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Ernst Barkmann's  
Panther Ausf. D **Russia 1943**

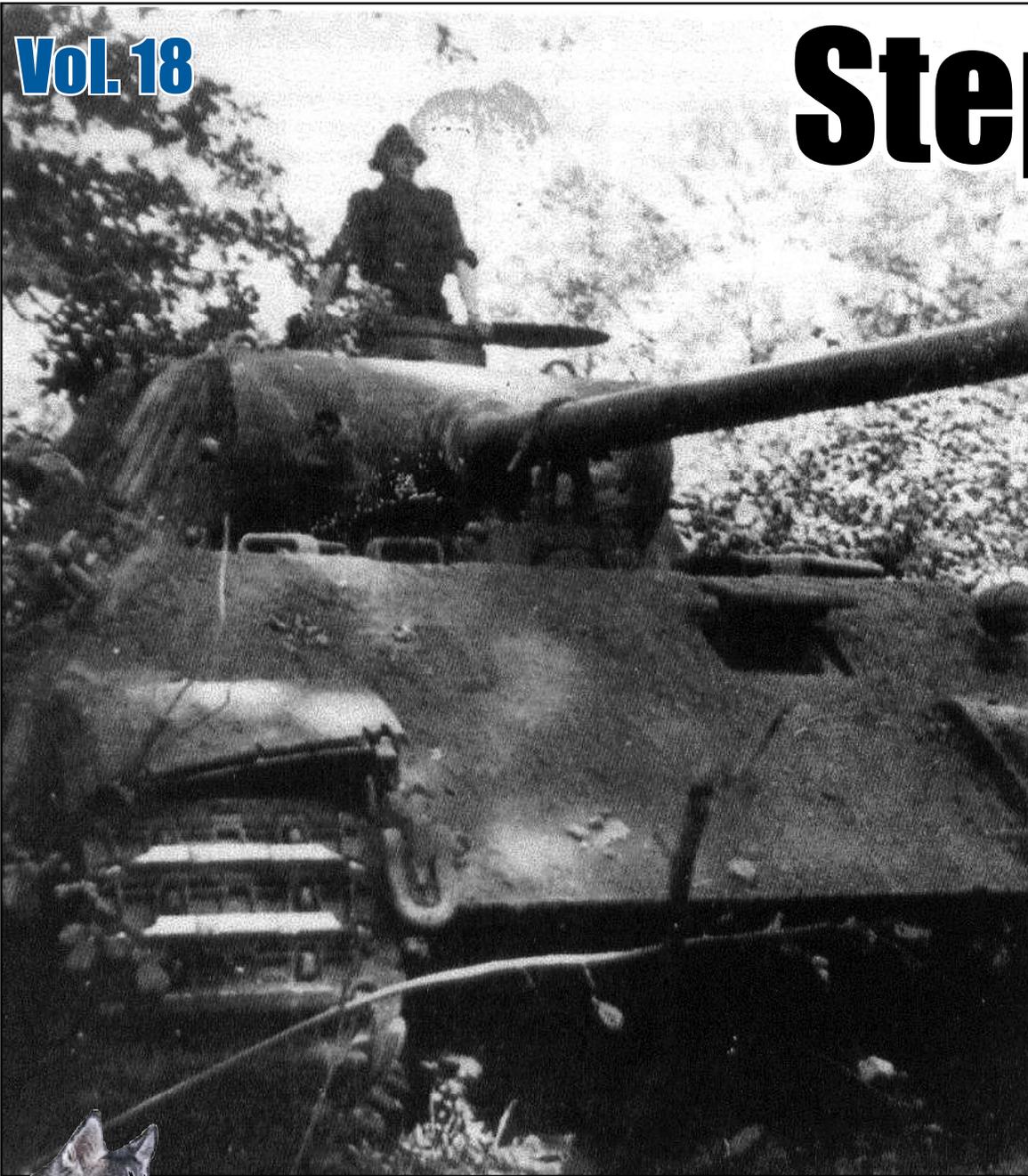


# Step-by-Step Finishing German Armor

**By Glenn Bartolotti**

A complete step-by-step guide to painting and finishing Armor Models and Figures

**Vol. 18**



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# Materials Used

The materials I use are very easy to obtain and simple to use. Most are inexpensive and found in 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 also 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.



*I use a basic single action airbrush. Nothing special.*

*The **paint** that will be used to airbrush is 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. Gloss coat and Dull coat.*



**Note: Materials used for painting and weathering only.**  
*The figures seen in some of the photos used more paint colors than listed in this SBS.*

# Ernst Barkmann's Panther Ausf. D



Barkmann requested a transfer to the newly formed Waffen-SS panzer arm. In winter 1942/43 he was sent back to the Eastern Front to join the second company of I./SS-Panzer-Regiment Das Reich, a part of 2.SS-Panzer Grenadier-Division Das Reich. Upon arrival at the front, Barkmann was posted as gunner to SS-Rottenführer Alfred Hargesheimer's PzKpfw III ausf J/1 tank.

The Das Reich was attached to Obergruppenführer Paul Hausser's SS-Panzerkorps, under the overall command of Generalfeldmarschall Manstein's Army Group South.

The SS-Panzerkorps was to form the vanguard of Manstein's efforts to halt the Soviet advance near Kharkov.

Barkmann served with the regiment during the large-scale mobile operations to annihilate Mobile Group Popov. During these battles, Barkmann proved to be an excellent gunner. He was promoted to Unterscharführer and given command of his own Panzer III in time to take part in the ensuing Third Battle of Kharkov, scoring several kills.

In July 1943, his division next took part in Operation



Citadel, the operation to destroy the Kursk salient. Barkmann saw action during the mammoth tank battles around Prokhorovka. During the offensive, the Heer's Grossdeutschland Panzer Division had been equipped with the state-of-the-art Panther Ausf. D tanks. Their combat debut was poor, with many vehicles suffering mechanical problems before entering combat.

After the failure of the offensive, as the division was rapidly transferred to the Mius river line, where along with 3.SS-Panzer Grenadier-Division Totenkopf it was

engaged in ferocious defensive battles. In August, **Barkmann was transferred to the fourth company, equipped with the new Panther D's**, which had by now overcome their early mechanical problems. As a commander in 4./I./2.SS-Panzer-Regiment Das Reich, Barkmann was responsible for the destruction of many enemy tanks. In the course of these operations, he was awarded both classes of the Iron Cross.



1



1. The **kit** used is the DML DRAGON 1/35 Sd.Kfz. 171, PANTHER Ausf. D KIT NO. 6164  
A few extra were added from left over detail and PE sets.  
The engine deck screens were cut from mesh left over from a Tamaya kit.



2



2. 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.

The Barkmann figure is converted using a Alpine figure with arms and head gear from DML figures.

3



3. The step is the **Field applied zimmerit** .  
Photos show a rough finish on the Barkmann Panther Ausf D. It is said that the tanks crews added the zimmerit in the field. As I studied the photos I could not see any type of pattern except a rough texture that look plaster-like without the normal patterns zimmerit had when applied from the factory. My solution was to apply liquid cement and use a tooth brush to give the surfaces usually applied with zimmerit a rough texture. Some areas were further textured with Magic Sculpt and a tooth brush.

4



4. 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.

5. 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 high-lighting 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.



5



6

6. 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!

7



7. Next step in the painting process is the **1st camo color**. 2091 (Dunkelgrun). 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.

8. 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.

8



9. The model is now given a Testors clear gloss coat only in the areas that the **decals** will be applied. As stated before I am using Echelon™ Decal set No. AXT351010. Micro Sol is used to set and flatten the decals into the cracks of the zimmerit. When the decals dry you may have to puncture with a xacto knife blade tip any areas that don't set down and then reapply some Micro Sol. When dry spray the tank with Testors clear flat.

9



10. 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.



10



11

11. 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 mixed with Testors airbrush thinner 10/1 is 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!

12



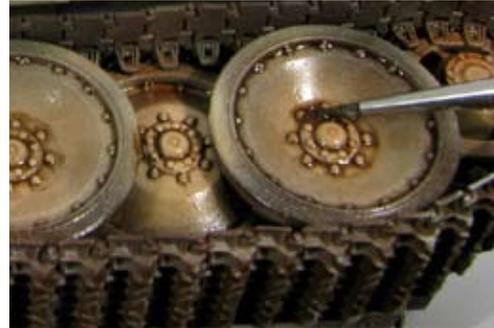
12. Next step in the painting process is the **tools and equipment**. I paint all tools and equipment on the tank before final weathering. In painting these items study the way metal and wood looks in real life and add the colors into your paint to really get a good contrasting look and make sure you 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.

13A



13A. 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 were 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.



13B. Once the body of the tank's wash has dried it is turned on its side and the road wheels and hull sides 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.



13B

14



**NOTE: Always use clean turpentine for each step!**

14. Next step is the **effects**. I use heavily thinned white, blue and yellow 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 oil paint on a pallet, the oil paint is thinned with turpentine on the pallet and then applied to the model as small dots of paint. Blend well with clean turpentine and be very subtle. Other earth shade oil colors can be used in this step to add other transparent glaze weathering effects.

15



15. Next step in the weathering process is the **paint chips & scratches**. I add chipped paint with raw umber oil paint and a small 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 small!

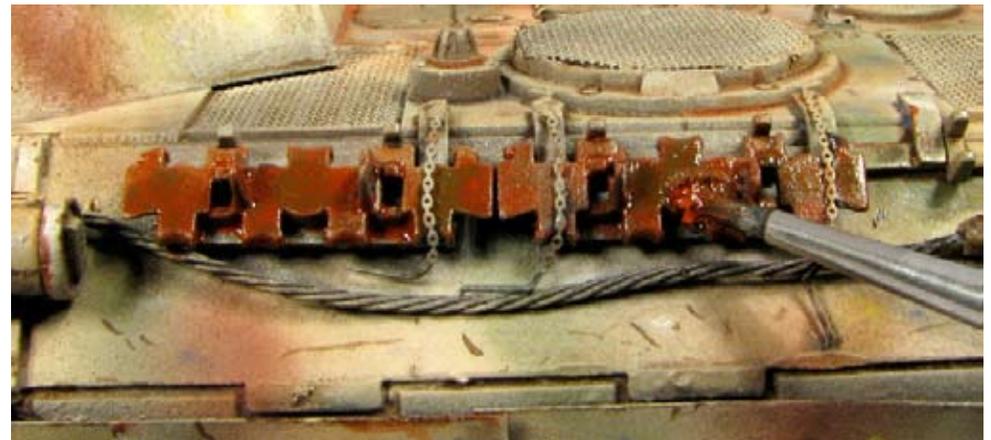


**16A**

16A. 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 this mixture to the road wheels as well.

16B 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 pipes get the same mixture of pastel powder as the tracks but with more of the rust color added.



**16B**





17

17. 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 inner road wheels which rub on the outer wheels.

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

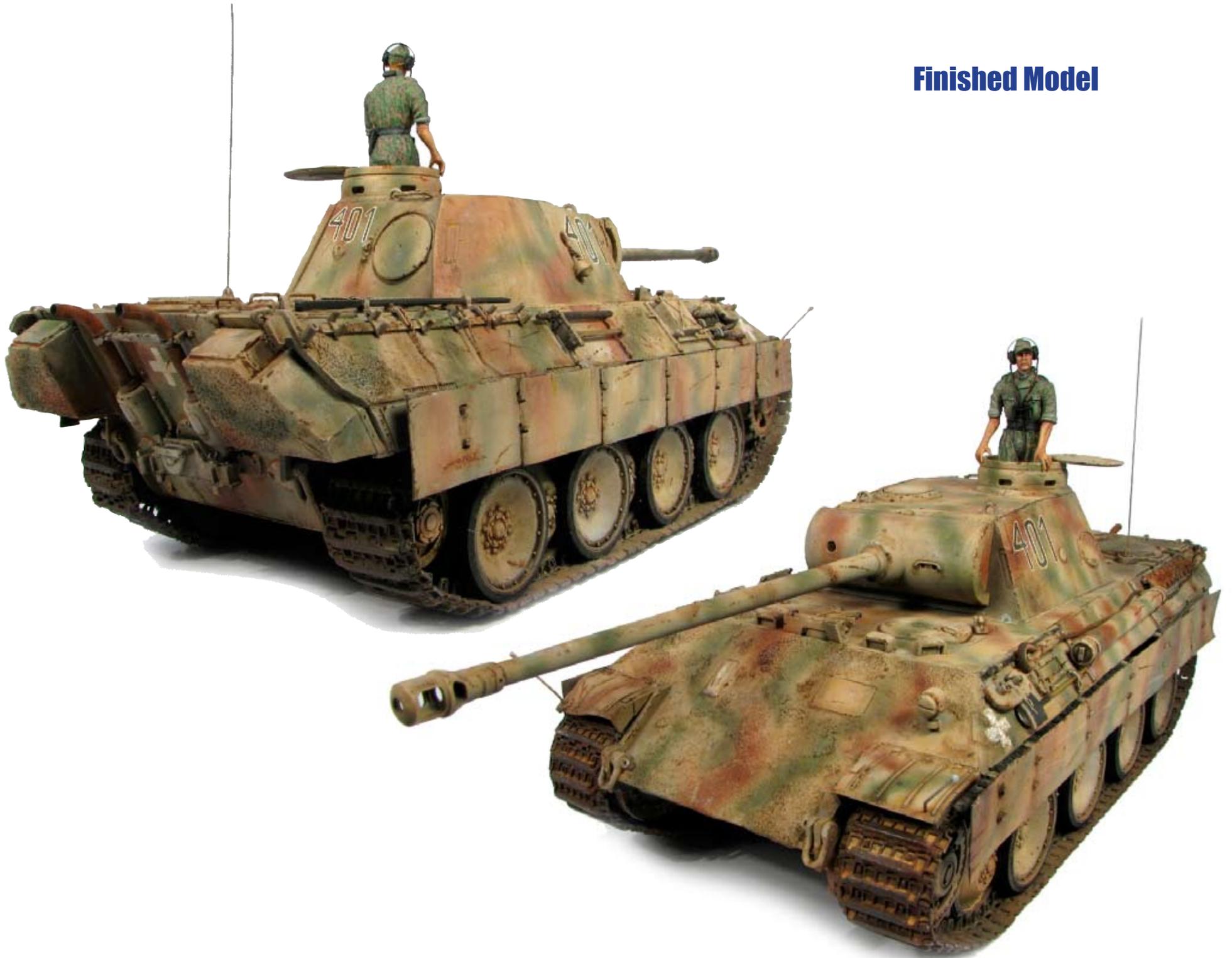


18

18. Next 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.



**Finished Model**



**Finished Model**



# Stay Tuned!

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



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**Armor Models**  
by Glenn Bartolotti



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