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Step-by-Step Finishing German Armor

Sdkfz 132

Marder II Ausf D

By Glenn Bartolotti



Step-by-step guide to painting and finishing WWII German Armor

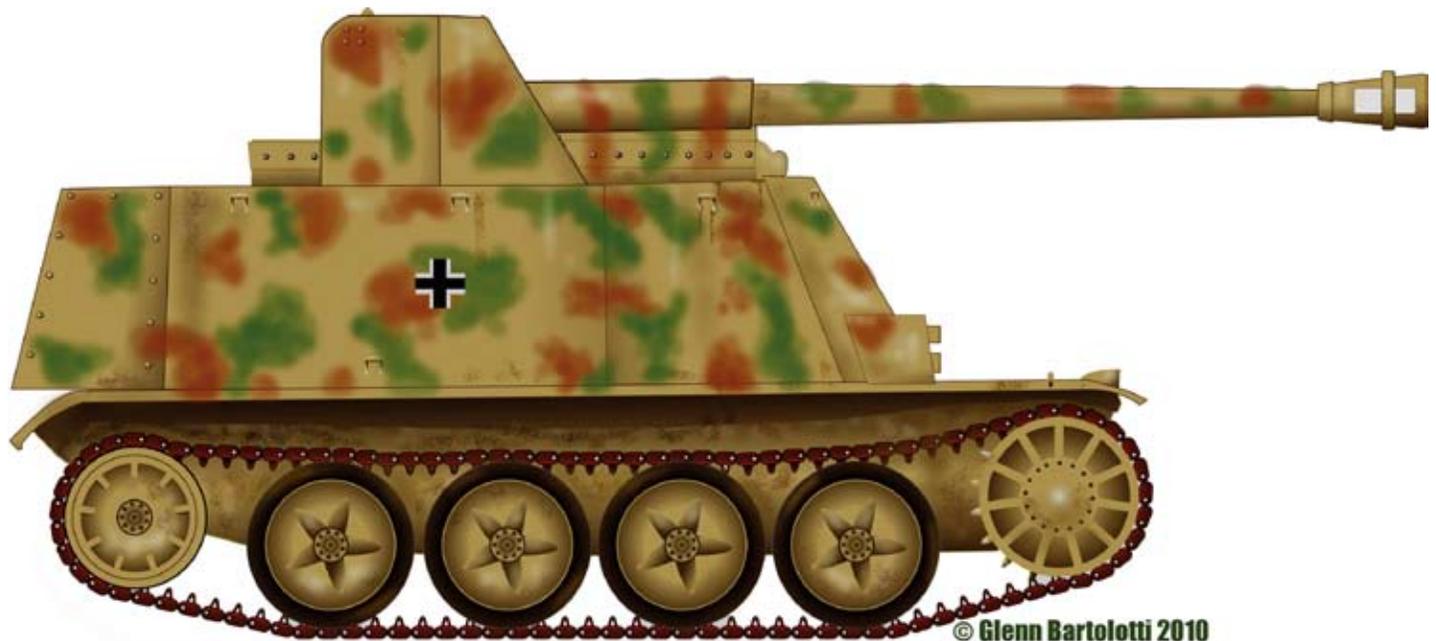
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A complete easy to follow step-by-step
guide to painting and finishing WWII
German Armor



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Materials Used

The materials I use are very easy to obtain and simple to use. Most are inexpensive and found at most all art supply stores.

Over the years I have learned to use these basic materials to obtain finishes that look very realistic. Consistency is very important and following each step is very important to obtain the desired finish.

You will notice that in none of the steps will you see the method of dry-brushing. I do not like to use this method as some armor modelers do. I prefer a more subtle look in which I feel represents the look of a full scale armor vehicle.

The materials below were used to finish the 1 model in this volume.

Mr Surfacer 500

Sand paper-medium grade

Orderless Turpentine

Micro Sol Decal setting solution

1 each No. 3 round paint brush

1 each No. 0 round paint brush

1 each No. 1 flat paint brush

1 can generic flat grey spray primer

1 can Testors Model Master gloss spray

1 can Testors Model Master lusterless flat spray

Testors Model Master flat enamel paints-colors specified in text

Testors Model Master airbrush thinner

Model Color Vellejo acrylic paint

Brown

Black

Armor Yellow

Red Brown

Artist oil paint

Black

Raw Umber

Burnt Sienna

Pastel Sticks

Yellow Ochre

Raw Umber

Rust

Olive Green

No. 2 Pencil



Note: Materials used for painting and weathering only.

Any figures seen in some of the photos used more paint colors than listed above.

Marder II Ausf D



The Marder II came in two major versions. The first version Marder II (Sd.Kfz. 132) was based on the light Panzer II Ausf. D/E and Flammpanzer II chassis with Christie suspension. It was armed with captured Soviet 7.62 cm guns, re-chambered to accept German 7.5 cm Pak 40 ammunition, which improved its penetrative capabilities. These early Marder II's had a very high silhouette (2.60 m high), thin armor of only 30 mm (front) and 10 to 15 mm (sides). There was no armor on the top or rear, leaving the crew with very little protection. Alkett and Wegmann produced 201 Marder II (Sd. Kfz. 132) from early 1942 to early 1943.

The Alan kit has been around for a while and suffers from soft detail and a poor inaccurate interior. I built this model when I found the photo of it in Warsaw 1944 seen in the photo below left. This photo shows the armor rear plate which I had not seen before in any references. Most Marder II Ausf D's are seen in photos

with a caged in rear instead of the armor plate. I scratch built the cage on my first Marder IID using styrene angle and plastic mesh, see photo below.

Though not entirely correct I wanted a model that visually looked like the Warsaw Marder.



Bundesarchiv, Bild 101I-595-0423-13
Foto: Leher | August 1944





1. The **kit** used is the Alan 1/35 Marder II Ausf D. It was improved with the gun from the Tamiya's Marder III kit and just a few small extras like improving the shovel mount and clips.



2. I started the **Gun Barrel** first. This is from the Tamiya kit. The 2 halves are glued in place and then the seams are coated with Mr Surfacer 500 to fill the gap. When dry it was sanded smooth.



3. The **Tracks** are assembled as runs for each side making one run and attaching it. I make one run by cementing the links with plastic glue. Once a section is complete I let it dry for about 5 minutes, then attach it over the wheels starting from the top of the drive wheel and then around the wheels back up the the drive wheel. I add cement to the areas the tracks touch the wheels after the correct sag to the tracks are met.



4



4. Making and enhancing the **welds**. I use a electric soldering pencil to make/enhance the welds on the armor plates. Use very small melt marks on the plastic but make sure you practice on a sheet of spare plastic first.



The armor shield for the gun was welded instead of riveted like on the Marder III gun. I sanded it smooth and then added the welds with the soldering pencil.

5



5. The model is given a **primer coat** to cover and protect the photo etch parts and give the model a good base to start the paint process. I use a basic spray can primer that can be purchased at the local home store. 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.

6



6. The **paint** that will be used to airbrush this model will be Testors Model Master enamel paint: 2142 Flat White, 2005 Burnt Umber, 2102 Afrika Braun, 1785 Rust, 2091 Dunkelgrun, and 2007 Burnt Sienna.



7. The first step in the painting process is the **pre-shade** this is the darkest shadow color. 2005 Burnt Umber is used in this step. 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. All the recesses, corners, tracks, and under objects that stand off the tank. It is also best achieved in some areas by painting the areas from under the tank as to just paint under the objects.



8. Next step in the painting process is the **base coat** this is the main color. 2102 Afrika Braun is used in this step. This paint is used as I feel it is a better shade than Dunkelgelb because the later highlighting and weathering processes will change its shade anyway. What you are trying to achieve in this step is to make sure you cover the areas that were not painted in the pre-shade painting. As you can see you don't have to worry about being perfect just make sure you can see the shadow for the most part and a blending effect is achieved.



9. Next step in the painting process is the **high-light**. This is the main color, 2102 Afrika Braun mixed with 2142 Flat White, mix 3/1 to lighten the base color. You want to add enough white to alter the base color and contrast is important in this step. What you are trying to achieve is to make sure any areas of your light source can hit is painted. This step will bring out your tank's details. Paint all the high spots, centers of any panels and the tops of objects that stand off the tank. Once again contrast is important!

10



10. Next step in the painting process is the **1st camo color**. 2091 (Dunkelgrün). This is the green shade of the camo pattern I paint this color first because the next red brown shade covers it better. In painting this step remember that the airguns used by the crews did not cover large areas at a time so make sure your airbrush is set to do a small spray which is usually achieved by turning the air pressure lower, and making sure your paint is thinned correctly. It is a good idea to practice first on some card stock.

11



11. Next step in the painting process is the **2nd camo color**. 2007 Burnt Sienna. This is the red brown (Rotbraun) shade of the camo pattern. I like this shade best for the red brown color. Again it is a good idea to practice first on some card stock to get your airbrush zeroed in. Think small!

12



12. The model is now given a Testors clear gloss coat only in the areas that the **decals** will be applied. I am using Echelon™ Decal set No. AXT351015 because it has the Wiking symbol and better balkankreuz crosses. Micro Sol is used to set the decals. When dry spray the tank with Testors clear flat. Let dry for a 24 hours or more.

13



13. After the Testors clear flat has dried completely the next step in the painting process is the **fading**. Fading helps tie the colors together, tone down the decal markings and get the tank the look that it has been in the elements. 2102 Afrika Braun and 2142 Flat White, mix 3/1 and Testors airbrush thinner 10/1 are used for this. Set your airbrush at a high pressure with a wide spray and make passes over the entire model, tracks and all. The more passes you make the more it will fade the paint. This step really ties things together!

14



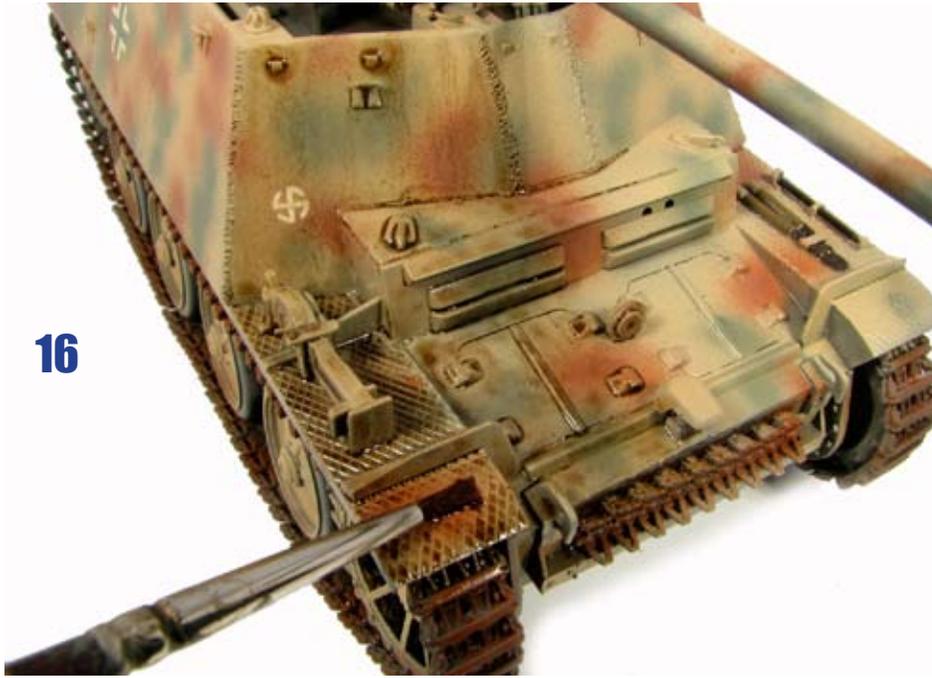
14. Next step in the painting process is the **Tracks**. I thin 1785 Rust about 6/1 and spray it on the tracks as close as possible not getting any on other surfaces except the tracks. Your airbrush should be set to do a small spray which is usually achieved by turning the air pressure lower, and making sure your paint is thinned. Remember just get a hint of the color on the tracks. A little over spray is ok.

15



15. Next step in the painting process is 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 dark shades, they will be treated with a metallic finish later.

16



16. Next step is the **wash**. First I brush the model with clean turpentine. I put a dab of raw umber oil paint on a pallet, the oil paint is thinned with turpentine on the pallet and then applied to the model with a small brush. I do not want the wash to coat the entire model, it is controlled just where I want it. This is 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 once dry. I streak it down the sides like it would naturally, but care should be taken not to overdo this...be subtle.



Note the difference in the right side without the wash and left side with wash.

17



17. Once the body of the tank's wash has dried it is turned on its side and the road wheels are given a wash. It is put on its side so the wash stays around the bolts and details not allowing the wash to drain down to the bottom of the wheels only. This gives all the wheels a even effect all around..

18

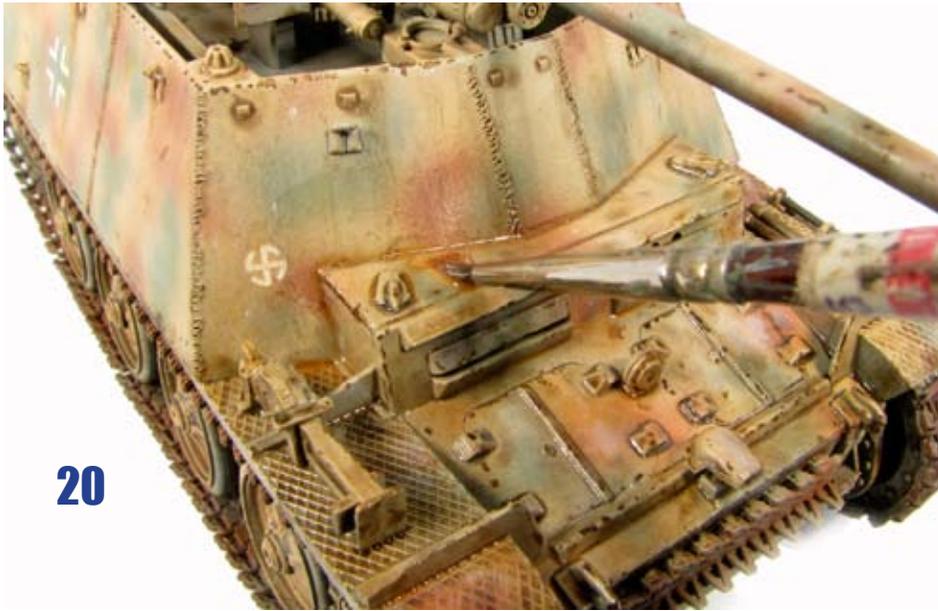


18. Next step is the **effects**. I use heavily thinned white artist oil paint to give flat areas of the tank a look as though water that has mixed with dust and dried on the surface. I paint the area with clean turpentine as before. I put a dab of white oil paint on a pallet, the oil paint is thinned with turpentine on the pallet and then applied to the model with a small brush. Blend well and be very subtle. Other earth shade oil colors can be used in this step to add other transparent glaze weathering effects.

19



19. Next step in the weathering process are the **paint chips & scratches**. I add chipped paint with raw umber oil paint and a small no. 3 brush. The key to chips are make them small and without any pattern, keeping them on the most abused edges and damaged areas. On older damaged areas first paint the chip with burnt sienna, then add the raw umber inside the chip so the sienna borders the umber. Use common sense and remember that less is more with chipped/worn areas, and think very very small!



20

20. Next step is **pastel pigment weathering**. I use pastels in the same way you use pigments, but I make my own powder. The pastels are \$1.00 a stick at the art store and come in a large variety of shades. I use a file to grind them into powder. I mix them with turpentine on a pallet and apply them with a brush. The tracks get a earth color thinned heavily with turpentine. **Make sure you thin the powder heavily because if not it will dry and cover to much of the tracks, a little goes a long way!** Apply some of this mixture to the road wheels as well.



The spare tracks get pastel washes using shades of rust, brown, and olive green pastel powder. Apply the rust shade first and then add blotches of the brown and olive after. When the wash dries it is quite convincing giving a good representation of weathered iron. Add this same mixtures to the metal areas of the tools.



The muffler gets the same mixture of pastel powder as the tracks but with more of the rust color added.



21



21. Next step in the weathering process. The tracks get a earth color **pastel pigment** thinned heavily with turpentine. Let dry before next step.

22



22. Next step is **metal accents** I use a no. 2 graphite pencil to add the metal accents to the raised parts of the tracks. I also add this to the areas you can see on the drive sprocket teeth.



The pencil is also used on the **metal tools**. Just highlight the edges of the tools and not the entire metal area. Add this to the metal areas of the gun also.

23



23. Last the **road wheels** are given a wash of black oil paint thinned with turpentine. The wash works well because stark black rubber is not realistic. Notice the wheel on the left that has received the wash. This thin wash allows some of the weathering tone to show though. Touch what you can see of the inner road wheel.



Finished Model





Marder II Ausf D in Action



Stay Tuned!

Be on the look out for more **Step-by-Step Finishing German Armor**

Sdkfz 250 finished using the same steps as this volume.



A complete step-by-step guide to painting and finishing WWII German Armor



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