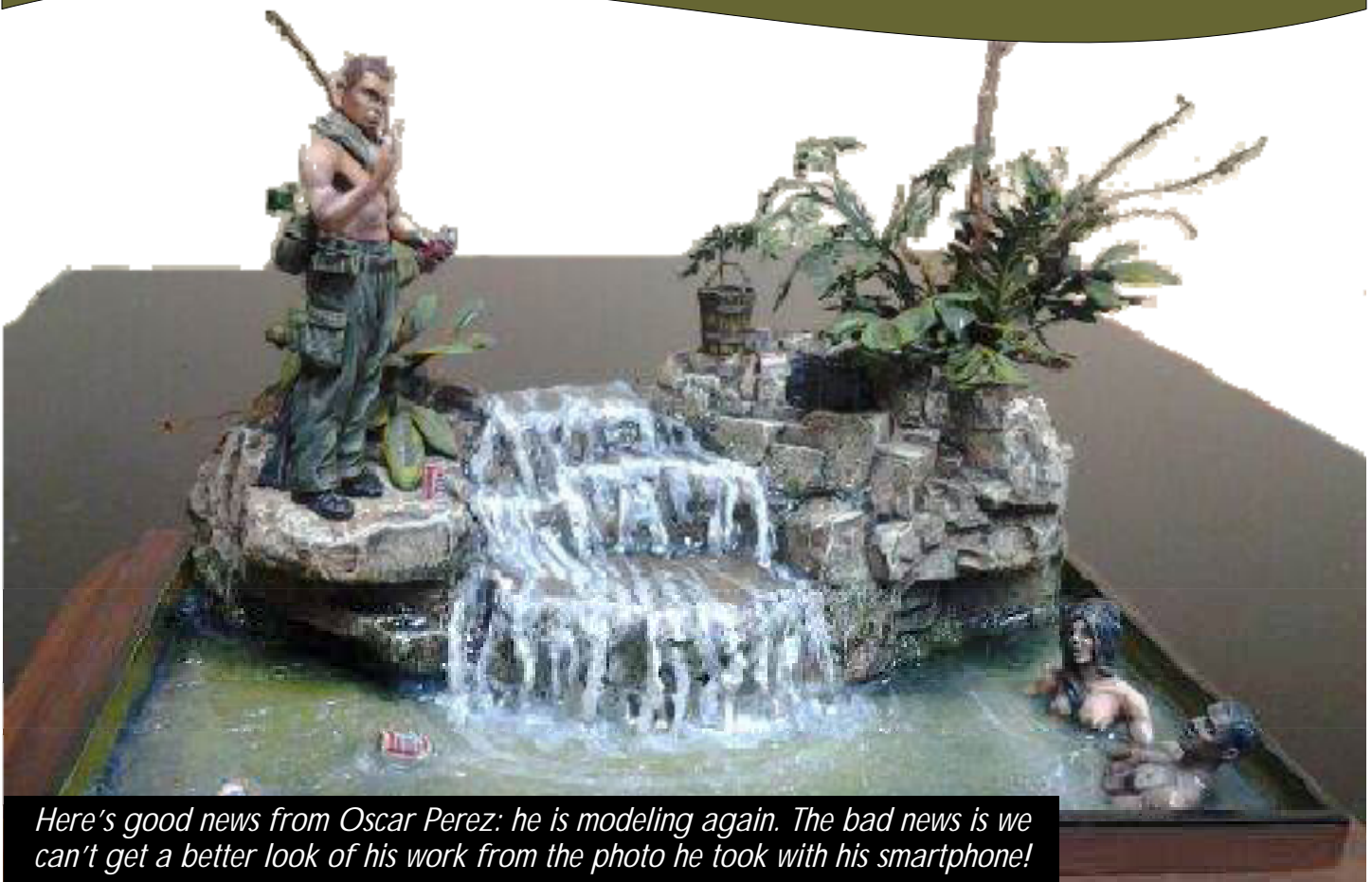
At each monthly meeting, we talk tanks, swap kits, and share our building techniques and tricks. We also hold regular in-house model contests and organize out-of-town field trips to museums and model shows.

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.



We are on the web @ AustinArmorBuilders.com



Here's good news from Oscar Perez: he is modeling again. The bad news is we can't get a better look of his work from the photo he took with his smartphone!