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Sd.Kfz. 171 Panther Ausf. G
5th Panzer Div., 1945

Step-by-Step Finishing German

Armor

By Glenn Bartolotti



Press Here to Begin

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

Contents

1 The Kit

2 Painting

3 Weathering

4 Final Model



Sd.Kfz.171 Panther G Late Production

Dragon Smart Kit No. 6268 1:35th Scale

Dragon first released a kit of the Panther Ausf.G “Night Fighting Panther” (kit #9045) back in the Shanghai/Dragon Imperial Series days in 1997 and it’s no wonder some want to forget about it as it is from a past era in terms of quality/accuracy and is best not spoken of again.

But we now have this brand new Sd.Kfz.171 Panther G Late Production kit, the first of the so-called “Smart Kits” from Dragon with state of the art moulding and detail but only the bare minimum of metal parts using extensive slide moulds to impart excellent details on the plastic parts.

This kit as with the recently released Panther Ausf.D Premium (kit #6299) has a mix of early and later Ausf.G features so care is needed when choosing the final make up of the details.

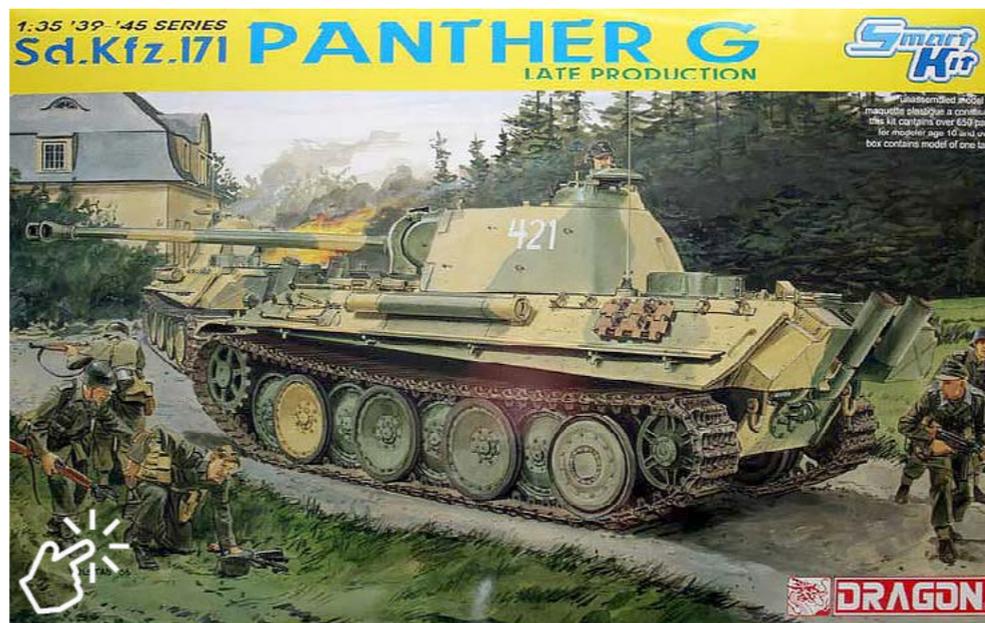
The kit best represents the late Ausf.G manufactured by M.A.N in April 1945 as shown on pages 200-203 of the Panzer Tracts Panther G book with the kit details matching those perfectly including the 800mm steel wheels on station 8 but there are some optional parts included to make things interesting.

The earlier non-chinned mantlet is included as is the ability to make a fully rubber wheeled vehicle and the choice of standard flat intake grills on the left engine deck but as there is only the late Flammenvernichter mufflers and later style hull machine gun ball mounting and using the earlier parts will require alterations to other parts and careful checking of references will be needed if you are as stickler for truly accurate details.

Also included is a choice of the standard small roller on the final drive housing or the later skid shoe seen on some M.N.H manufactured vehicles at the end of the war.

The kit also includes the IR mountings on the right side of the mantlets and the IR linkage guard and compass mounting on the turret roof but not the four studs on the right rear for mounting the armoured bin for the IR equipment. Other late features included are the camouflage loops and mantlet cover on the turret and so is best suited as mentioned above to make the late M.A.N produced vehicle.

The early non chinned mantlet has the two small IR fittings on the right side but while most later chinned mantlet Ausf.Gs had these fitted the only photographic evidence that the early mantlet has these in on one shown on the cover and pages 182, 186 of



the Panzer Tracts Panther G book but there are also other details of the this vehicle that differ from the kit. This includes the square glacis cut-out in front of the driver’s periscope (easy to alter) no compass mounting on the turret roof (again easy to fix) and it does not have the Flammenvernichter mufflers, so the earlier pipe exhausts and covers will have to be found elsewhere.

It also has the standard intake grill on the left side of the engine deck which is included in the kit but there is no mesh for this intake (see below) and so a little pilfering from other kits will be needed to accurately portray this particular vehicle. You can of course simply cut off the IR mountings on the right side of the mantlet but most non-chinned Gs where fitted with the earlier pipe exhausts but some have been seen retrofitted with the Flammenvernichter mufflers, while fitting the raised crew compartment heater on the left engine deck is okay for these vehicles.

[Review by Terry Ashley](#)



The Kit

Painting

Weathering

Final Model





The completed Panther G ready for priming. Note the tracks are attached to model.



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. White or grey primer is fine.



The first step in the painting process is the pre-shade. This is the darkest shadow color. AK4053 FRENCH BROWN is used. What you are trying to achieve in this is to make sure any areas that your light source cannot hit is painted. You are for the most part adding artificial shadows.



Next step in the painting process is the base coat this is the main color. TRAL 7028 DUNKELGELB (INITIAL) is used in this step.

Cover the main parts of the Panther G. Let some Shadow show though.



The Kit

Painting ●

Weathering

Final Model

The model is now given a AK777 GLOSSY VARNISH coat only in the areas that the decals will be applied. Micro Sol was used to flatten the decals down. I used the decals from an old Tamiya decal sheet. When dry, spray the tank with AK775 MATTE VARNISH allow to dry for about 2 days. A flat finish is very important to my Step-by-Step finishing.



Next step in the painting process is the white camo. This is AK 738 WHITE. What you are trying to achieve is a worn white winter camo that has faded in time. Paint all the open high spots, centers of any panels and the tops of objects that stand off the Panther G. Just lightly spray over the markings (decals) as you want them to show through as faded.



The Kit

Painting ●

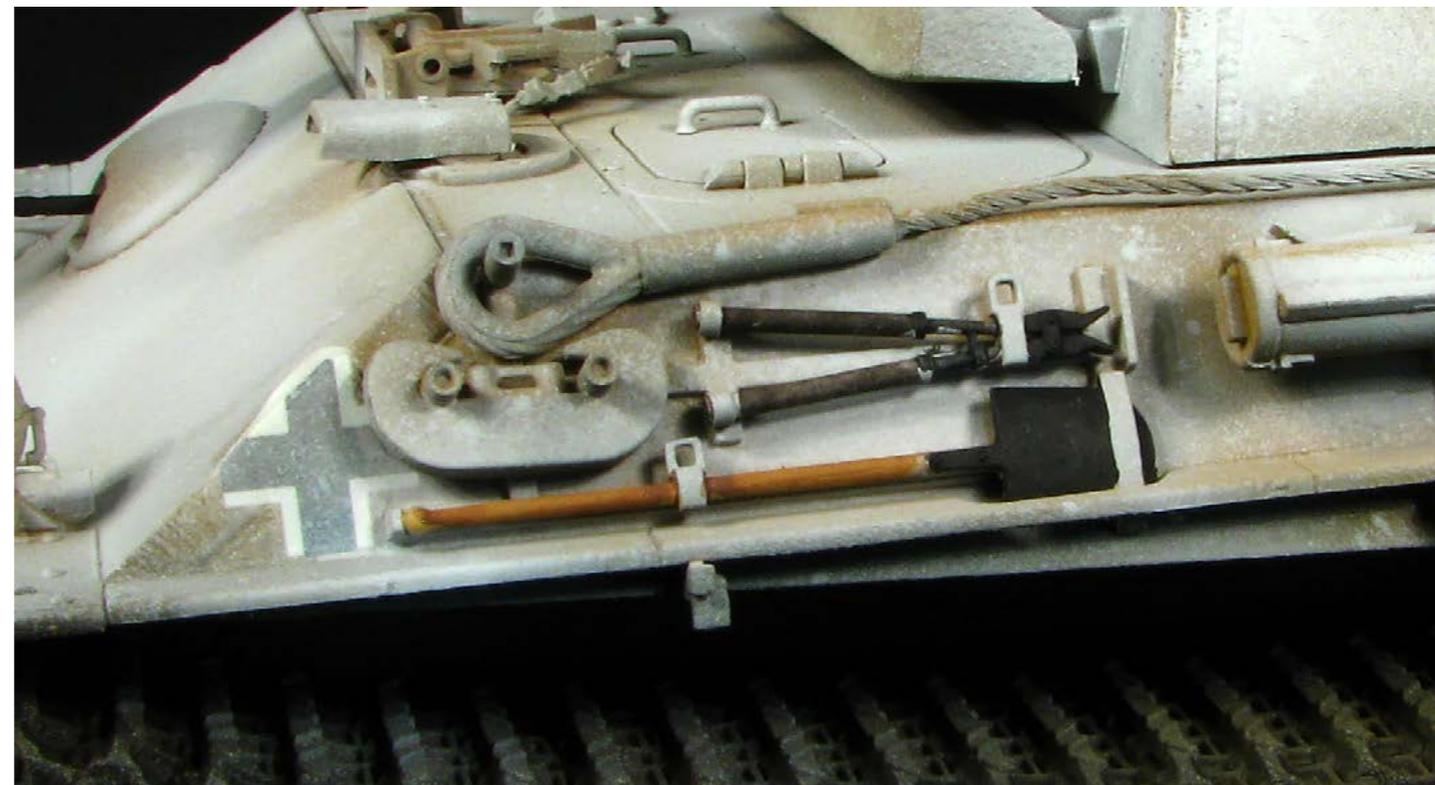
Weathering

Final Model

Next step is to sand the white camo a little to let the markings (decals) show through more. Since the markings have a clear coat of AK775 MATTE VARNISH, this protects them from sanding. I lightly sanded over the markings using a fine sanding stick. Just lightly sand to wear away some of the white camo paint. Make sure the MATTE VARNISH has set to dry for a few days!



Next step in the painting process are the tools and equipment. I paint all tools and equipment on the tank before final weathering. In painting these items study the way metal and wood looks in real life and add the colors into your paint to really get a good contrasting look and make sure you use various colors and shade as you can in each item. Most important don't paint items just one color or shade. I use acrylic paint but any paint you are comfortable with will work. The metal items are painted in shades of black, they will be treated with a metallic and rust finish later.



Next step is the wash.

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.

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 models with a perfect color for vehicles painted in greens but I like this shade over white. It is nice to use never 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 dissolved using our White Spirit or Odourless Turpentine.



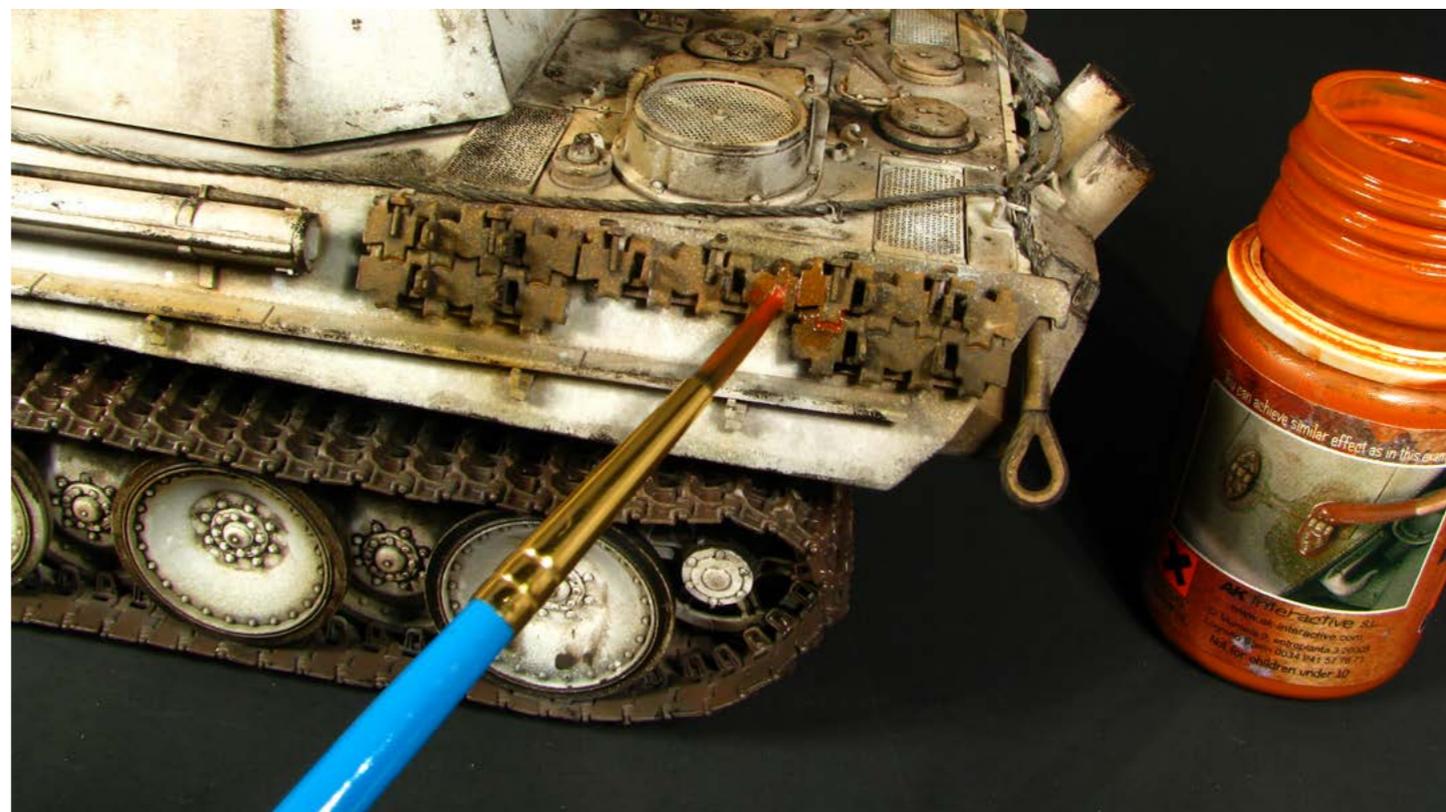
Once the body of the Panther G wash has dried it is turned on its side and the road wheels are given a wash. Leave the Panther G on its side until the wash dries then do the other side.



Next step in the weathering process are the dark paint chips & scratches. I add chipped paint with AK711 CHIPPING COLOR acrylic paint and a sponge 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!



AK046 LIGHT RUST WASH in the AK Interactive range was used to represent rust on the tracks and accessories. It has a light rusty color, which stands out really well on dark colors giving a great realistic matt finish. It is perfect for amphibious or normal vehicles in wet environments. Also great for doing rusting effects on abandoned vehicles.



AK017 Earth Effects was used to make natural earth and mud type effects. Just apply the Panther G's vehicle wheels, tracks and hull to achieve ultra realistic earth effects. It can also be mixed with plaster to make mud with volume. It can be mixed with other earth colors leading to unlimited possibilities of nature effects.



AK023 DARK MUD EFFECT
I used a stiff brush to spatter the effects on with my finger. Take care to not add to much in one application. Test on card stock first. It can also be applied directly on tracks, wheels or vehicle hulls. It is enamel and it can be blended with other colors and it is diluted with White Spirit.



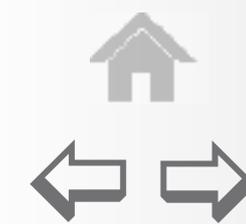
The Kit

Painting

Weathering ●

Final Model

The pencil is also used on the metal areas
Just highlight the edges of the shovel and
tools but not the entire metal area.



Guide Contents

The Kit

Painting

Weathering

Final Model ●





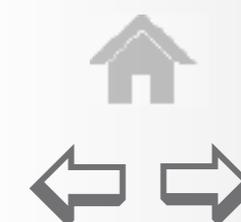
Guide Contents

The Kit

Painting

Weathering

Final Model



Guide Contents

The Kit

Painting

Weathering

Final Model 

