

— COPPLESTONE CASTINGS —
ROLLS-ROYCE 1920
ARMOURED CAR



[Back of Beyond](#)
[Rolls-Royce 1920 Armoured Car](#)
K30

[Vote on this model](#) at CMoN

PROJECT SUMMARY

This entire project was something of an experiment for me. Consequently, I made a lot of mistakes throughout the assembly and painting processes; but I also learned a lot.

This was the first time I used Pledge FloorCare Multi-surface Finish (formally known as Pledge with Future Shine), and I did it wrong. I used the product like a varnish, and what I should have done was add a drop to each color of paint I used. I've used this process on a couple models I started since finishing this armored car, and the results are so impressive I consider myself a convert. That being said, since I applied a liberal layer of the Pledge finish after completing the painting phase, the model was a touch tacky (rubbery?). I was able to tone this down significantly with a few layers of the Galeria matt varnish, which no doubt ensured the paint underneath even more; but that was one too many steps for something that could have been done better. Lesson learned.

This was also one the first times I used the "sponge" method for producing rust. I used a rather large-pore artificial sponge for this, because early tests with standard blister foam did not result in the effect I wanted. I am over all quite happy with the results, but I did need to doctor a few areas with AK Interactive weathering products (maybe that's not such a bad thing, though).

And speaking of AK Interactive products, this was my first attempt to make rust and grime streaks. Again, I am pretty pleased with the results, but the effects could be better. My impression is that these products require multiple layers for maximum effect. Applying a layer with a brush looks like a streak of watered-down paint, so you need to let the paint dry a little, wipe it away, and apply another layer until the desired effect is achieved. At least that's how I think the product is supposed to be used (more research and trials required).

I also used some pigments on this model, which is another technique I am not comfortable with at all there. It's actually kind of hard to see in the photos, because the pigment I used was a pale sandy color, but it really helped tone some things down on the lower half of the car, especially the roundels.

The one element I am particularly proud of is the headlights. I owe this one success to the simple combination of the undercoat of paint and the Woodland Scenics water effect used to produce the glass covers for each light. They also serve as nice contrasts to the overall monotone scheme of the piece as a whole.

In closing I'd like to add that my approach to this model was guided in no small part by the studio paint job (Steve Dean?), which you will find in the reference section of this document.

Cheers!

Daniel (yamaneko)

PROCESS

Primer

- Vallejo Surface Primer 601 Grey

Armor

- Base with VMC 877 Goldbrown
- Drybrush with VMC 977 Desert Yellow
- Drybrush with VMC 913 Yellow Ochre
- Drybrush with VMC 916 Sand Yellow
- Apply decals
- After applying the rust and soot effects (see below), apply MIG P043 Kaky Russian Faded pigment

Tires

- Base with VGC 051 Black
- Lightly drybrush with VMC 916 Sand Yellow
- Lightly drybrush with VMC 862 Black Grey

Rust

- Using a sponge, apply RMS 9202 Troll Shadow
- Dab around and streak from this rust with AKI 013 Rust Streaks
- Wipe down with a paper towel and reapply until desired effect is achieved
- Darken some areas further with AKI 012 Streaking Grime
- Add Tamiya Weathering Soot to darken some areas even further

Soot

- Add Tamiya Weathering Soot to barrel and around engine areas

Headlights

- Apply the following from darkest to lightest until desired effect is achieved:
 - VGC 018 Stormy Blue
 - VGC 020 Imperial Blue
 - VGC 022 Ultramarine Blue
 - VGC 021 Magic Blue
 - VGC 023 Electric Blue
 - VGC 046 Ghost Grey
- Fill the hollows with Woodland Scenics C1211 Realistic Water. This will require at least two applications. Let each dry for 24 hours to ensure maximum shrinkage has been achieved before applying the second application.

Decals

- Battlefront Flames of War BR940 British Desert Rats

Finish

- Pledge FloorCare Multi-surface Finish
- Winsor & Newton Galeria acrylic matt varnish

MATERIALS

- Vallejo Surface Primer 601 Grey
- VMC 877 Goldbrown
- VMC 977 Desert Yellow
- VMC 913 Yellow Ochre
- VMC 916 Sand Yellow
- VMC 862 Black Grey
- VGC 051 Black
- VGC 018 Stormy Blue
- VGC 020 Imperial Blue
- VGC 022 Ultramarine Blue
- VGC 021 Magic Blue
- VGC 023 Electric Blue
- VGC 046 Ghost Grey
- MIG P043 Kaky Russian Faded pigment
- RMS 9202 Troll Shadow
- AK 013 Rust Streaks
- AK 012 Streaking Grime
- Tamiya Weathering Soot
- Woodland Scenics C1211 Realistic Water
- Battlefront Flames of War BR940 British Desert Rats
- Pledge FloorCare Multi-surface Finish
- Winsor & Newton Galeria acrylic matt varnish

KEY

VMC	Vallejo Model Color
VGC	Vallejo Game Color
RMS	Reaper Master Series
AKI	AK Interactive

NOTES:

[1]

REFERENCES:

