

3.SS Tigers

a Tom Wise Painting Guide

Originally posted on the **Flames of War** forums, August 22, 2009 as "3rd SS Tigers (GBX15) w/Assembly and Painting"
Miniatures shown are products of Battlefront Miniatures



These are part of my 3rd SS Totenkopf army that I'm working on. There will be another 12 Tigers added to complete the Company.

The paint schema represents an a late production Tiger I seen around Warsaw in August of 1944.



MATERIALS

Magic Wash

1/3 Kef's Magic Sauce
1/3 water
1/3 Future Floor Polish

Air Compressor

Sanborn Black Max 3 1/2 hp
7-9 psi

Air Brush

Iwata HP-C Plus

Extra Thick

Cyanoacrylate

Koh-i-Noor

Rapidograph Pens

3x0, .25

PAINTS

818	Red Leather
830	German Fieldgrey
833	German Camo Bright Green
863	Gunmetal
875	Beige Brown
914	Green Ochre
950	Black
951	Flat White
955	Flat Flesh
957	Flat Red
979	German Camo Dark Green

VALLEJO MODEL AIR

71041	Tank Brown
71011	Tank Green

I start by prepping the model by cleaning and filing model lines. The model is assembled except for the treads and the loaders hatch on the turret (if you model a crew figure there).

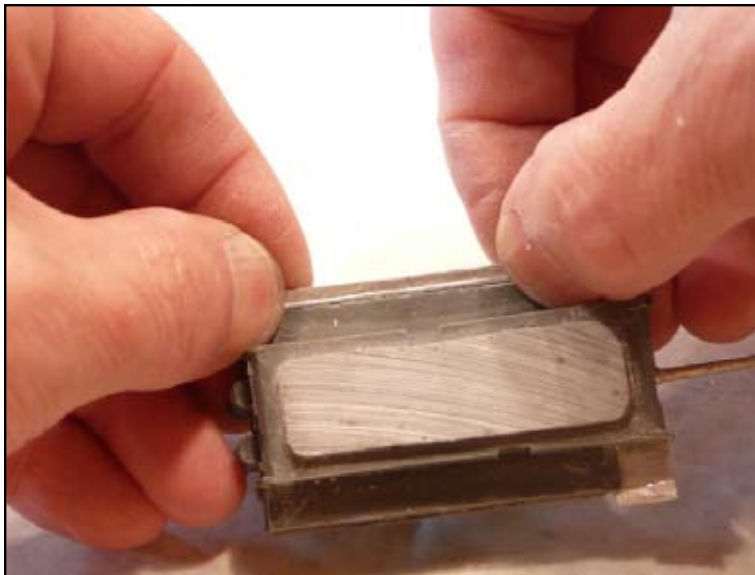
ASSEMBLY OF GBX16 TIGER MARSCH BOX SET

I've assembled and painted quite a few of these box sets so I have the assembly down to what works for me.

Step 1: (Optional) I use rare earth magnets to hold my turrets in place ($3/8" \times 1/32"$) and I have a stack that I keep handy. I also paint one end of the stack and only pull magnets from the unpainted end so that the polarity is the same on all my tanks. The turret stub isn't consistently sanded to the same height so I pull two magnets off of my stack and put the turret back on (nothing glued yet). I then shake the hull and turret with the magnets inside and if they rattle around I glue the magnets. If they don't rattle I drill out the hull, turret stub or both. The picture shows a model with no drilling, one where I drilled the hull only and one where I drilled both the hull and turret.

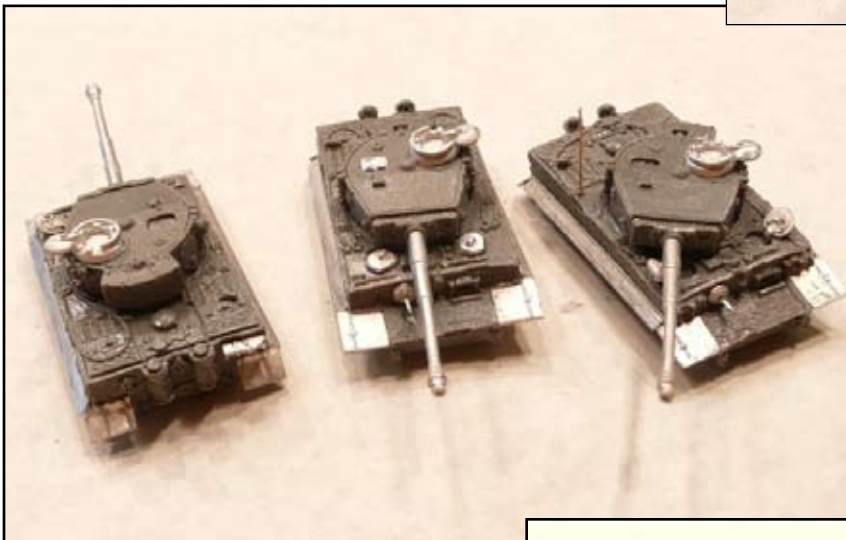
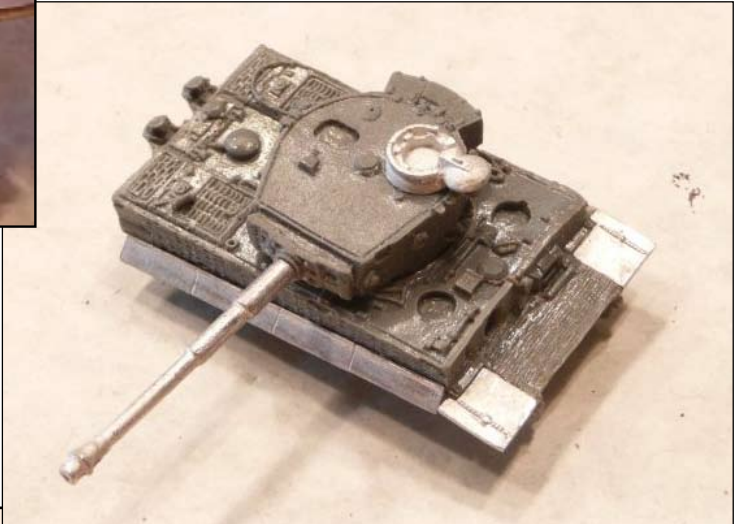


Step 2: Glue on the front fender, barrel and commanders hatch. I use zip kicker (accelerator) to help in the gluing processes. I give a quick spray to the area I'm going to glue, in this case the front fender mount area, barrel hole and commanders hatch mount point. I then cut the fender and commanders hatch from the sprue and clean up the barrel. I don't want to glue the parts to the model while the zip kicker (accelerator) is still wet, I want it to dry a little. The zip kicker will cut down on the time you have to hold the pieces together and for the glue to cure. Usually about 3-5 seconds and you can then let go of the pieces. If you apply the parts while the zip kicker is still wet the glue cures too fast and will not bind the pieces together. If you do glue too quickly and the parts fall off, just pull the glue off of the parts and re-glue. There is no need to add more zip kicker, there is still enough of a residue on the model that glue will still cure.



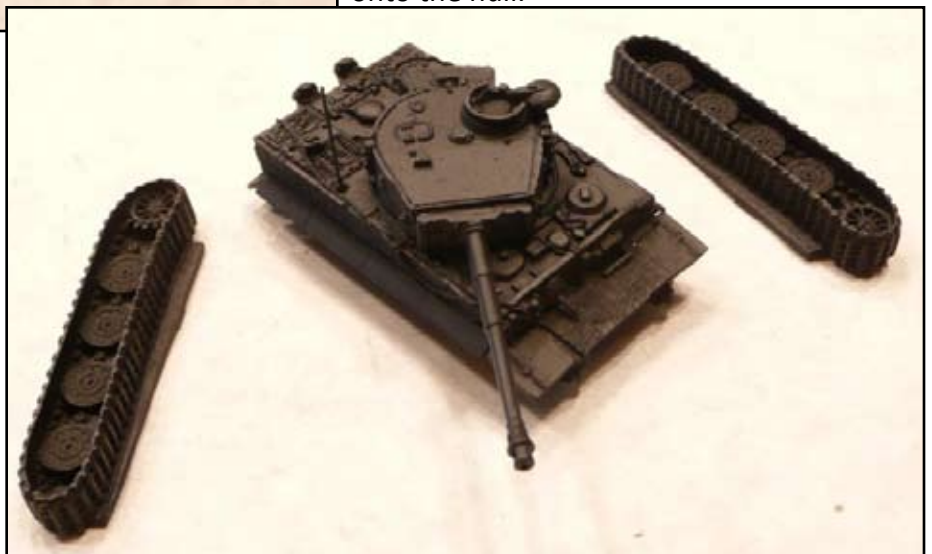
Step 3: Gluing on the side fenders. Give a quick spray of zip kicker to both sides of the hull where the fenders will mount. While the zip kicker is drying, straighten and clean up both fenders before attempting to glue them on. Take your fender and hold it in the middle with two fingers, now apply a small bead of glue on either side of your fingers. Take care to keep the glue bead away from where you are holding the piece.

With the glued piece apply it to the hull. The fender should butt up against the front fender and be flush with the bottom of the hull where it mounts. I use my thumbs to feel that is flush. Be careful not to have the fender mounted over the towing cables. There are two hulls where the towing cable end is a little low at the front of the hull.



Step 4: Gluing on the rear fenders. Same drill as before, hit the rear of the hull with zip kicker. Clean your parts and then apply to the hull. The jack goes on the top right. There are two dimples that the jack sits on. One of the hulls has a towing cable running down the back where the jack would go. You can either mount it elsewhere or leave it off (I leave it off). I've seen King Tigers having the jack on the lower center part of the hull (there is a round disk, it would mount over the top half). Glue the bow MG and hatches onto the hull.

Step 5: Primer the model using flat black primer.

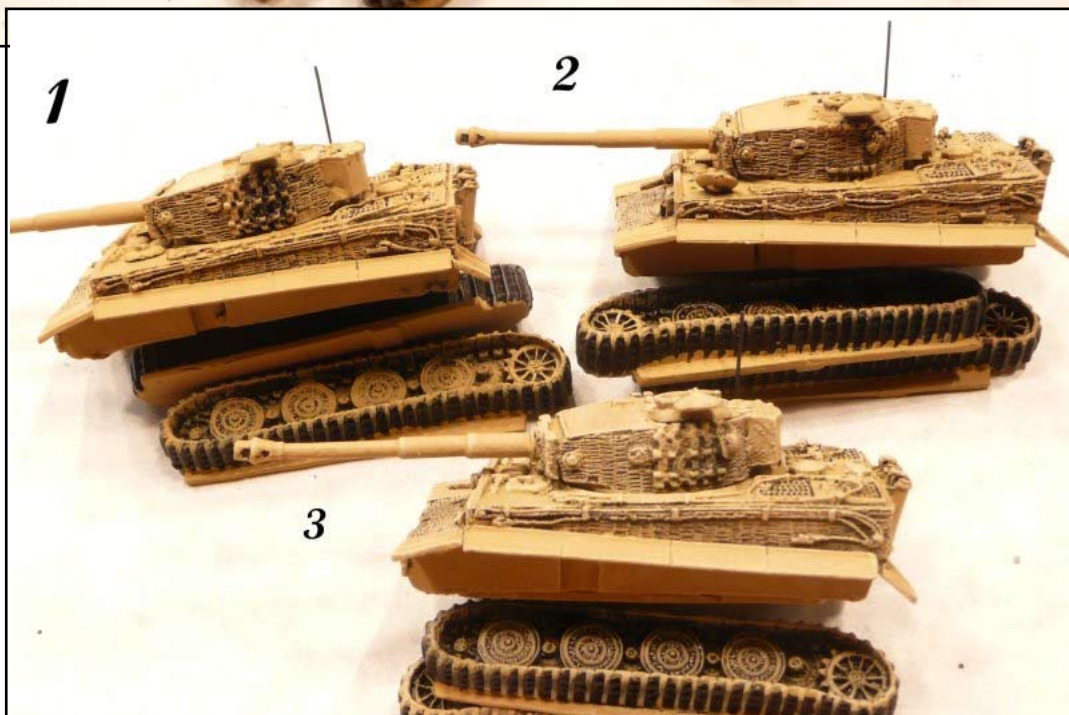
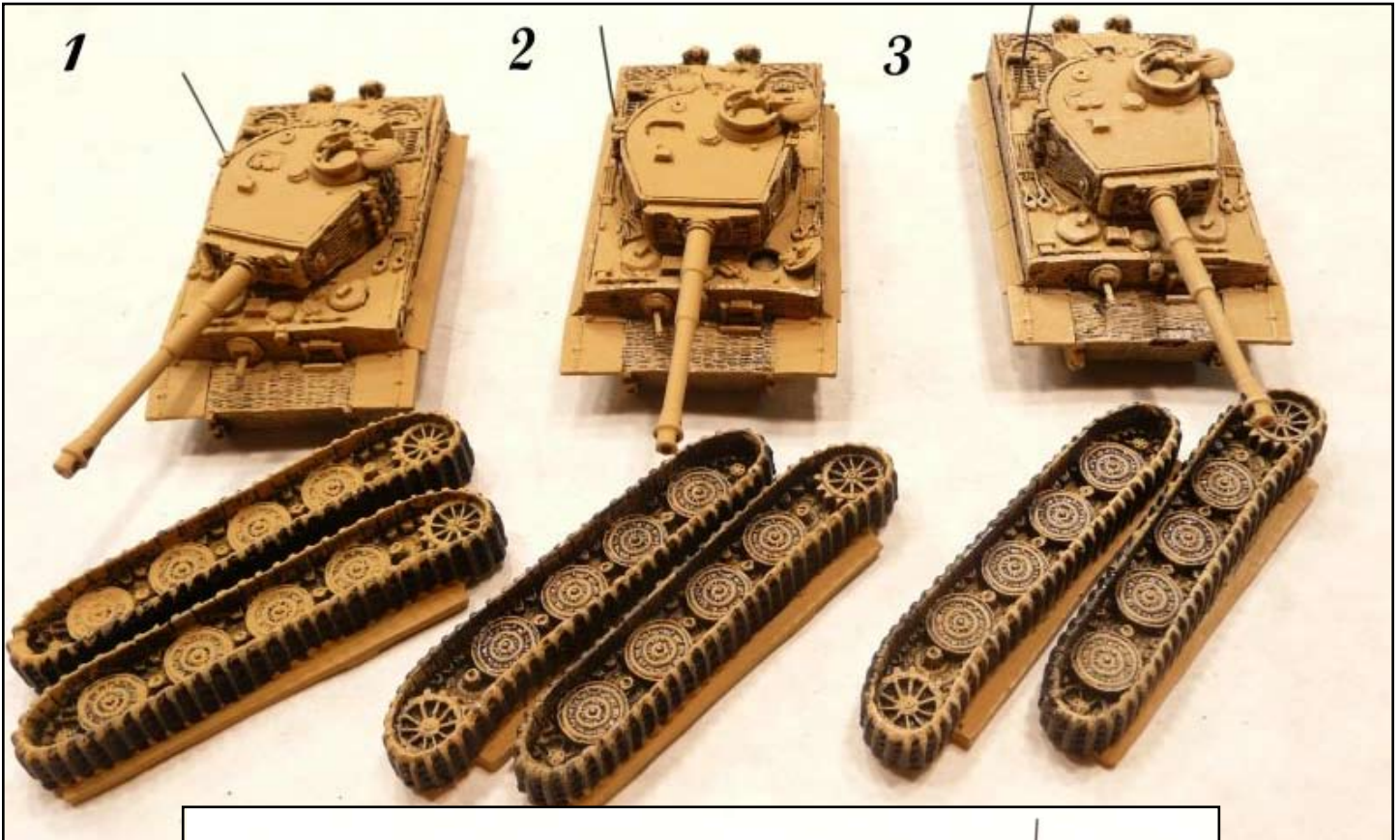


Step 6:

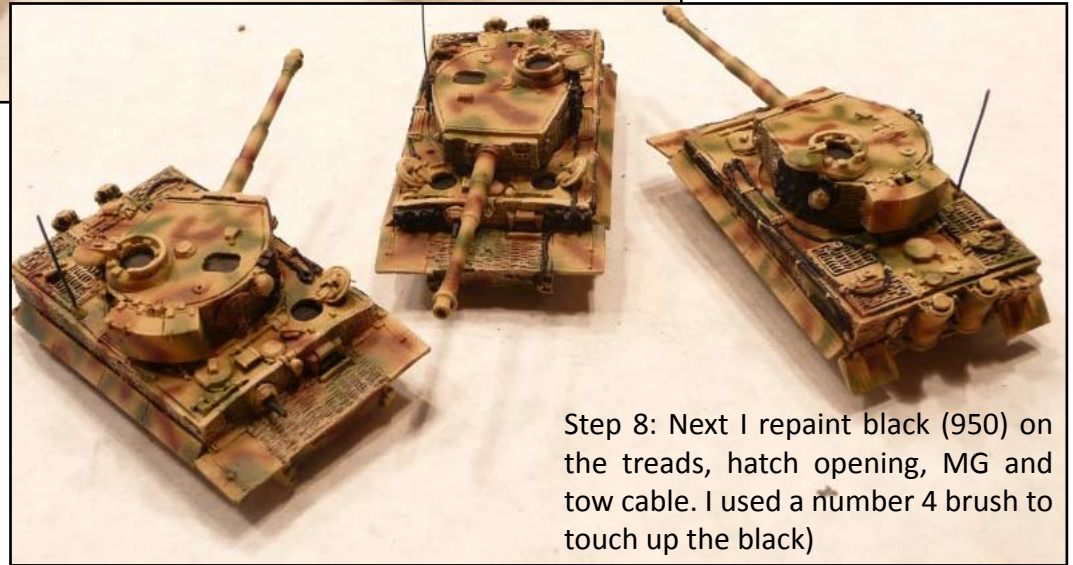
1) The base coat of 914 is applied with a wide brush. It will take a few coats to get the proper coverage. Also, to not fill in the zimmerat I paint on the flat surfaces of the model to knock off some of the paint and then with a stoke similar to dry brushing I go over the zimmerat.

2) With your magic wash, wash the road wheels and the zimmerat. Try not to get any wash on the un-zimmerated surfaces.

3) After the wash dries take a mixture of 50% 914 (Green Ochre) and 50% (flat white) and dry brush this over the entire model.



Step 7: I used 71041 Tank Brown then apply 71011 Tank Green. Spray on splotches of both colors over the model.



Step 8: Next I repaint black (950) on the treads, hatch opening, MG and tow cable. I used a number 4 brush to touch up the black)

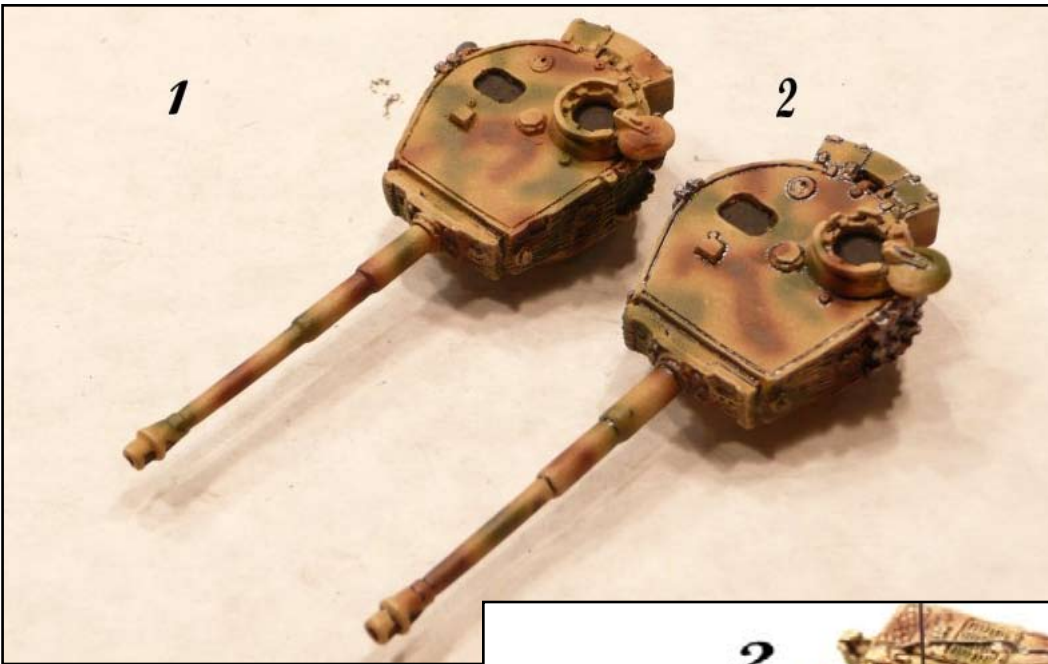
Step 9:

1) Now I dry brush 818 (red Leather) brush it the same way as above on the treads. I go down the length of the treads and across them.

2) Next I dry brush 818 mixed with 951 (flat white 50/50) and (using the brush shown).

3) Then I dry brush gunmetal (863) down the length of the treads as well as paint the tool heads and towing cable. I also paint the tool handles Beige Brown (875).





Step 10: Blacklining. Label 1 is an turret before blacklining, label 2 is the turret after blacklining. I black line every spot where there is an edge that can be black lined. Don't worry about the ink having a shine to it, it will go away when it is dull coated.

Step 11: Blacklining the Hull. Label 1 is an hull before blacklining, label 2 is the hull after blacklining. I black line every spot where there is an edge that can be black lined.



Step 12: Dull coat the model. I do this to seal the blacklining before decaling. The decal set will cause the blacklining to run.

Step 13: Finally. I decal and solvent set the decals model. After everything is dry I go lightly over the entire vehicle with 914 (green Ochre) and 951 (flat white) mixed 50/50. I do this to blend everything together, go lightly. Last step is to reapply dull coat the vehicle.



Finished!