

AMPS Atlanta 2018 Club Project



M2/M3 Halftrack Family Part 10 – Continuing on the M2A1

M2A1 – Catching Up

Note that common details between the M2A1 and those already covered in building the M3A1 will not be repeated here.

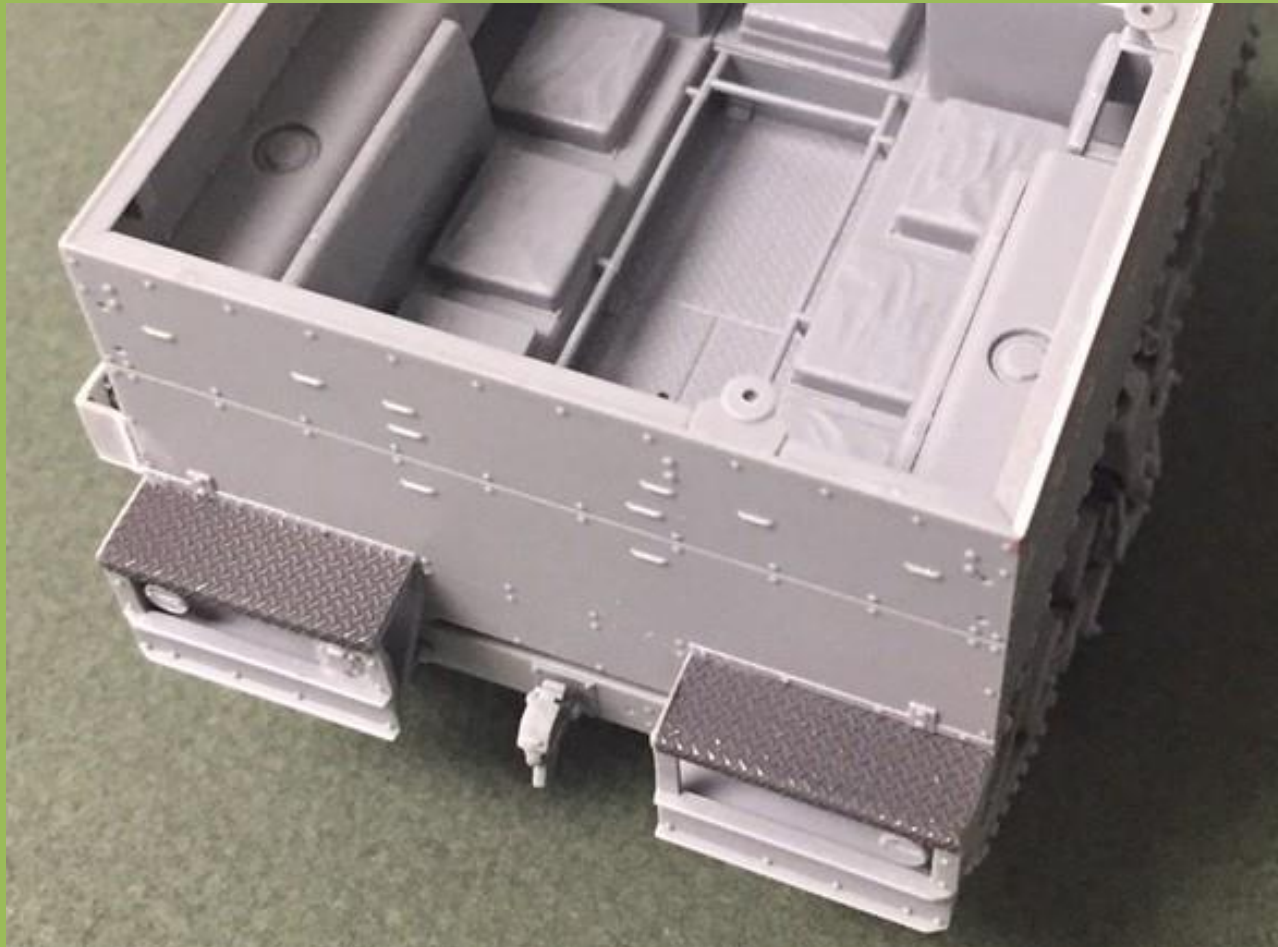
The Dragon M2A1 Half-Track is missing tread plate detail in the rear bumper area.

Eduard Photoetch Set 35-966 replicates this detail very well, so I decided to order it.

This led me to use some additional photoetch details on the M2A1 that were not used or scratch built on the M3A1 build.

M2A1 – Rear Bumper Detail

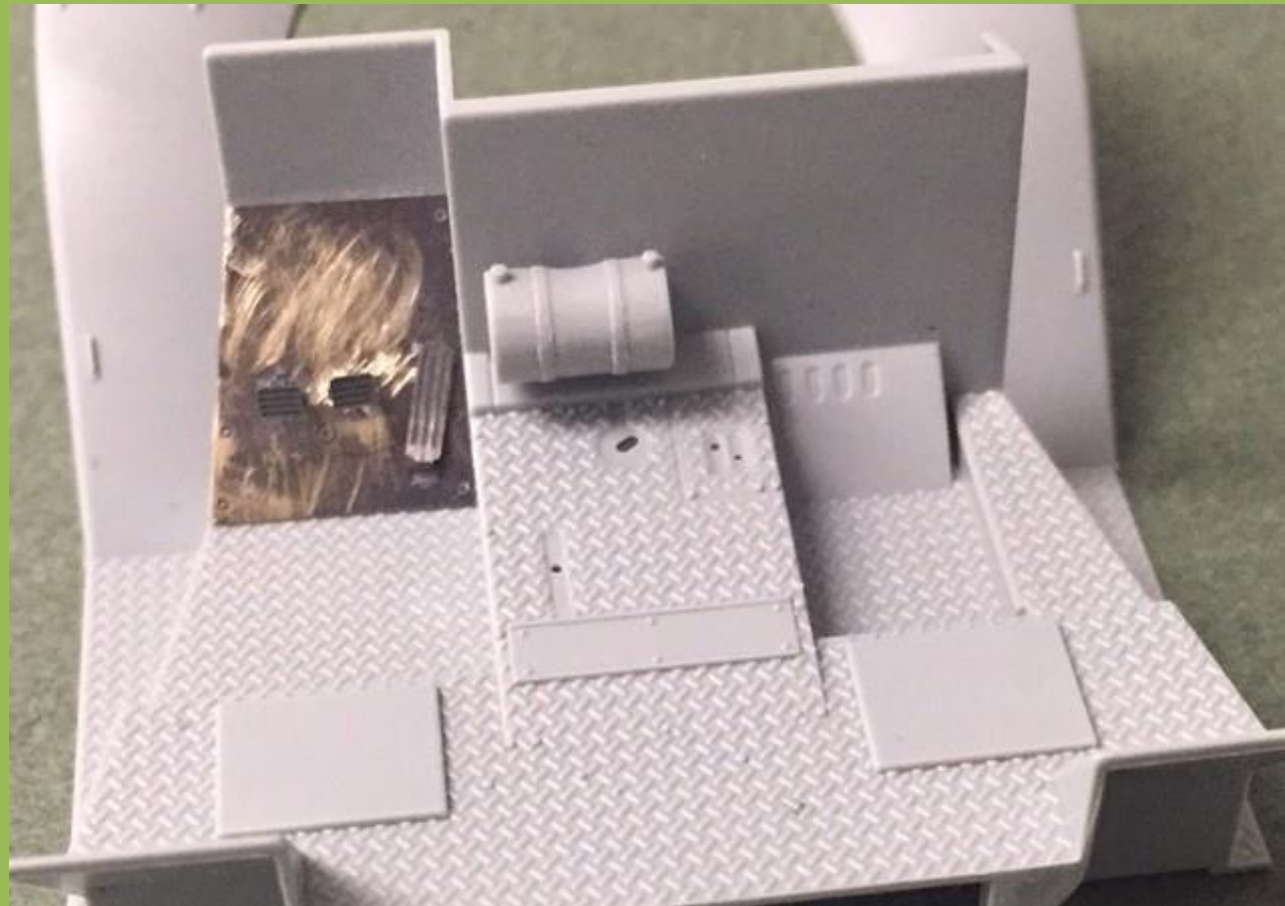
Here are the bumper detail pieces added to the kit. I used slow setting gel type cyano glue so I could easily align and position the pieces.



M2A1 – Driver's Pedals

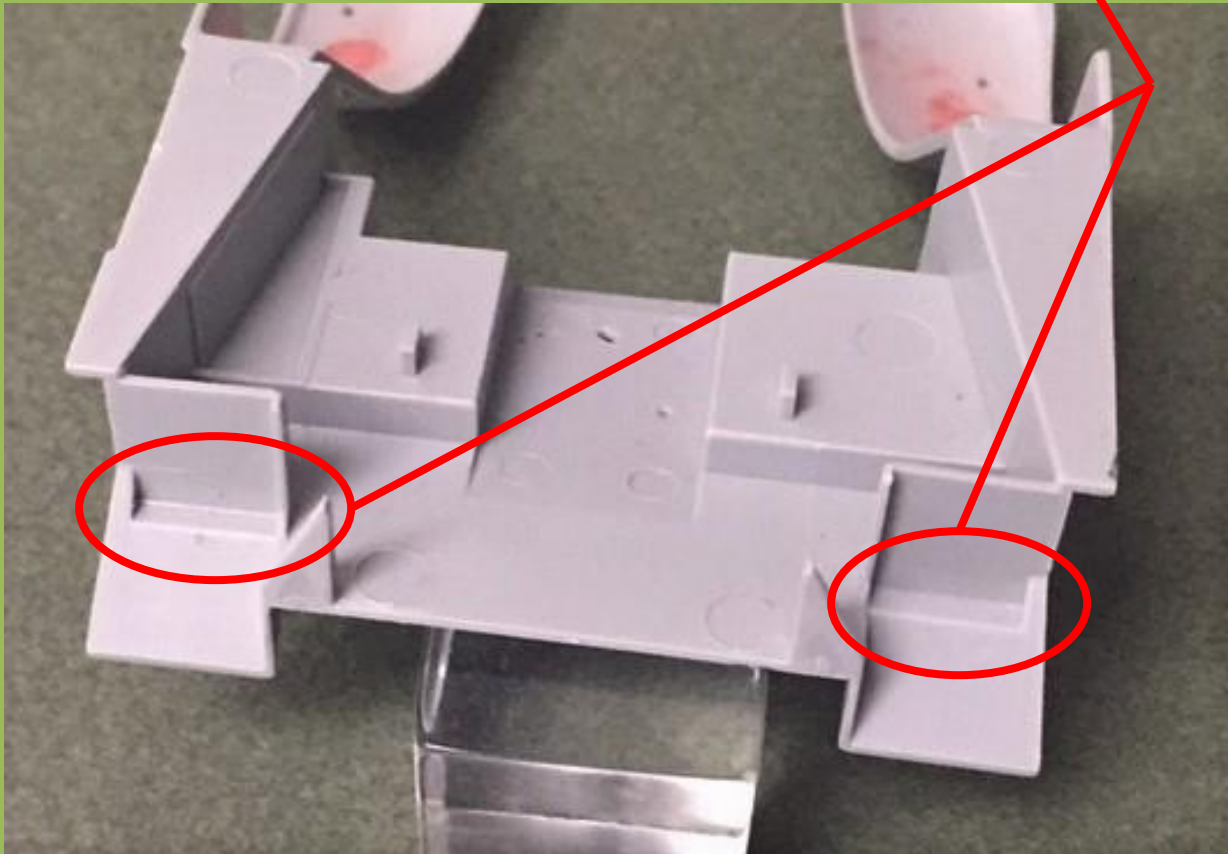
Since I already had the photoetch set, I figured I would hit the EASY button and use the driver's pedals and floor plate.

The parts were surprisingly robust for photoetch.



M2A1 – Detailing the Back of the Driver's Compartment

These molded-in steps are not on the real vehicle. They are part of the molding process.



M2A1 – Detailing the Back of the Driver's Compartment

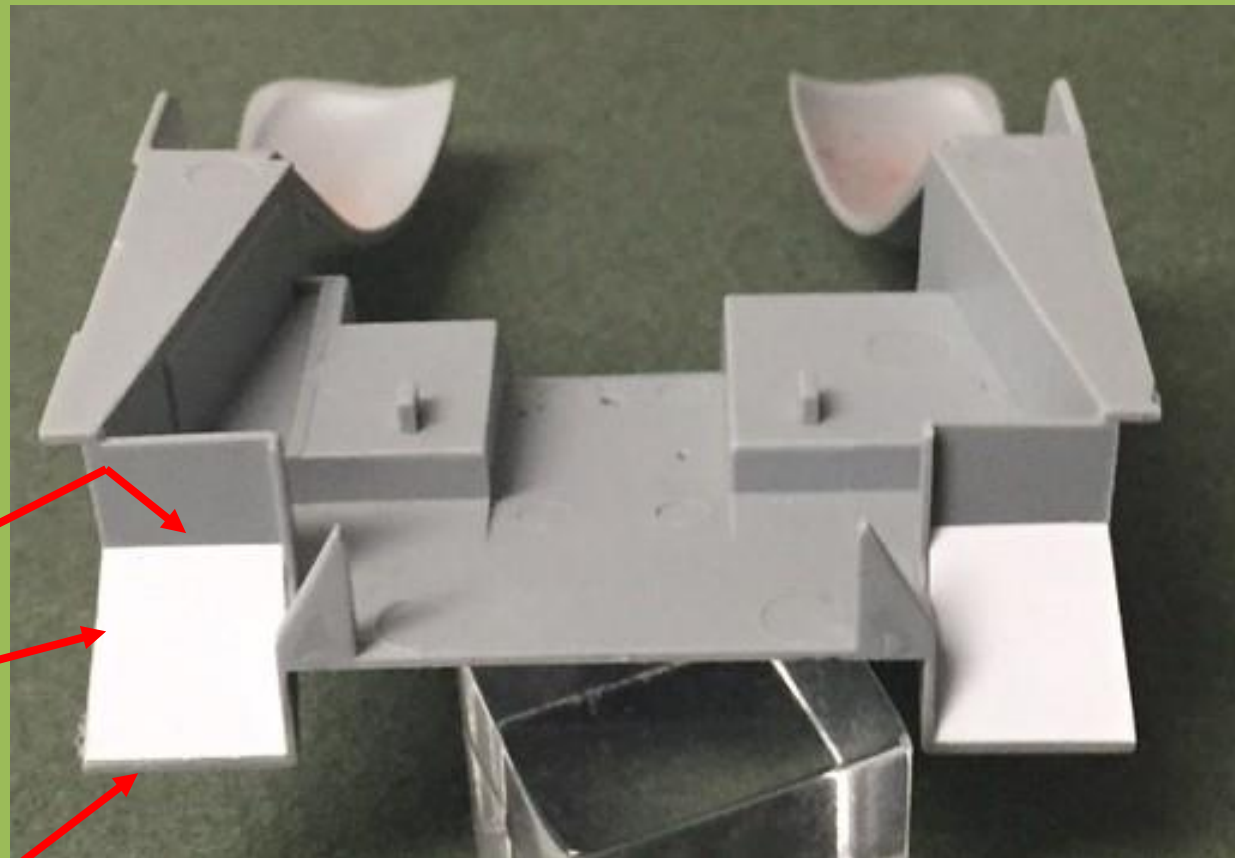
I covered the offending area with 0.010" plastic card. Dimensions are approximately 3/8" on the bottom edge, 7/16" on the top edge and 5/8" high

The width was trimmed after the pieces were glued in place.

3/8"

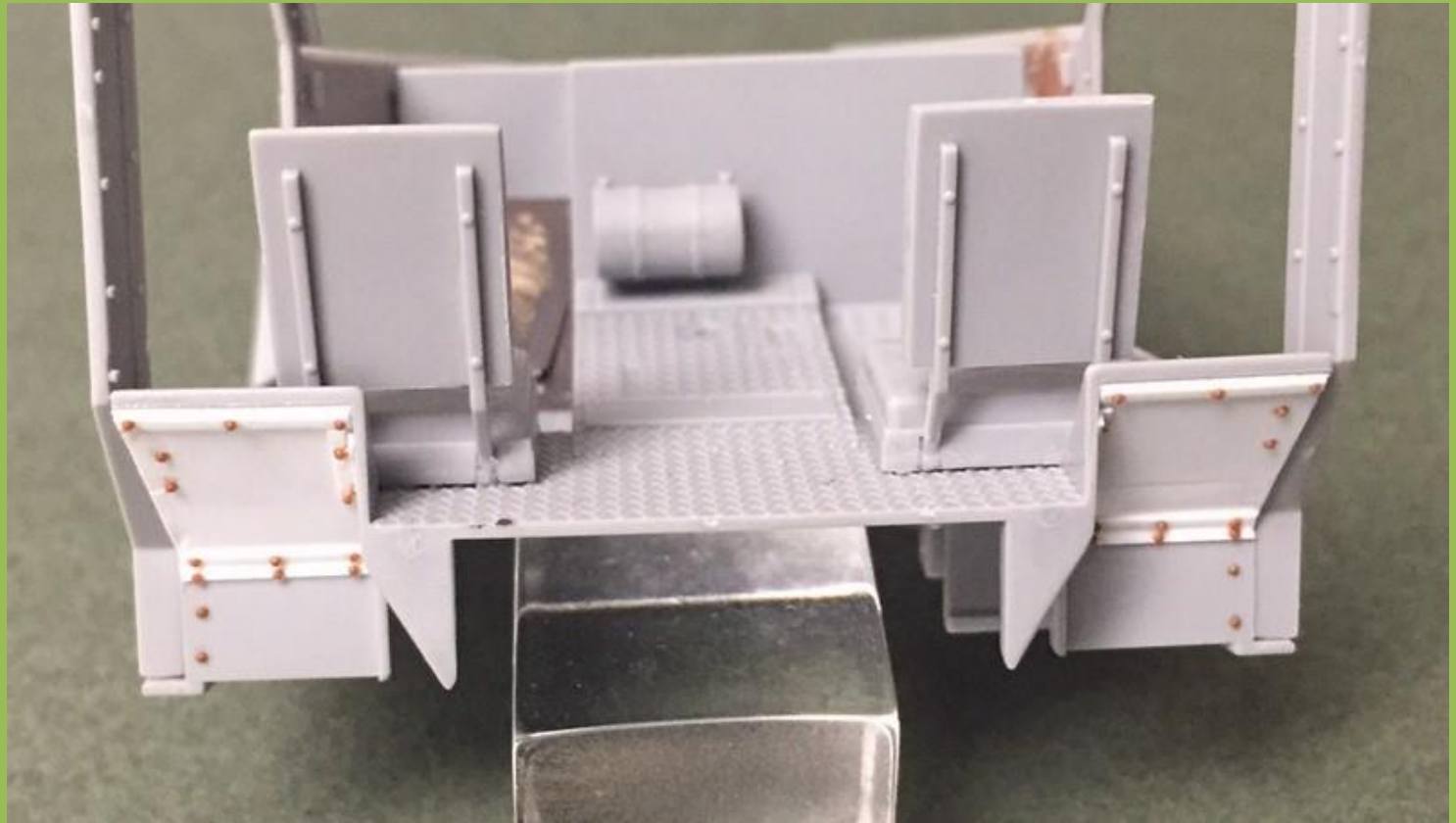
5/8"

7/16"



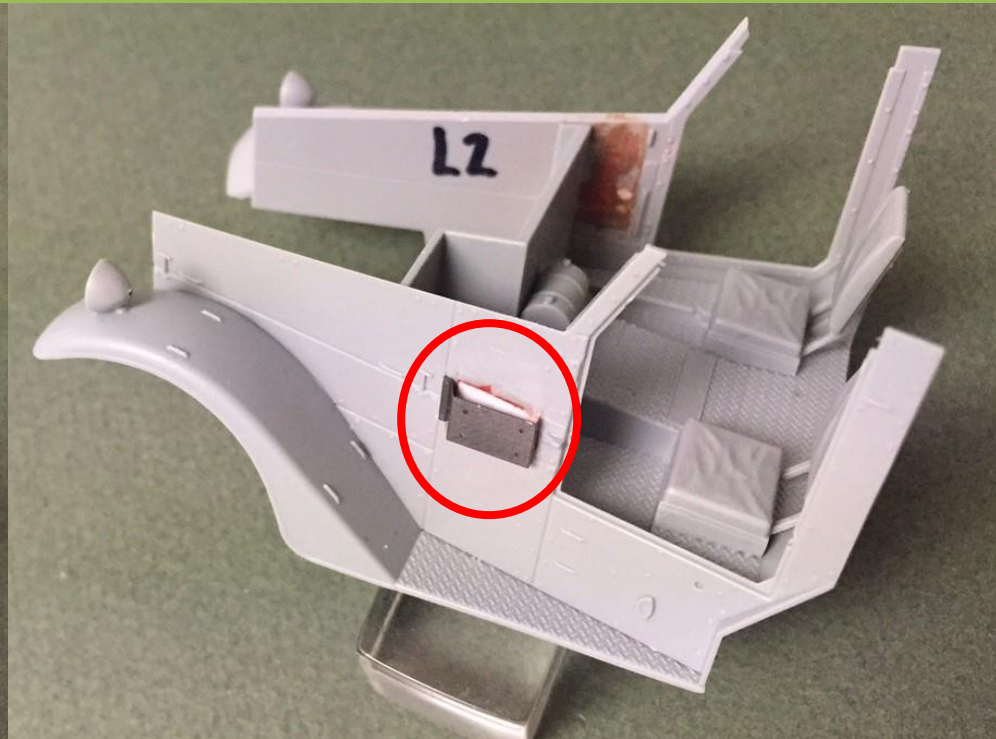
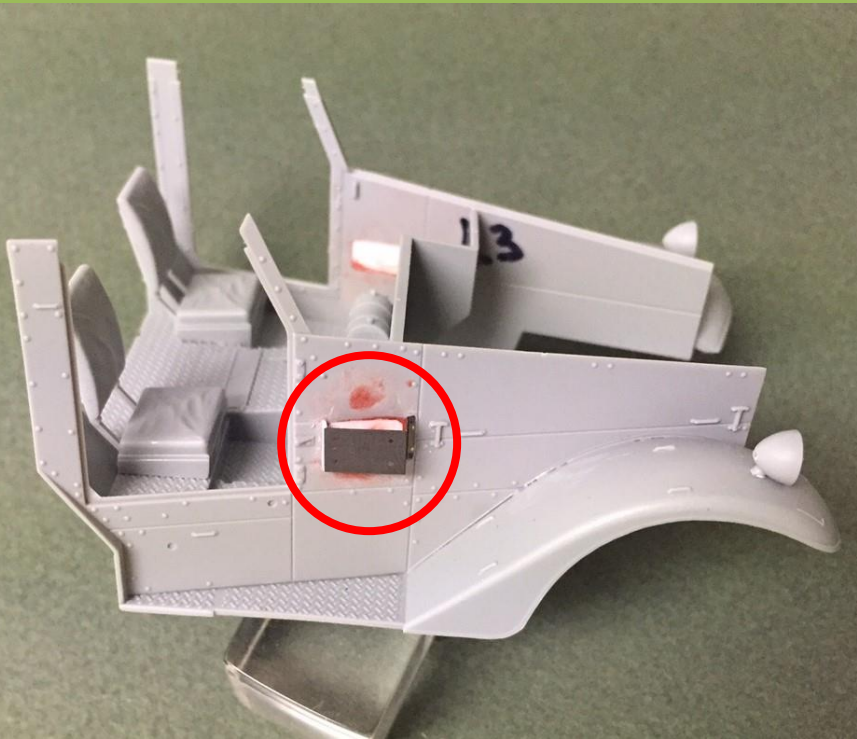
M2A1 – Detailing the Back of the Driver's Compartment

Here it is after the details have been added (similar to M3A1). Note, take care when attaching the front and rear components so as not to knock off any of the bolt detail.



M2A1 – Adding Those Fuel Can Brackets

The photoetch set has the fuel can brackets included, so I used them. They worked quite well.

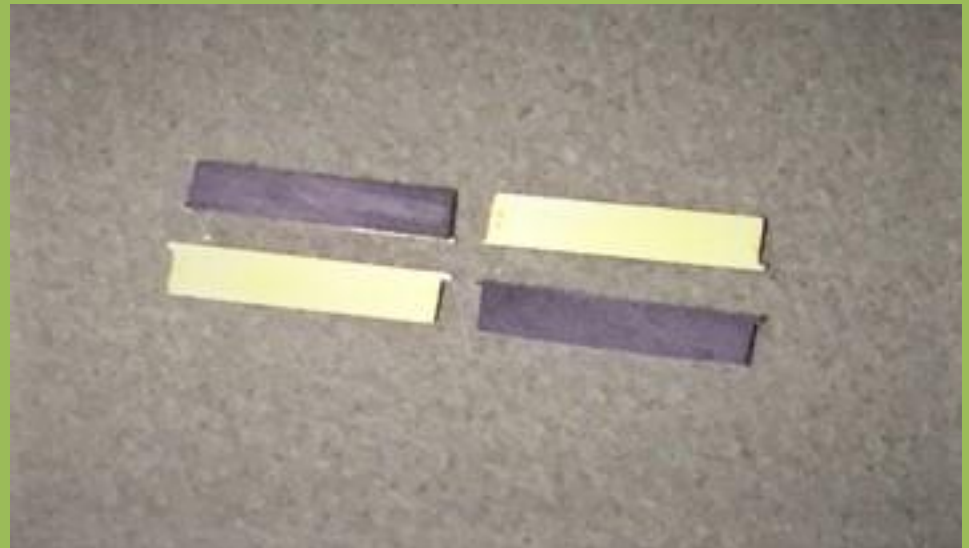


M2A1 – Armored Radiator Louvers

IMO, the photoetch louvers supplied in the kit are too thin and flimsy.

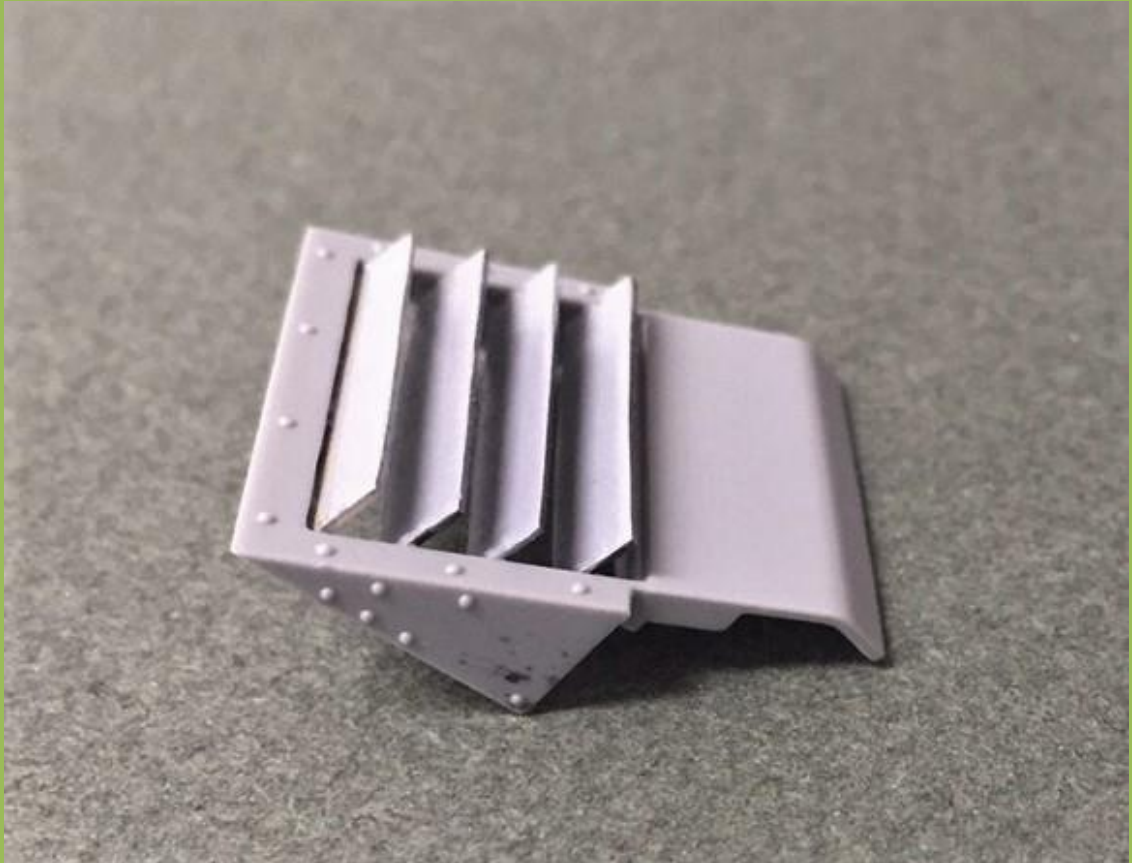
I laminated 0.010" sheet stock to stiffen and bulk them up a little. Easier than completely replacing them.

Black is the bottom side (plastic stock) Brass color is obviously the top side with bolt detail preserved.



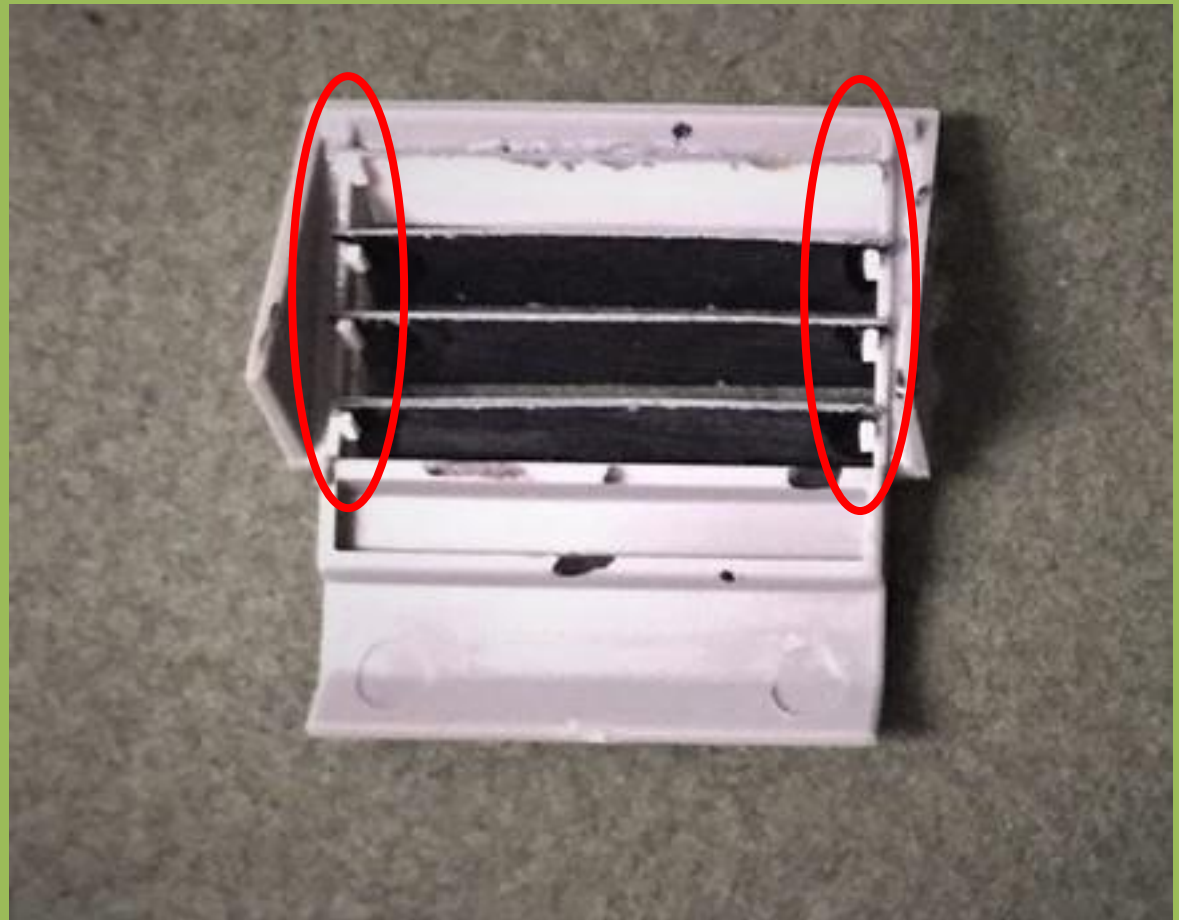
M2A1 – Armored Radiator Louvers

I attached the louvers with liquid cement and adjusted the angles as the cement set up.



M2A1 – Armored Radiator Louvers

I added short lengths of 0.010" square stock on the bottom side of the louvers to bolster the very limited contact surface.



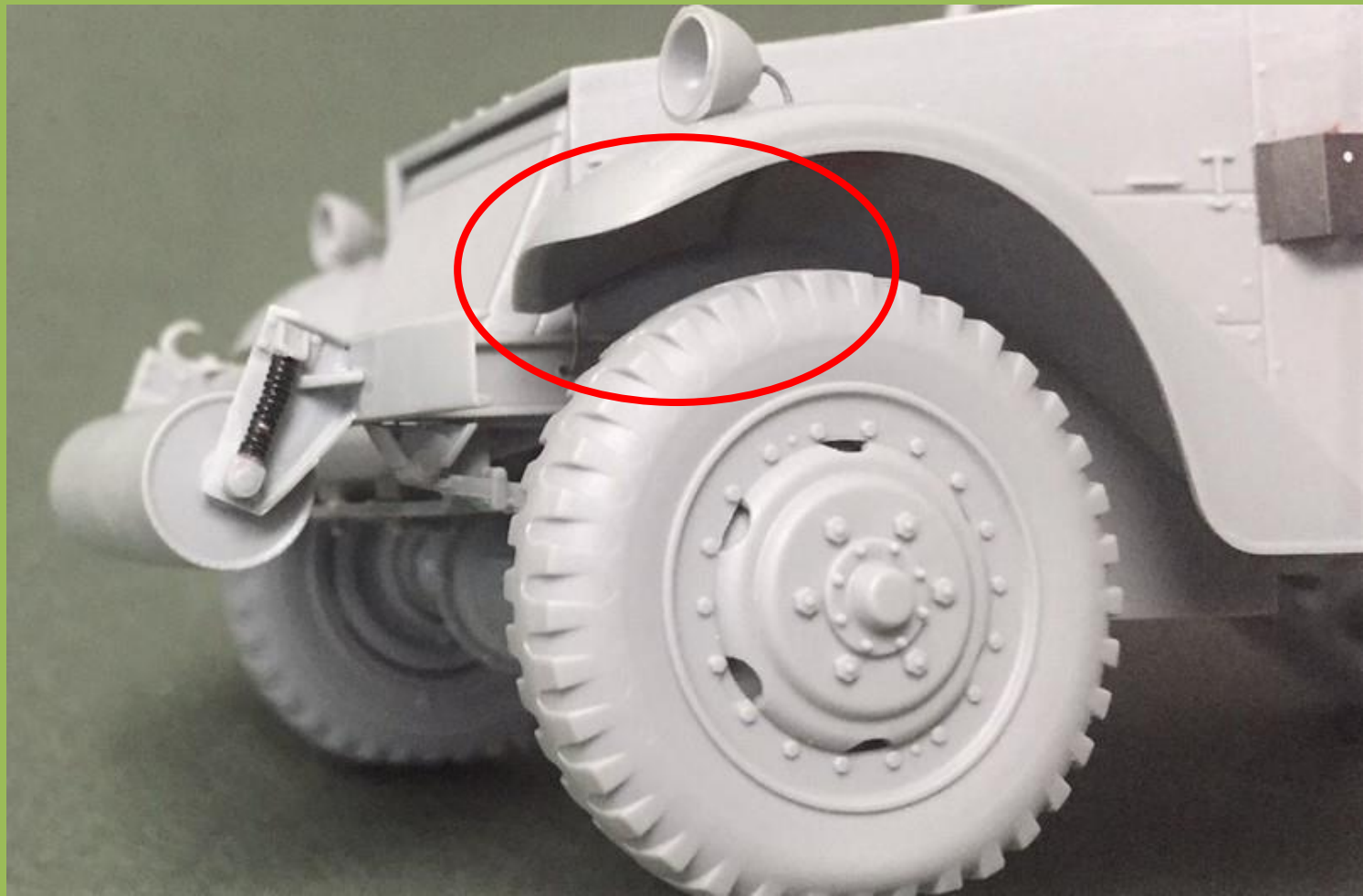
M2A1 – Wiring the Headlights

I wired the headlights using 0.010" solder wire, using reference photos as a guide. References show that the wiring is routed to the same location on the frame for both headlight configurations.



M2A1 – Wiring the Headlights

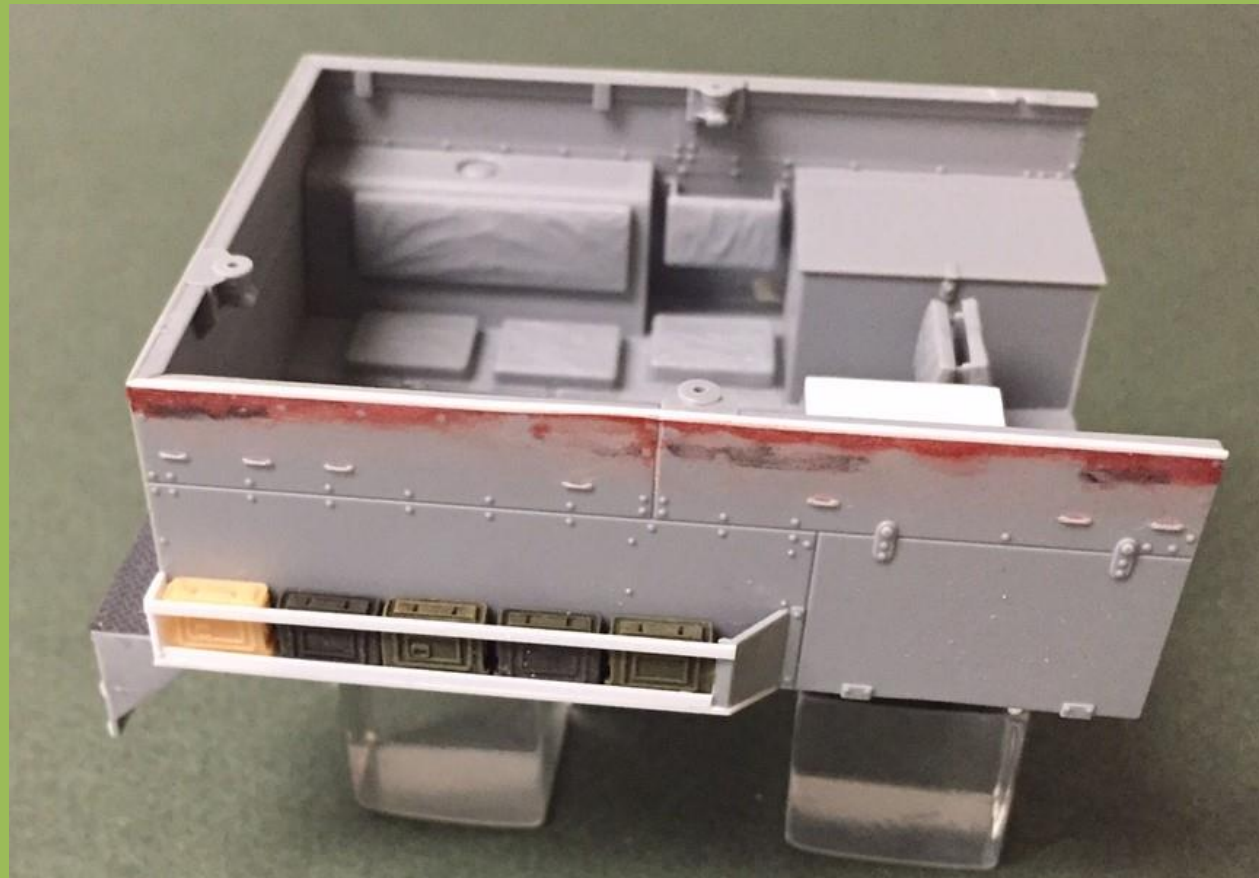
Wiring routed under the fender over to the frame. Not 100% accurate, but close considering what we have to work with.



M2A1 – Back To the Rear Compartment

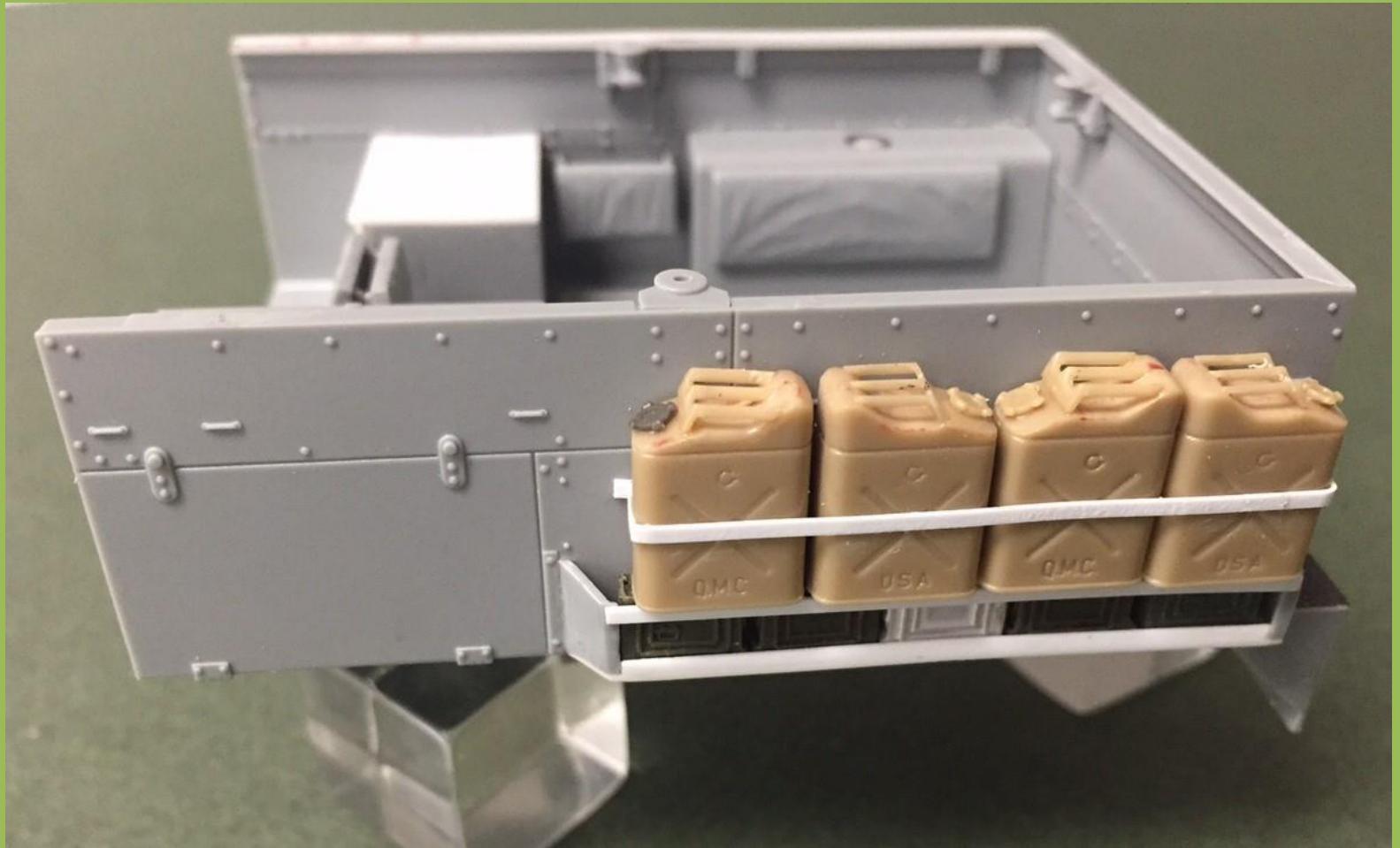
Since this track will be hauling an MG squad, I wanted to replace the molded-in mines in the side rack with ammo cans.

Cutting apart the racks to remove the mines did not leave much usable, so they are mostly scratch built.



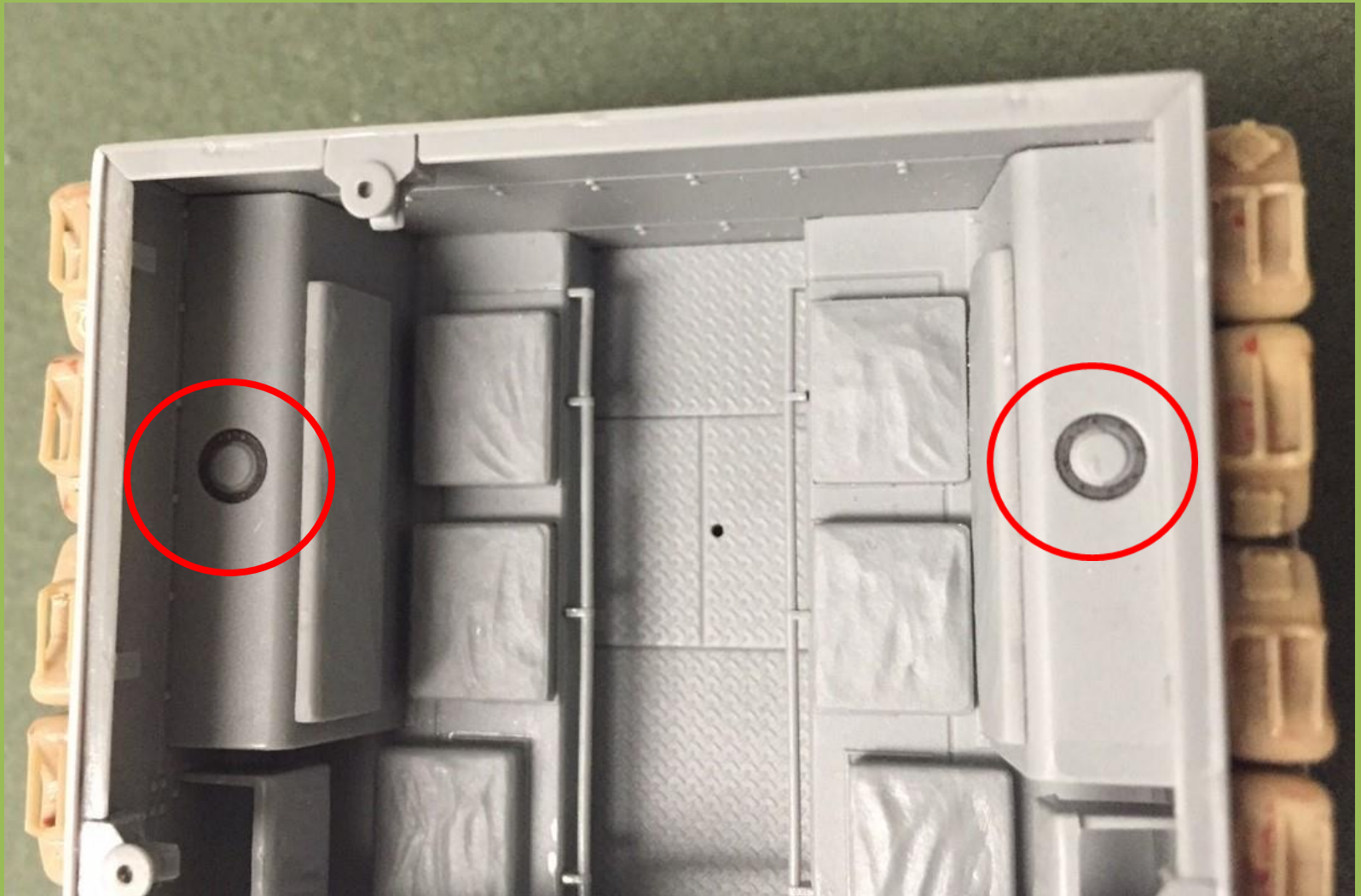
M2A1 – Back To the Rear Compartment

I also wanted to depict extra fuel cans in field-modified racks on the vehicle sides, as shown in war time photos. The rack material is 0.010" X 0.040" strip stock bent to shape.



M2A1 – Back To the Rear Compartment

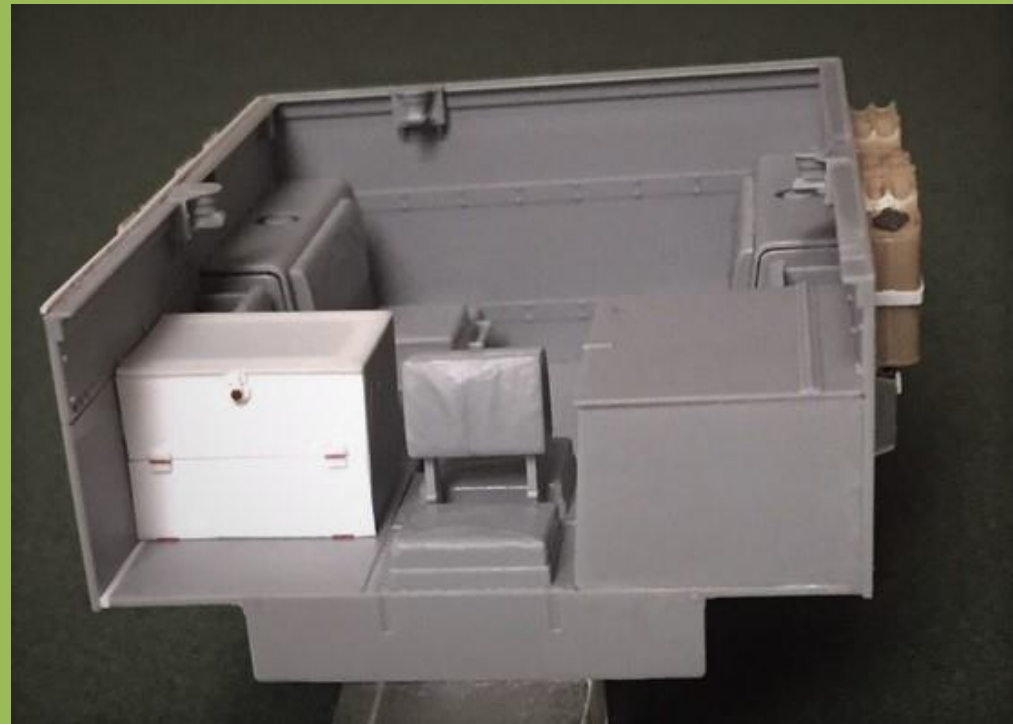
The photoetch set has nice little mounting rings for the fuel filler. I added them with slow setting gel cyano glue.



M2A1 – Back To the Rear Compartment

The modified RH forward stowage box needed some detail on the front face to depict the hinged door.

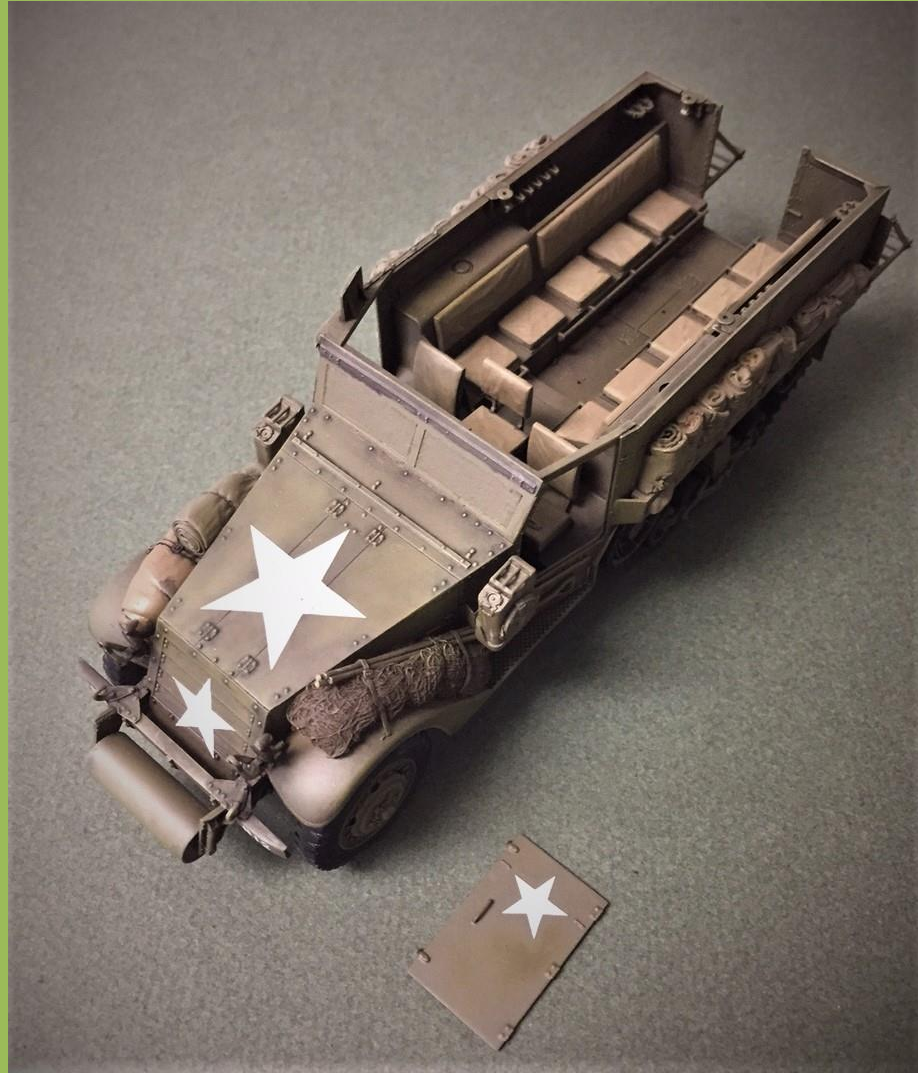
The hinge plates are 0.010" X 0.040" strip stock and the barrels are 0.010" rod. The latch is a combination of 0.030" and 0.040" strip shaped to resemble the real latch.



M3A1 – Weathering

I gloss coated the areas where the decals were to go. The decals snuggled down well with copious amounts of Solvaset.

I then sprayed on a coat of Tamiya Flat.



M3A1 – Weathering

Next up is dot filtering with oil paints.

In this case I stuck with earth tones: Mars Brown, Burnt Umber, Yellow Ochre and Parchment.



M3A1 – Weathering

For horizontal surfaces, I dab at the dots with a brush moistened in thinner to achieve a mottled effect.

I sometimes end up with two or three applications.



M3A1 – Weathering

For vertical surfaces like this door, the dots and streaks are in a downward direction.

Intermediate streaking stage





M3A1 – Weathering



M3A1 - Weathering

