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**s.gl.Pkw Steyr Type 1500A/01
Kommandeurwagen**

Russia 1942-43

**Step-by-Step
Finishing
German
Armor**

By Glenn Bartolotti



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A complete Step-by-Step guide to Painting and Finishing Armor Models

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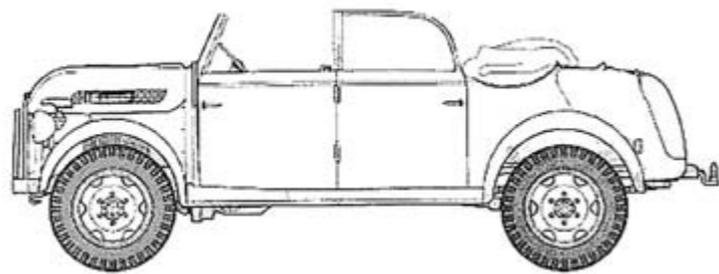


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The Kit

This new incarnation of Tamiya's excellent Steyr kit of last year is not just a minor facelift, but is predominantly new. Apart from the chassis, suspension, engine hood, front fenders, bumper and wheels the rest is entirely new.

The kit comprises about 140 parts for the kit itself plus a few extra bits from the earlier kit not used here. Moulded in the same beige coloured plastic, you still get the usual Tamiya mesh for the engine grills. It would have been nice for Tamiya to follow the precedent of the Dragon Wagon by including etched parts in their kits. But the etched grill set (No.35226) is still sold separately to replace the mesh provided. Six clear pieces for the windscreen and side windows is included plus the 4 poly caps to attach the wheels

The chassis and wheels and are identical to the first kit. The chassis is moulded in one piece to which you attach the engine bottom pan, the suspension, drive train and exhausts. The wheels include separate brake drums, which trap a poly cap allowing you to easily add and remove the wheels.

The main body is loaded with detail. The rear luggage compartment can have its door positioned open or closed. There is a full interior including with the spare tyre in it's own compartment. All four doors are separate and also can be positioned any way you want. The doors are simply brilliant. Each is made up of three parts, the outer panel and interior lining plus the clear 'glass' which is trapped between the two. Just like the real thing, you almost expect them to wind up and down. The doors have the handles and other detail included.

The seats have excellent texture with the two front seats having separate backs. These are detailed with grab handles and small pouches. Two alternative tops are included, a full 'cabriolet' top and folded top which fits nicely on the rear body. It is very easy to interchange the two tops and the windows to vary the appearance of the model. There are no permanent alterations needed for whichever fit you choose.

The two figures included with the first kit (driver and standing officer) are joined by a third sitting officer for the rear seat. Pennant flags are also included for the front fenders as most of these vehicles were used as 'elite' transport predominantly behind the lines.

Four vehicles are represented on the decal sheets, a late war overall yellow vehicle with two colour cam and three overall Grey schemes, one of these is depicted with white winter cam on the instruction sheet, but really the finishes are limitless.

[Review by Terry Ashley](#)



The completed Steyr Kit.



I wanted the model to have its own special look from the kit. I decided to alter the canvas top. I wanted it to look as though it had been folded back in a messy hurried up fashion. I also wanted it to look as though the few years it had seen service took a toll on it.

I used Magic Sculpt to make the new top. I trimmed off some of the kit canvas top first. The Magic Sculpt was then pressed into a thin layer and folded back and forth over the kit top. I used a tooth pick to add detail. You can be creative and add tears in the cloth if you desire for a more weathered look.

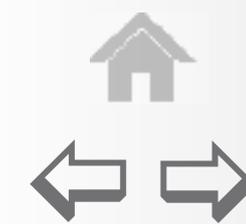


The completed model is given a primer coat to cover and give the model a good base to start the paint process.

This primer coat makes painting the steps much easier because you get a smooth coat of color to allow you to see all the areas that will be needed to be painted in the steps used to shade and high light the model. Black primer is used in a Panzer Grey Scheme.



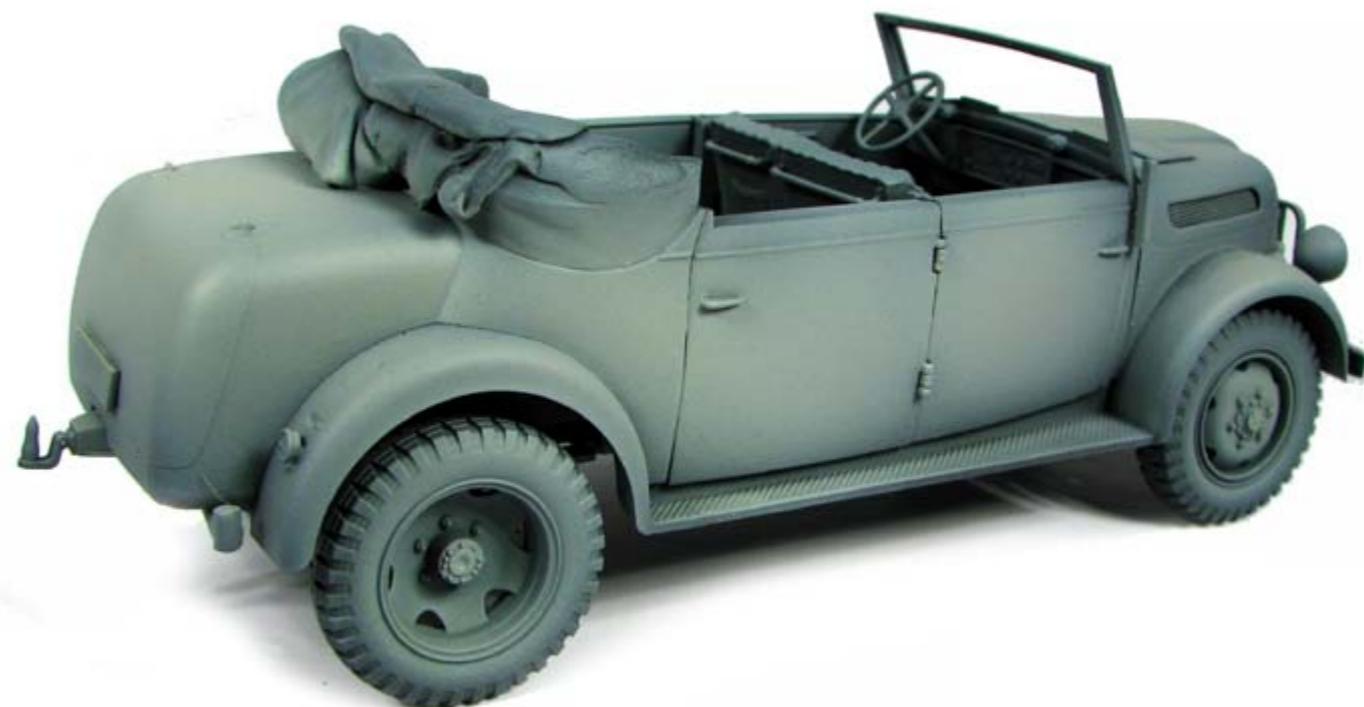
The first step in the painting process is the base coat. This is the base color. RAL 7021 DUNKELGRAU is used. What you are trying to achieve is to make sure any areas that your light source hits is painted. Most all ares have been painted.



Next step in the painting process is the base coat high lights. This is the main color. RAL 7021 DUNKELGRAU mixed with some AK 738 WHITE to create the high light shade color. Paint all the open high spots, centers of any panels and the tops of objects that stand off the Steyr.



I wanted to try something different to this model so I lightly sprayed on RAL 7028 DUNKELGELB (INITIAL) to some of the Steyr. I did not want to change the base color but just add a different shade to create a worn weathered look.



Next step in the painting process is the interior. I used RAL 7017 DUNKELBRAUN for the seats and door panels.



The instrument panel and the rest of the interior was painted per the kit instructions. If you can see it you can paint it!



Next the tires are given a thin wash of AK711 CHIPPING COLOR paint thinned with acrylic thinner. The wash works well because stark black rubber is not realistic. Let wash flow all around the road wheels in the same manner. If your first pass with the wash is to light add another when dry,



Next step is the wash. AK070 WASH FOR PANZER GREY. A good colour to give contrast to details and panels on armor painted with Panzer Grey. Just mix well and use a brush to apply to details, rivets, panels, etc. care should be taken not to overdo this...be subtle.



Next step is the 2nd wash. AK045 DARK WASH FOR GREEN VEHICLES. Washes are very different from streaking effects. They are much more diluted and bring out the details on our model. It is nice to use not having to make your own wash. Just shake well before use and you can apply it directly to your model to create contrast and depth in the details. This is an enamel product and can be thinned using AK049 ODORLESS THINNER.



I do not want the wash to coat the entire model, it is controlled just where I want it. This is sometimes called a pin wash, apply to all of the surface details to create false shadows around each one, and any excess wash is blended into the surrounding surface before drying. I streak it down the sides like it would naturally in some areas, but care should be taken not to overdo this...be subtle.

Once the body of the Steyr wash has dried it is turned on its side and the road wheels are given a wash. Leave the Steyr on its side until the wash dries then do the other side.



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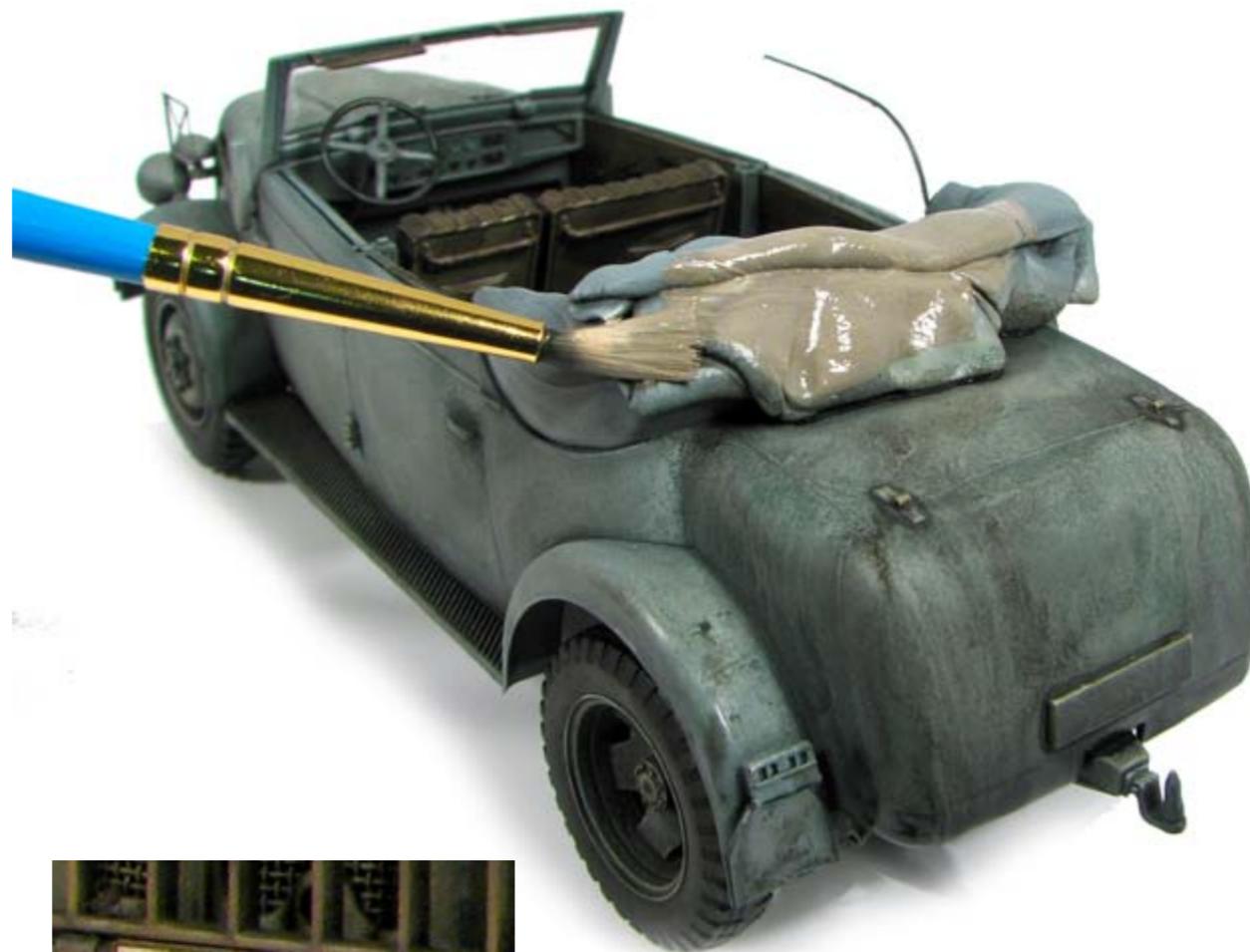
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The canvas top is now painted using artist oil paint. I wanted to be able to shade the canvas top and the oil paint gives a different texture to the cloth and makes it stand out from the Steyr.



I added the decals at this stage because I knew I would be doing more weathering and did not want to cover up the markings with the washes. Micro Sol was used to flatten the decals down. I used the decals from spare decal box. Add a flat finish after they have dried.



AK042 EUROPEAN EARTH pigment was dusted on the glass parts of the windows and wind shield with a dry soft brush. Dont add to much and let some clear gless show.



AK046 LIGHT RUST WASH in the AK Interactive range was used to represent rust on scratched areas of the Steyr. It has a light rusty color, I added a few small spots on the Steyr but not many. A small brush is used here. I kept them very small.



Next step in the weathering process are the dark paint chips on the rust scratches. I add chipped paint with AK711 CHIPPING COLOR acrylic paint and a fine brush. The key to chips is to make them small and without any pattern, keeping them on the most abused edges and damaged areas. Use common sense and remember that less is more with chipped/worn areas, and think very small!



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I used my airbrush and mixed AK023 DARK MUD EFFECT with AK049 ODORLESS THINNER. 10/1 mixture is used for this. Set your airbrush at a high pressure with a medium spray and make passes over the lower part of the model. The more passes you make the more it will weather the Steyr. Take care to not add to much in one application. Test on card stock first. It was applied directly on the wheels and the vehicle lower sides only.

AK017 Earth Effects was used to make natural earth and mud type effects. Just apply the Steyr's vehicle tires to achieve realistic earth effects. It was thinned with AK049 ODORLESS THINNER. This gives the tires a contrast from the Mud effects.



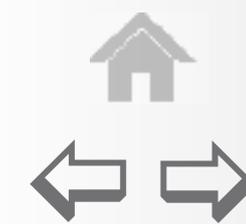
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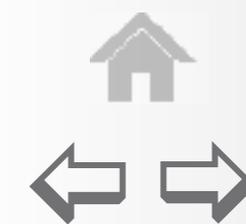
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