



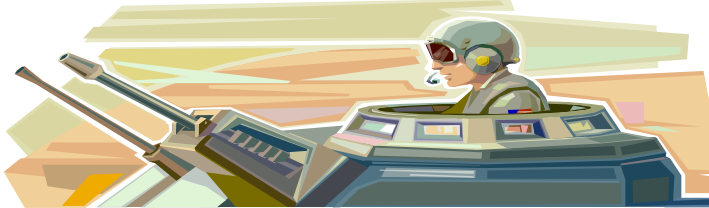
Sabot Away!



AUSTIN ARMOR BUILDERS SOCIETY

Volume 16, Issue 5

May 2, 2012



From the Turret



Here is the winner of **Best United States**. This is the award that *Austin Armor Builders Society* sponsored. 1/6th scale M5A1 Stuart by **Bob Steinbrunn**. Photo by **Tim Streeter**.

I am **Bob Bethea** and at last month's election I was elected president of **Austin Armor Builders Society (AABS)**. I was previously treasurer and **Eric Choy** and

I changed jobs. I have been a member of **AABS** since its inception and think I have a feel for the kind of club that will prosper in Central Texas.

We have the friendliest model club I have ever seen and am proud to be a part of it. We are also one of the most innovative with a great newsletter, the annual Christmas party and white elephant competition, and the annual drawing for speakers and authors. I hope to continue Eric's lead and keep things interesting, informative and moving along.

Roderick Bell, Aaron Schmishney and I just returned from the **AMPS** nationals in Auburn, Indiana. The trip reminded me that we are not alone on this planet as Armor modelers.

Continued on Page 2

Special points of interest:

- ◆ CLUB MEETING PLACE
- ◆ UPCOMING PROGRAMS / PRESENTATIONS AND NEWSLETTER ARTICLES
- ◆ NEW CLUB OFFICERS
- ◆ PACKING YOUR MODELS
- ◆ BORESIGHT VOLUME 20 No. 2
- ◆ AMPS 2012 CONVENTION

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Austin Armor Builders Society Membership Dues

Dues are collected in January. This will make it easier for us to track and easier to maintain the membership cards.

As always, membership is \$12.00 USD per year. The membership cards will be presented to members at the January meeting.

The card will be valid for one year and a new card will be created each year as long as your club membership is in good standing.

New members will be given a card after they pay their dues. Dues will be prorated based on the month they join.



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From the Turret - Continued



and develop lifelong friendships and associations with like minded hobbyists.

Its a great world and we hope to keep it that good.

Bob Bethea

Here is the winner of **Best United States Marine Subject**. This kit was built by **Dave Manter**. Photo by **Tim Streeter**.

The massive turnout of top notch models set the bar very high this year. I hope we in Austin can keep up that stan-

dard. It also reinforce my opinion that a model club is actually a major conduit helping each of us improve our skills, share with others

Calendar of Events

- ◆ **May 2, 2012** - Club Meeting; Program by **Worth Haggerton**
- ◆ **May 19, 2012** - **ScaleFest 2012**, Mesquite, Texas
- ◆ **June 6, 2012** - Club Meeting; **White Elephant Contest**; Program by **Roderick Bell** (*D-Day Tanks*)
- ◆ **July 5, 2012** - Club Meeting; Program by **Bill Menzie** (Meeting on Thursday instead of Wednesday)
- ◆ **August 1, 2012** - Club Meeting; Program by **Russ Holm**

Club Meeting Place

By Roderick Bell

We meet at the **Austin Public Library - Old Quarry Branch**.

We are looking forward to seeing you at the Old Quarry Branch Library on 7051 Village Center Dr.

The meeting time is still 7PM on the first Wednesday of

the month (See **Calendar of Events** for schedule) I hope to see you all there!

Roderick Bell



Upcoming Programs / Presentations and Newsletter Articles

By Roderick Bell

Month	Program / Presentation	Newsletter Article
2012 - May	Eric Choy	Ted Paone
2012 - June	Roderick Bell	Karl Leidy
2012 - July	Bill Menzie	Roy Ott
2012 - August	Russ Holm	TBD
2012 - September	TBD	TBD
2012 - October	TBD	TBD
2012 - November	TBD	TBD
2012 - December	TBD	TBD

Here is a list of members who are responsible to provide a article for the newsletter and to perform a program / presentation. Please note that you may contribute as many articles as you want anytime. This schedule is to insure that we have at least one article in the newsletter per month.

Please make sure you get the newsletter editor

the article as soon as possible. He must have it the Friday before the meeting.

Roderick Bell

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New Club Officers

By Roderick Bell

Officer Elections were held at the April 2012 meeting and the following individuals were elected:

<u>Officer Position</u>	<u>Officer</u>	<u>Term Date</u>
President	Bob Bethea	May 2012 - April 2014
Vice President	Roderick Bell	May 2012 - April 2014
Treasurer	Eric Choy	May 2012—April 2014
Secretary	Ted Paone	May 2012—April 2014

Please welcome each of the new officers and support them in their efforts to better the club.

Roderick Bell

Packing Your Models

By Ted Paone

You are headed to the show off your best work, all carefully packed, sure to get the praise of all who gaze on it. Suddenly a pothole the size of Rhode Island looms in your path, a product of many years of the has stolen your gas taxes to make the budget look balanced and CLUNK. Your nerves and your car barely survive, what's happened to your models? Will you be un-packing masterpieces or just pieces? A fender is smashed, the barrel is broken and it's not looking like battle damage. The head is off the figure and the metal gun is bent, chipping the paint. You packed superglue, right? Now you have to write a note explaining "damaged in transit". Sure, you packed it carefully, inside of a sturdy box, protected by toothpicks stuck in Styrofoam and peanuts that do more harm than good but one lousy pothole and you are busted. Do you protect your work or just hide it by keeping it at home.

There are two different factors at work when transporting your models. First is the shifting of the complete model, including the base. Even fenced in with toothpicks, the model and base can have enough momentum to slam into the side of your box or into another model. The second factor compounds the problem, the model coming off the base and becoming a missile, bouncing around your transport box chipping paint and knocking off photo etch. You can only guess why I know this but it is preventable, for less than a dollar.

Securing the Base

You mount your completed models on a base, don't you? A base forms a handle for the model, you never have to touch the beautiful paint job and smear the pastels. A base separates your model from the table, helping the viewer focus. The base can be a plain block of wood, plastic or resin, some fancy ground work, or something like Morosko's that help tell a story. Of course, bases are an integral part of dioramas and vignettes but even a single jeep should be mounted on a base, for protection if nothing else. The old adage was that the base is larger than the model but long gun barrels and winged things make that impractical. But you should always use a base.

Packing Your Models - Continued

There are many different kinds of bases, from simple wood plaques bought at Hobby Lobby at 40% discount, plinths for figures and vignettes, elaborate multi level diorama bases and strangely shaped chunks of wood depicting mountains and valleys. You should consider the base as you plan your build, not only to enhance the appearance of the final project but because you have to plan how you will secure it for transportation.

Yes, you can wing it; in this you are not alone. Bill Horan recently showed up in Dallas with a cardboard box with the figures held inside by blue tack and toothpicks but do you want to risk it? I saw the depressed look of the modeler who drove to our show from Houston whose models took a pothole jolt and it was not pretty. Properly securing the bases is the first step in preventing accidents.

I call this the Rice way to secure your models. Jim Rice did not invent this method but I learned it from him. It must be done before you do any groundwork or mount the model to the base so I'm starting with this step. If you already have the model attached to the base, it is risky.

You will need one or more 1/2 inch tall threaded inserts for your base, I use ones for #10-24 x 3/4 inch machine screws or bolts, some machine screws and a piece of 1/4 inch pegboard cut to fit your transport case. The #10-24 screws fit through the holes on the pegboard without having to drill them out larger.



We will install the threaded inserts in the base and then screw the bases to the pegboard, rendering them immobile. A figure base or a small vignette base only needs one insert, a larger base, usually anything larger than a jeep base, may require more than one. For a small base, mark the center of the base and drill a hole with a bit that is slightly larger than the insert. For larger bases, you have to put the holes on a 1 inch grid as the holes in the pegboard are 1 inch apart.

I have used at the most two but some large dioramas may need more. I try to space the holes an equal distance from the edge on the centerline but that is just my OCD, as long as the center of the holes are on a whole number of inches apart, you can put them anywhere. If you have a drill press, you can set the depth to be a little deeper than the insert, for hand drilling, mark your drill bit with a piece of tape and stop and stop and check your depth so you don't go through the top of the base. I use 1/2 inch tall inserts because I can screw them in a plaque base without breaking the top surface. If you are using a double base, one stacked on the other, glue the bases together and let dry before continuing.

Sabot Away!

Packing Your Models - Continued



Make sure the insert fits flush or is a little buried in the base. It should not be too deep nor should it protrude from the base.

After drilling the holes, wax a machine screw and insert it into the insert so the end is flush with the insert. It should not protrude. Be sure to wax the screw sides and end so if any epoxy that gets on it does not stick. Mix up some 5 minute epoxy, put some on the threaded insert and put it in the hole. There should be enough glue that it fills the hole, wipe off any that runs over on to the base or the top of the threaded insert. Let this dry for at least 24 hours and then remove the screw. Finish the base and mount your figure or vehicle.



For a transport case I use a banker's box, a cardboard box used for documents I got from Office Depot. It's tall enough for the tallest figure and big enough for several tanks. I have other boxes I use to transport smaller groups of models as well. I cut the pegboard to fit inside the boxes, leaving about 1/8 inch space (the pegboard is about a quarter inch smaller than the inside of the box). I added handles on each side of the pegboard to make it easier to get in and out of the box and my OCD kicked in and I added two inch legs which makes it easier to screw on the bases.

Once I've decided which models I want to take, I lay them on the peg-

board, getting the best fit. They can be relatively crowded, as long as any overhanging barrels are not touching anything else. Line up the screw inserts with the holes and put the screws through the holes and tighten the screw so the base is held tightly. I usually add a washer to make sure the base tightens before the screw bottoms out. Because aligning the insert with the pegboard hole is kind of hard, I've been thinking about replacing the screws with some threaded rod, inserting the threaded rod into the base, then through the holes and a nut on the bottom.

Your model bases are now secure; they will not shift during transport. Some figure painters use this method to travel with 10 or more figures in a wooden case that fits in an overhead com-

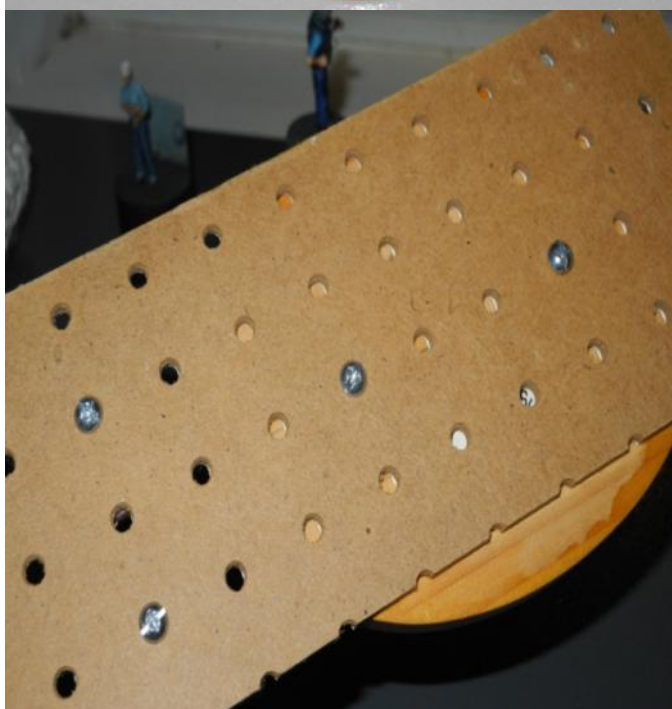
Packing Your Models - Continued



partment on an airplane. Now if you can only keep your model on the base.

Securing to the base

When I first started building, I bought those pine wall plaques from craft stores and glued my models on with white glue, graduating to epoxy, but often, I would pick up a base and leave the model to fall on the floor. Later I used a silicon based adhesive with better results. The tiny spots of glues and adhesives were not up to the lateral stresses of holding a model to the base, one bump and off it comes. Only a mechanical connection would prevent flying tanks and men jumping to their doom with parachutes.



Taking a clue from Shep Paine, I started putting a pin in the legs of figures. Drill a hole in the legs that touch the ground and glue in a brass wire. Drill carefully, you can easily drill through the side of the leg and cause yourself more work. Don't ask me how I know this. The wire should extend almost to the knee, if the wire stops short the ankle area becomes weak and the figure can break off. My surfer did this after the Dallas show so I re-drilled the leg and stuck in a longer pin. The wire extends from the bottom of the foot by about 1 inch. This gives

you something to clamp when painting the figure, you can cut it shorter (1/4 inch) when getting ready to mount the figure on the base. The hole should be just a little larger than the brass wire so all the glue does not get rubbed off when the wire is inserted. I also rough up the wire with sand paper before gluing it, it may do nothing but I think it does so I do it. To mount the figure, drill corresponding holes in the base. I make these holes a larger than the wire and fill them with epoxy and inset the pin of the figure while the epoxy is wet. I usually use only one pin per figure unless it is a metal figure or one on a horse. The figure is glued to the base using both the wire and wherever else the figure touches the base. This gave the figure lateral stability preventing it from moving horizontally. With plastic figures, a horse could be mounted on a single hoof for dramatic effect with a brass rod running through the leg.

The same method can be applied to wheeled vehicles. Drill two tires and insert brass wire. For

Sabot Away!

Packing Your Models - Continued



a jeep I use .025, for trucks I can go as large as .040, depending on what is available. The holes should be slightly larger than the brass wire and glued in place using 5 minute epoxy. If all four wheels are to be on the ground, I pin the right front and left rear or visa versa. Corresponding holes are drilled in the base and I fill the holes with epoxy. While the epoxy is still wet, I put a small dab of clear silicon adhesive caulk on the wheels and glue the model to the base, inserting the brass wire into the holes. The silicon forms a flexible bond that can take some shock without transferring it from the base to the model. I clean up any

squeeze out while the glues are still wet and then touch up the weathering to hide anything left over.

For wheeled vehicles suspended on less than all wheels, I go for piano wire, the widest wire that will fit the tire. If the tires are hollow, I will either replace them with resin versions or fill the inside of the tire with epoxy. Now the weight of the vehicle is transferred to the axle and the springs. If the vehicle is heavy I may replace the axle with a brass rod, glued all the way into the differential. The spring attachments to the frame are reinforced with thin brass wire and I drill a small hole through the axle and spring connection (and through the brass axle) to insert another brass wire. The wheels touching the ground are glued on using epoxy, I use Blue Tack to support the jeep (I can't make trucks fly) until the epoxy is good and dry, usually 48 hours.

The Dragon Wagon has rubber tires but plastic rims. I drilled through the tires and into the rims, filling the tires with epoxy for strength.

For a tank, pins in the tracks won't do so bolt them to the base. Drill a hole in the hull before assembling the road wheels or support the hull underneath while drilling. The hole should be a little larger than the intended machine screw. Again, I use #10-24 machine screws, nuts and washers. The hole should align with the turret opening if there is one. If there is no turret, this next step has to be done before closing up the hull. Position the tank on the base where it should end up after the groundwork. Probe through the hole with a sharpened piece of wire to mark the base. Drill a hole in the base, again larger than the bolt to allow for a little adjustment. Flip the base over and countersink the hole for the head of the screw. Coat the bolt with a little wax and then put it through the base, and the hole in the tank with the tank temporarily in place. I now screw down the nut and trap it by gluing strips of plastic on two sides. I then remove the nut, carefully add a little epoxy between the strips and thread the nut back on, tightening it and letting it dry. The wax should keep the bolt from sticking but I remove it after 5 minutes to make sure. . Continue building, once you have finished the base, you may have to re-drill the hole through the ground cover.

When the groundwork and the vehicle is completed, bolt it down from the bottom. Don't draw it up too tight, just snug enough that the tank is held to the base. You can ensure that the tank

Packing Your Models - Continued

won't move by putting a dab of silicone caulk on the treads.

Now you have your models secure to their bases and those bases secure inside the transport case. One last thing, be sure to secure your transport case in the car. If the box flies off the seat because you have to slam to a stop for some idiot, your models have a better chance to survive the crash landing but it is better if they didn't have to fly at all, belt them in or put them on the floor. And wear your seat belt, we don't want any broken modelers either.

Safe travels to all.

Ted Paone

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Boresight Volume 20 No. 2

BORESIGHT

THE AMPS MEMBERSHIP MAGAZINE | VOLUME 20 | NO. 2

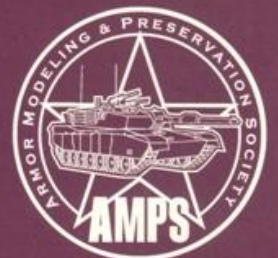


In this issue:

Trumpeter Soviet KV-8 Flamethrower

U.S. M42 Duster Walk Around

Trumpeter Soviet BTR-50PK Tracked APC



Boresight Volume 20 No. 2 - Continued

By Roderick Bell

The latest issue of the *AMPS Boresight* is out. Here is what is inside the Volume 20, Issue No. 2:

- ◆ Editor Notes
- ◆ AMPS Review Crew News by Chuck Aleshire, Review Coordinator
- ◆ It's Not Easy Being 4BO: Trumpeter's KV-8 Flamethrower by Neil Stokes
- ◆ U.S. M-42 Duster Walk Around by John Robinson
- ◆ Trumpeter's BTR-50PK by John Robinson

Roderick Bell

AMPS International Convention 2012



By Roderick Bell

The 18th AMPS International Convention was held at the **National Military History Center**. Home of the **World War II Victory Museum** in Auburn Indiana from Thursday April 26, 2012 to Saturday April 28, 2012. This year's theme is "Flak'n Ack-Ack". Anti-Aircraft defense weapons.

Our party (**Bob Bethea, Aaron Smischney, and myself**) drove from Austin, Texas to Auburn, Indiana. We left on Tuesday April 24th and arrived on Wednesday evening April 25th. We spent our first night on the road in Blytheville, Arkansas. We made pretty good time on the way up.

There were 209 Modelers and 648 models entered at the show. Vendors were very well represented with many big name vendors being at the show. Seminars were also well done with and some industry big wigs like Mig Jiménez of AK Interactive and Adam Wilder.

All three of us enjoyed ourselves... Aaron has a lot of stories to tell. I will let him do that at the meeting.

Roderick Bell

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New Kits

By Roderick Bell

Cyber-Hobby Has released the a **Tiger I Mid Production** of Otto Carius tank at the Battle of Malinovka in 1:35th scale.

ICM Has a 1:35th scale **Henschel 33 D1 Kfz.72, WWII German Radio Communication Truck**.

Roderick Bell





Seek, Strike, and Destroy

AUSTIN ARMOR BUILDERS SOCIETY

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The Austin Armor Builders Society is an organization where members gather and share information on building scale armor and figure kits. The Austin Armor Builders Society was founded in 1997 and has about 30 active members. The Austin Armor Builders Society is the local chapter for the Armor Modeling and Preservation Society (AMPS). Every two years the organization host an AMPS Regional show known as AMPS Centex. This show attracts armor and figure modelers from around the state of Texas and is one of the Premier AMPS Regional shows.

We are on the web: AustinArmorBuilders.com

Support our Troops



A M1A1 Abrams tank is behind a Humvee in Iraq in 2003.

Photo from the internet.