

RT

Random Thoughts



By Modellers, For Modellers

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Mark Minnis' 1:35 Ferret Mk 1



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Cover Comment: *Mark Minnis of St. Andrews, PEI created a very nice 1/35 Cdn Army Ferret Mk 2 from the Airfix kit. See page 28 for the story and build article.*

Future RTicles...

Here are some articles that are coming down the **RT** pipeline. If you have something that might fit in with related topic to make it a theme, please contact the Editor. Heck, if you've got something on any modelling topic, get in touch!

CF-5 Aggressor Camo, 1/35 Ferret Mk. 2, 1:144 Discovery XD-1, 1/72 'What-if' J-21B, 1:32 post-war Lancaster, 1:72 VF-18C Valknet, 1:48 Irish Vampire F.3, 1:35 M5A1 Stuart, 1:48 B-24 Liberator GR.V, 1:48 S-2G Tracker,



Avro Shackleton MR.3

1:72

George Wray
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As every modeller will admit, a visit to a hobby store or on-line site often leads to inspiration, followed by the tap of another piece of plastic not typically used at our hobby bench, our credit cards. This was the case when Revell's 1:72 Avro Shackleton caught my eye.

Terrific box art, four massive Rolls-Royce Griffon V12 engines and eight contra-rotating propellers. What's not to love?

History

Designed as a long-range maritime patrol aircraft, the Avro Shackleton first flew in 1949 and was introduced in response to the growing threat of the Soviet Navy. The MR.3 version was a redesign that incorporated a number of

interior improvements to crew comfort, a new tricycle landing gear, wing tip fuel tanks and twin 20 mm cannons in the nose.

The numerous improvements resulted in increased weight, affecting takeoff performance. To offset this, a pair of Armstrong Siddeley Viper turbojets were added, one in each of the outboard engine nacelles. With the installation of the jet engines, the aircraft was then designated an MR.3 - Phase 3, and Revell thoughtfully included the Phase 3 as one of the options for this kit.

The choice between building the standard MR.3 or the Phase 3 version was an easy one. There are abundant photographs to be found of an MR.3 with the Viper installation while it was on display at the Gatwick Aviation Museum in the UK.

The Kit

The Revell kit consists of 11 sprues with some of the thinnest attachment points I have ever seen in a kit. The thin sprue gates make removal and subsequent cleanup of the parts very easy, minimizing and almost



The Sleeper Must Awaken:



Improving Revell's Vintage Dune Ornithopter

1:48-ish

Tim Utton
Ottawa, Ont.



The Beginning is a Very Delicate Time...

Unlike the recent film adaptation of the classic sci-fi novel *Dune*, the original 1984 version is widely considered to be a critical and commercial bomb. Bad acting, clunky dialogue, and inconsistent special effects aside, the unique production design in this 40-year-old movie is as eye-catching today as it was when it was first released; organic, gothic, and just plain weird.

Revell's *Dune* kits are very rare, and can cost upwards of \$300 on the resale market now. You can learn more about the curious history of Revell's *Dune* kits on my YouTube channel here: [youtube.com/watch?v=q93_jWoklqk](https://www.youtube.com/watch?v=q93_jWoklqk).

What's in the Box?

Unlike most licensed sci-fi kits of the era, Revell seems to have put a fair amount of effort into the production of this kit. Although often described as approximately 1:35 scale, it's actually closer to 1:48. Comprising over 70 parts moulded in dark brown styrene, it also included three large windows moulded in a pale green transparent styrene

The detail was surprisingly crisp and plentiful, a nice change of pace from the soft details found in contemporary

Star Wars and Star Trek kits. However, no decals or figures were included...and despite that cavernous fuselage and the massive windows, no real cockpit either.

In order to update the kit into something approaching the nebulous concept of "screen accuracy"



Canadian Warplane Heritage Museum

LIZZIE



Revell

1:32

Geoff Heyland
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Project Motivation:

A few years ago a fellow member of IPMS London who was getting out of the hobby offered me, amongst other things, a Revell 1:32 Westland Lysander kit. The kit "looked" like a Lysander and I had a real, flying 1:1 scale aircraft not too far away at the Canadian Warplane Heritage Museum to use as a reference. That aircraft had a distinctive yellow and black striped scheme from the aerial gunnery school in WW2 as well, and I am a sucker for colourful aircraft. The gentleman who gave me the kit also gave me a USB drive full of reference photos, which meant that I was going to have to work on some scratchbuilding to do his gift any justice. I've always had a soft spot for the Lysander given its history as a spy aircraft, its amazing STOL capabilities and its odd design. Sometimes a project comes at you from nowhere, and this was one of those!

History:

The Lysander was designed to fulfill a requirement for an army cooperation machine - a slow, rough-field capable

aircraft with excellent field of view for spotting and the like. It had advanced features despite its odd appearance, such as fully automatic flaps and slats and a variable incidence tail (which had to be set manually on the ground before flight, but still...). Its problems as an army cooperation aircraft were evident in the early days of WW2 when many were shot down by the more agile enemy. It was relegated to special operations missions, deploying and supplying the resistance in Europe and in target towing and training roles for the rest of the war.

The Canadian Warplane Heritage Museum (CWHM) aircraft was originally built in Malton, Ontario in 1942 and flown in Alberta as part of the British Commonwealth Air



A tale of Two Ferrets



Part 1 - A Canadian Ferret Mk 1 from the Accurate Armour kit

1:35

Mark Minnis
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Ferrets in Canadian Service

Canada was an early adopter of the Ferret Mk 1 Scout Car, of which we purchased 124 in the year 1954. Canada used these vehicles at home in Canada, with our NATO forces in Europe, and in the Middle East on UN Peacekeeping missions. Throughout their life they were upgraded until they were phased out of service in the early 1980's. Their role was a Reconnaissance vehicle and they were used by Armoured recon squadrons and infantry recon platoons.

For these articles I am going to build two different vehicles. Part 1 is the Accurate Armour (AA) Ferret Mk 1 which has been in production since the late 1990's and is a multi-media resin kit. The second build in Part 2 will be the new-release Airfix Ferret Mk 2. While Canada didn't purchase or upgrade our Ferrets to the Mk 2 standard, we did borrow some from the British in Cyprus while ours were being repaired.

The AA Ferret is a decent resin kit but it shows its age. It builds into a good vehicle but will need to be modified to portray a Mk 1 used in Canadian service.

The Build

With any resin kit one will need to start out by washing the mould release agent off of the resin parts, I use dish soap and warm water, scrubbing with old brushes. The AA kit had the heaviest deposits that I have ever seen. Once the parts were dry, I then started removing the pour plugs and planning the first modifications.

Footman Loops. The hull of the Ferret has numerous footman loops that needed to be replaced on the kit, and all of the storage bins were missing the wing nuts that kept them securely closed. I spent a few evenings removing the old detail and adding photo-etch (PE) footman loops from Voyager, and adding aftermarket wingnuts from Bronco. Once that was done, I scratch-built the Petroleum, Oil and Lubricants (POL) rack that Canada used on the back of its Ferrets and added details to Bronco Models fuel cans. I added detail to the front tool storage and reworked or replaced the misshapen AA tools with items from the spares box or re-worked them by adding needed details. I also added smoke discharger covers and detailed them with wing nuts. My kit had a mis-cast front headlight. I was lucky to find a set of lights that would work from my spares box and added the necessary details and wiring.

WARHAMMER 40,000

DREADNOUGHT



28 mm

Jarrett McIntyre
Mississauga, Ont.



Background

At the age of 35 I decided, after a bit of a push from my better half, to get back into model building. My enthusiasm for Warhammer as a kid waned with age until eventually got replaced by other hobbies, only to be rekindled by the current resurgence of Warhammer and 40K online. I mentioned to my spouse that I used to do it and dug out a couple of old models that were hidden away in a box in storage for years. Well, she took that as a cue to go out and buy me some model and paint kits for the Space Wolves, a faction in Warhammer 40K. With her being of Norse ancestry, she thought it would fit. Fast forward two years later and I've branched out into not just Warhammer and 40K, but also tanks, cars and other figures. I don't play the tabletop game but I do enjoy the lore, and painting the models has become a source of therapy for me. I mean, who doesn't like to shut their brain off from the stressors of work from time to time?

Introduction to Warhammer 40K

This saying has become synonymous with Warhammer 40K, the tabletop war game produced by Games Workshop. Debuting in 1987, Warhammer 40K is now the

*"In the grim darkness of the far future,
there is only war."*

most popular tabletop war game in the world, according to Space.com. Essentially, it's a science fantasy setting in the distant future, where a stagnant human civilization is beset by hostile alien and supernatural forces. The models in the game are a mixture of humans, aliens, and superhuman monsters wielding futuristic weaponry and unimaginable powers. You also have to remember: In Warhammer 40K - there are no 'good guys'. Case in point: what better sums up a future human civilization at war than a giant mech-suit piloted by the entombed remains of augmented super soldiers who have earned the right to live and fight forever?

A Scratch-built Hangar Diorama



Jason Williams
Brampton, Ont.



1:100

Introduction

As a child of '90s sci-fi, I came across Japanese Mecha and specifically the TV show 'Gundam Wing', which had just started airing back when I was in high school. The demands brought on by post-secondary education prevented my fandom from expanding into model building, but only for a short while. I dove head first into the world of Mecha at the first opportunity, building as many robots as I could find. After a while though, I found that just building wasn't as challenging as it once was so I decided to get into dioramas, and really let my imagination run wild. The only limitation now becomes: what can I actually build?

The project

This scene takes place in the Gundam Universe, more precisely the Mobile Suit Gundam 00 Universe. This

diorama is meant to depict the first deployment of the mobile suit "Gundam Virtue" from its docking bay. Getting started on this project I didn't think I would go as far as I did. However, after completing this model kit I thought it was a shame for half the detail to be hidden behind the outer armour. I wanted to find a way to show both the inner and the outer details, as well as try to tell a story. Since I had just finished building a pretty large hangar diorama before and had enough material left over, it just made sense to make a second diorama.

The build

I started by going through the spares box, gathering suitable parts I had on hand from previous projects, and seeing what kind of hangar I could build. (Fig.1)

After I had a rough idea of the space, I started planning out the piping and control arms, as well as placing the control platform. (Fig. 2, 3, 4)