



Full Review

Copper State Models (CSM)

Garford-Putilov Armoured Car

1:35 scale

with

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Kit Ref: 35009



The subject of this project was the Copper State Models 1:35th Scale Garford-Putilov Armoured Car.

And just before we get started, here's a quick look at how it all turned out...



The Garford-Putilov Armoured Car was developed in Russia during the First World War. It was based on the imported American Garford truck chassis and although top heavy and somewhat underpowered, it was armed with a powerful gun for its time and proved effective on the battlefield. These vehicles saw service with Russian forces during the First World War and on both sides in the Russian Civil War in 1918. Captured examples also saw service with German, Czechoslovak and Polish forces.



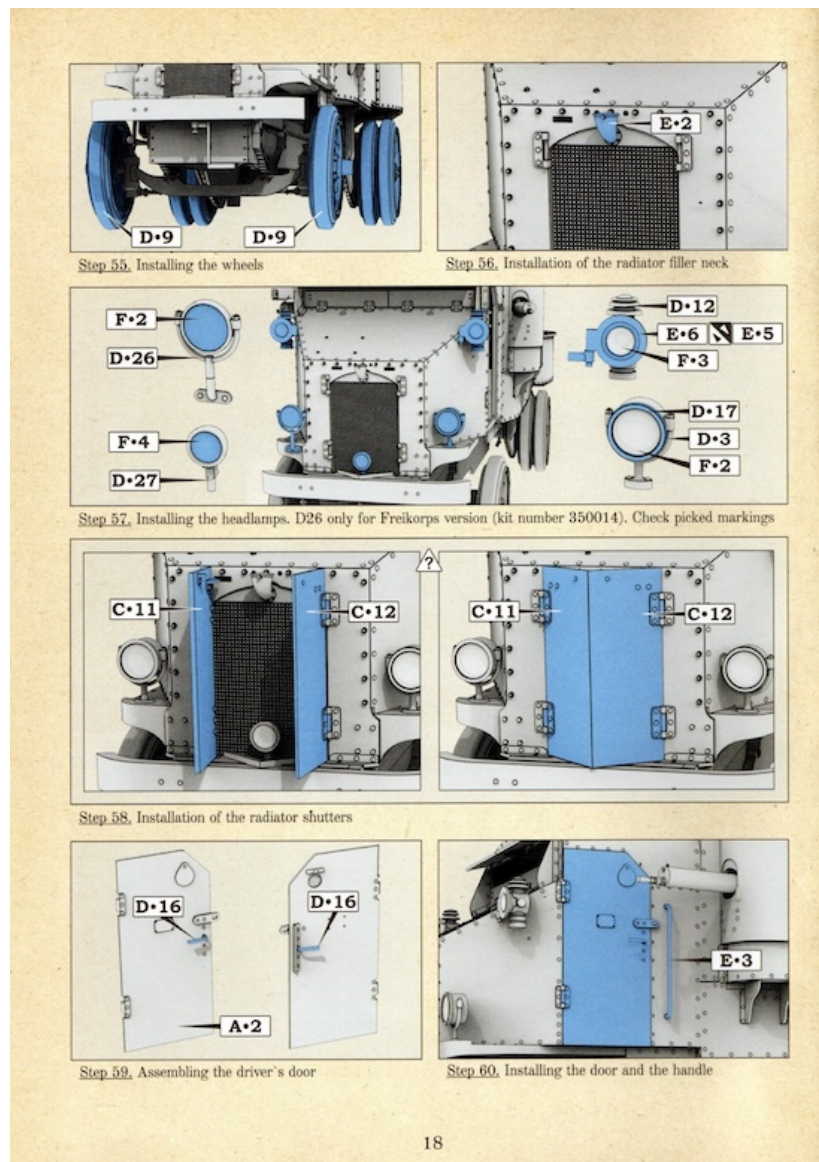
At the time of writing an extensive description of the development and operational use of the vehicle can be found on Wikipedia at :-

Garford-Putilov armoured car - Wikipedia

The Copper State kit is typical of its productions being presented in a sturdy top opening box (hurrah) in well moulded light grey plastic. The kit contains around 150 parts and there is fine recessed detail where required along with delicate rivets.

A partial interior is provided with the engine, along with the seats and controls for the driver's compartment. There are probably things that could be added by the modeller if required such as the ammunition boxes and coolant tanks for the machine guns.

I like the approach Copper State takes with its instructions which are clear, and the construction sequence seemed very sensible to me. The use of colour makes them very easy to follow, much like the coloured instructions in the newer Airfix kits. They are also printed on thick paper which makes them look rather classy!



The colour schemes provided in the kit are a little limited with overall green being the only option. However, Copper State provides markings for no less than twelve vehicles. Some of these have large names / slogans and a couple have some rather attractive skull and crossbones motifs.

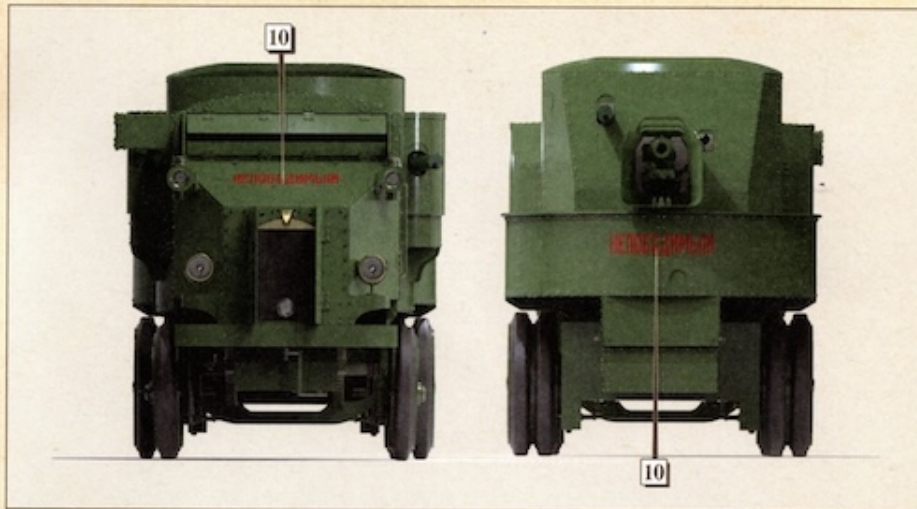


Fig. 19. «Nepobedimyy»(Invincible), Peter the Great's Naval Fortress division, 1917

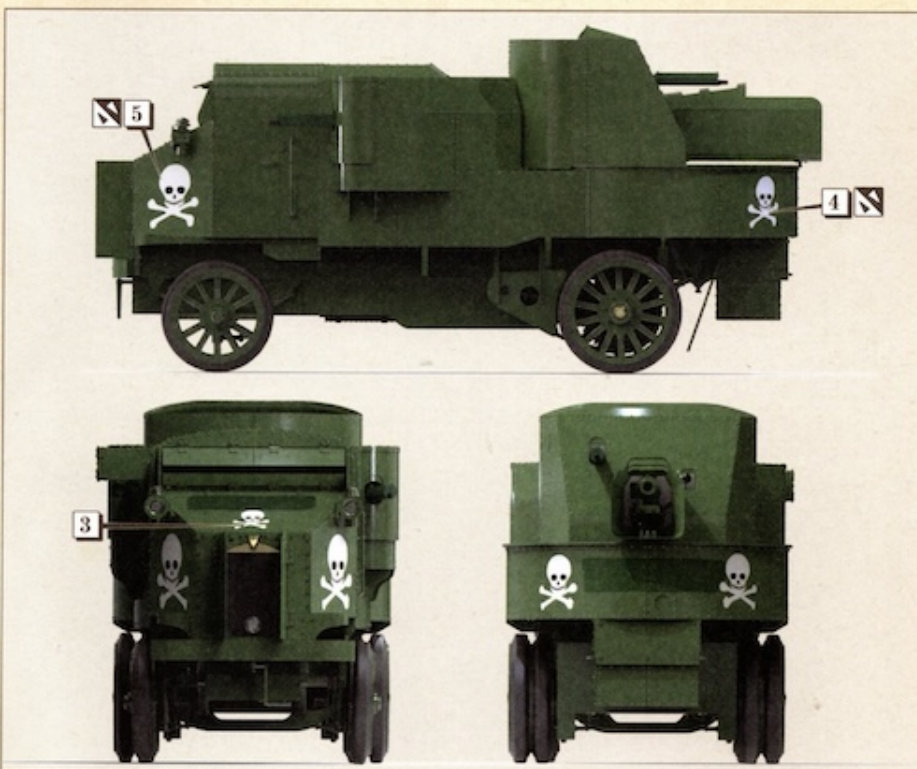


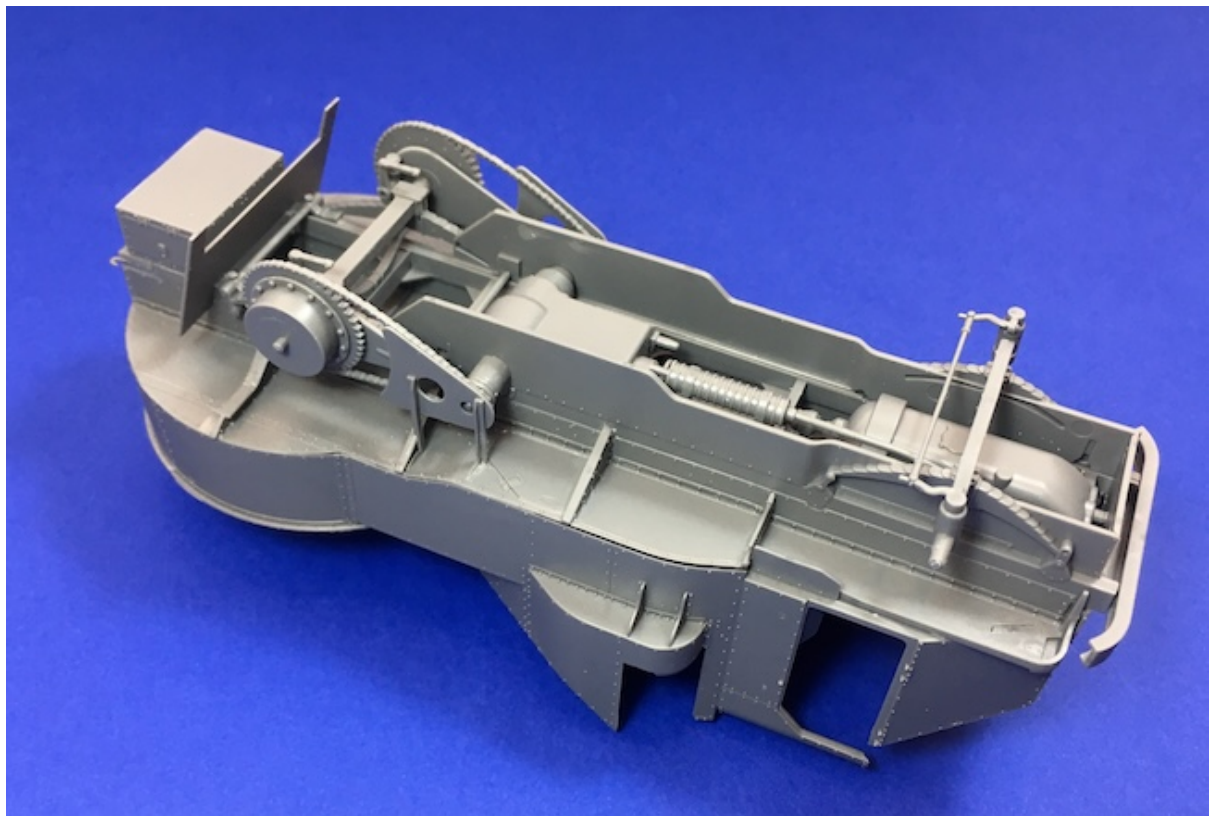
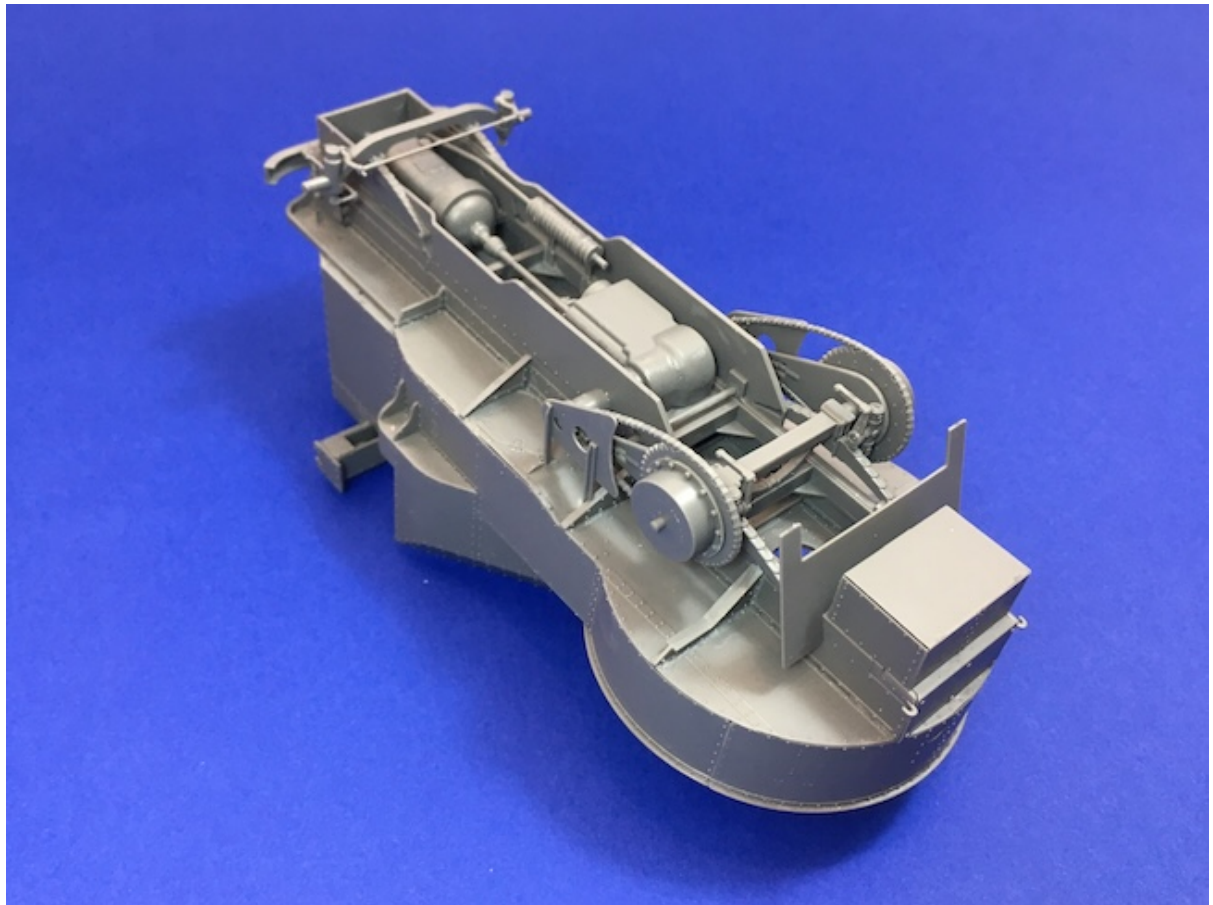
Fig. 20. Garford of the 35th Armored Car Machine Gun Platoon in Tehran, 1916

For those with an adventurous nature I found a photo on the internet of a vehicle painted in a rather more interesting and intricate jigsaw-like camouflage scheme shown in the photo below. Sadly, I have no idea of the colours used, but a scheme

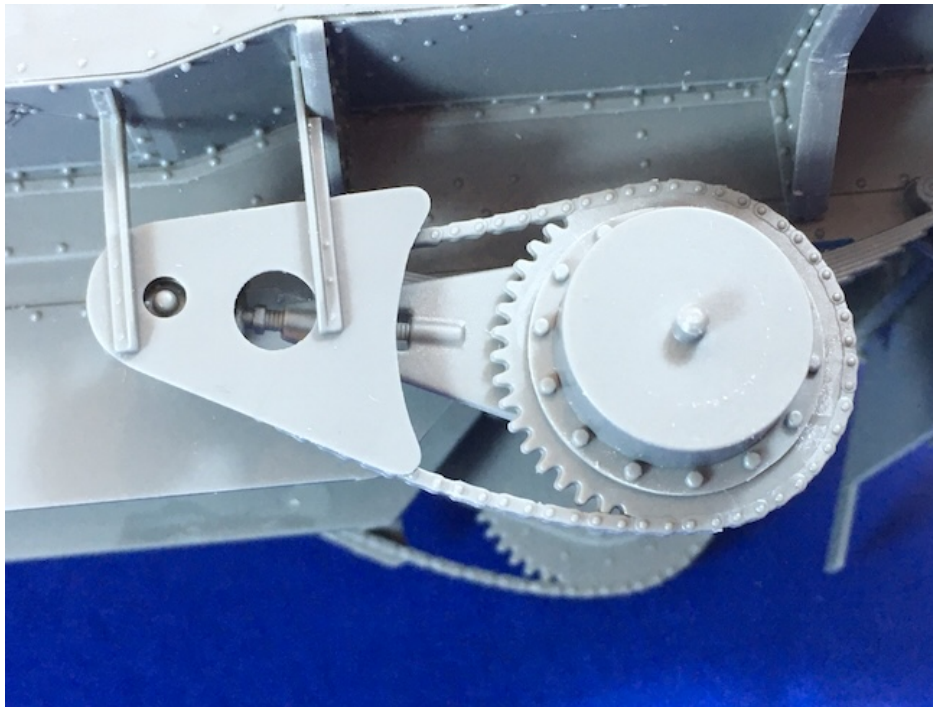
might suit those with a love of brush painting or a fiddly masking job that could take weeks or even fortnights to complete!



Assembly starts with the chassis and this kit differs from some of Copper States' earlier offerings in that the engine and transmission are provided as separate parts rather than being simplified and incorporated into a flat plate on the underside of the model.



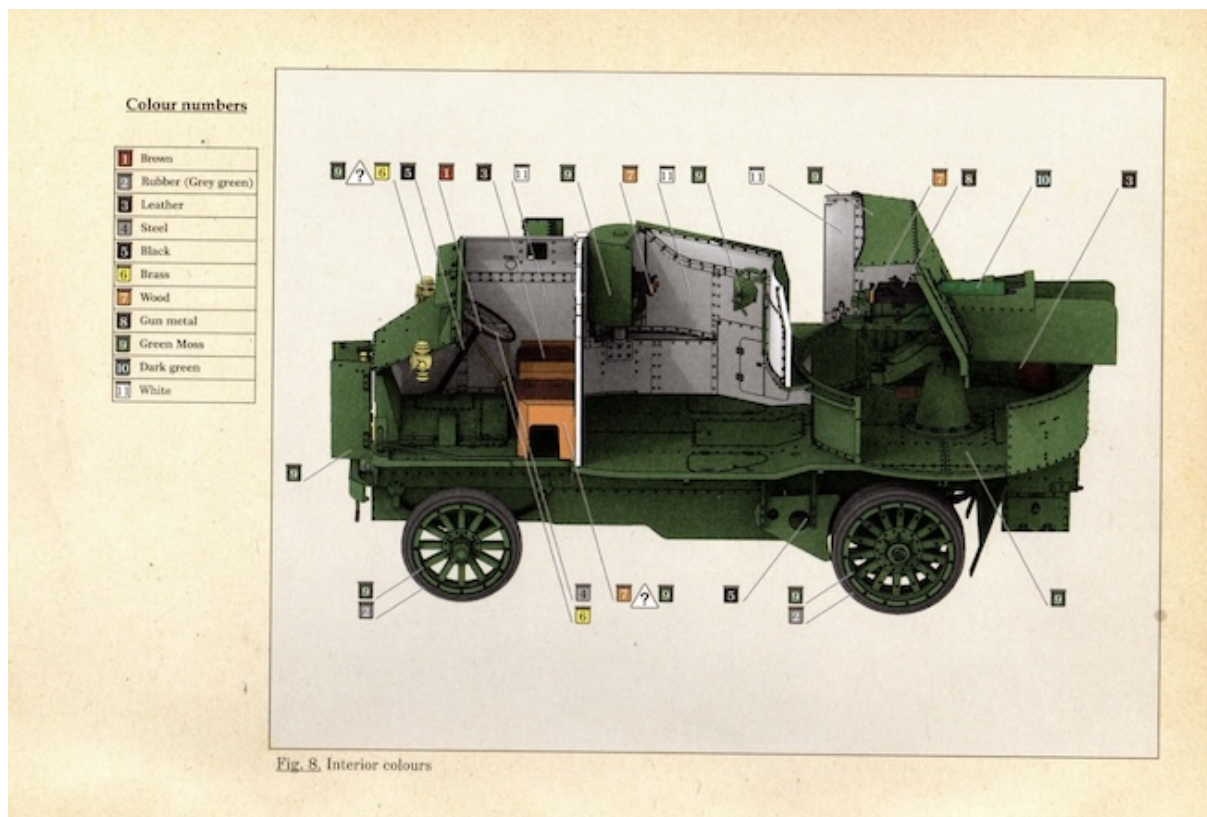
The chain drive for the rear wheels is included. I found that some trimming of the support arms for the armoured covers over the chain drives was necessary to get them to fit properly, but this was nothing serious.



The fighting compartment has an open roof so part of the interior will be visible. I also decided to leave the driver's door open along with the driver's armoured visors so much of the driver's compartment would also be visible.

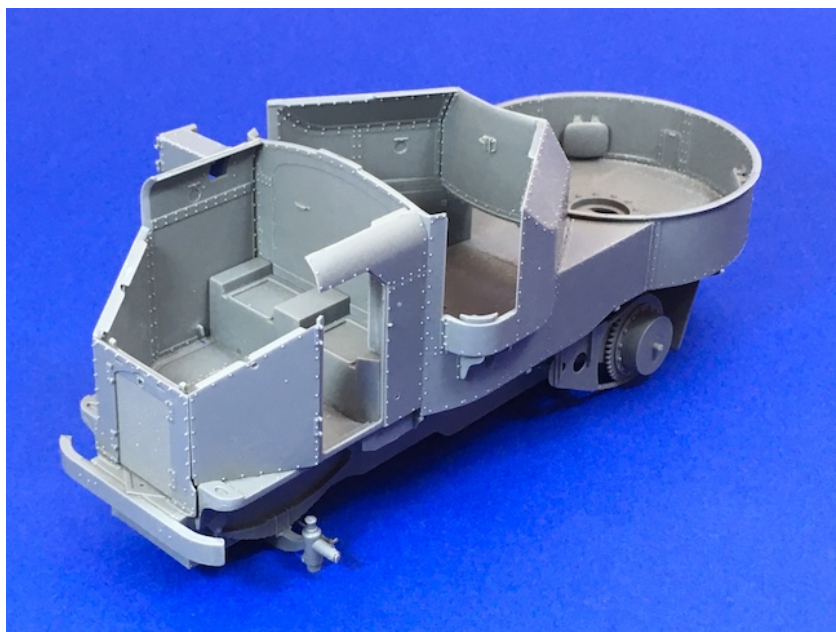
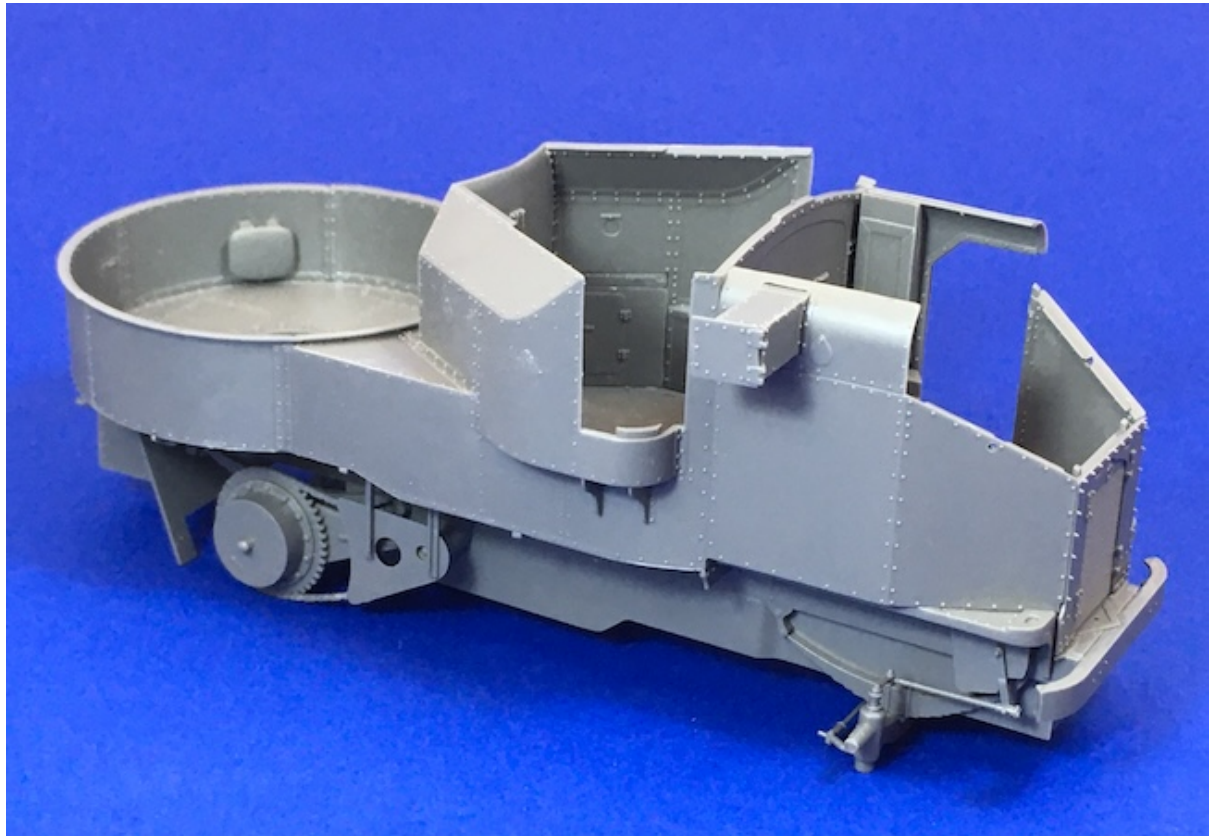
Copper State provides a

useful colour guide for the interior in their instructions.

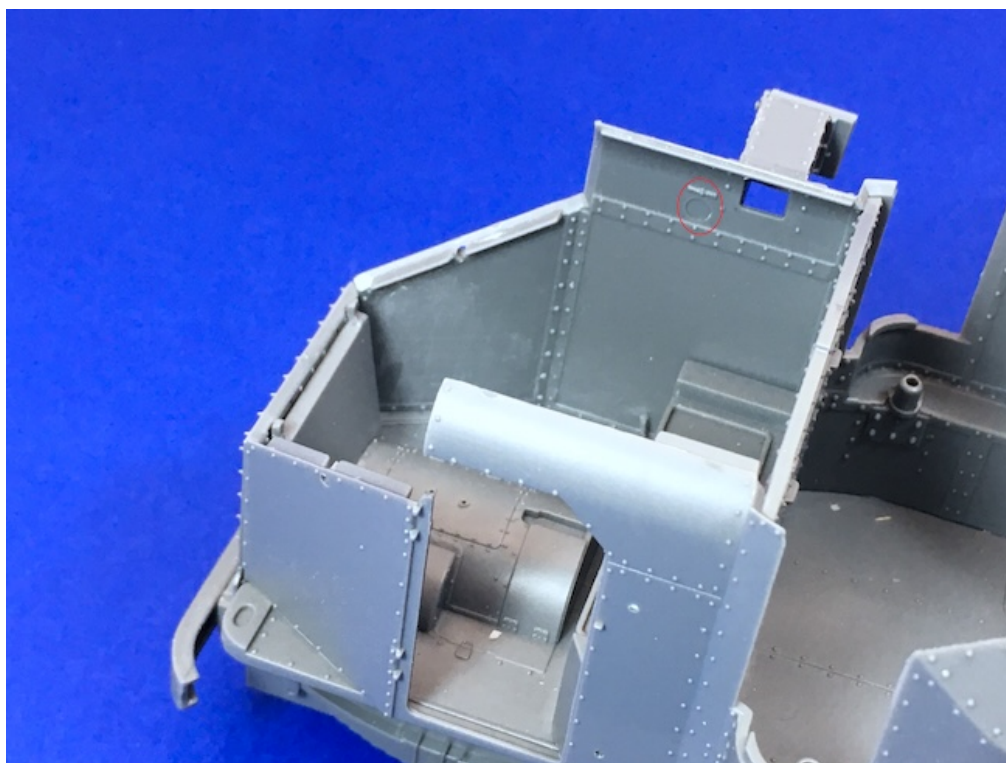


Due to the nature of the original vehicle, there are numerous flat panels that needed to be glued together. The fit of these parts is good, although a little taping was required just to keep everything in place whilst the glue was setting.

To allow access for painting the interior, I left off the fighting compartment roof, the driver's roof the driver's visor and the bonnet. These items had to be glued in place later and while I don't really like gluing painted parts together, I couldn't see any other way of doing things.

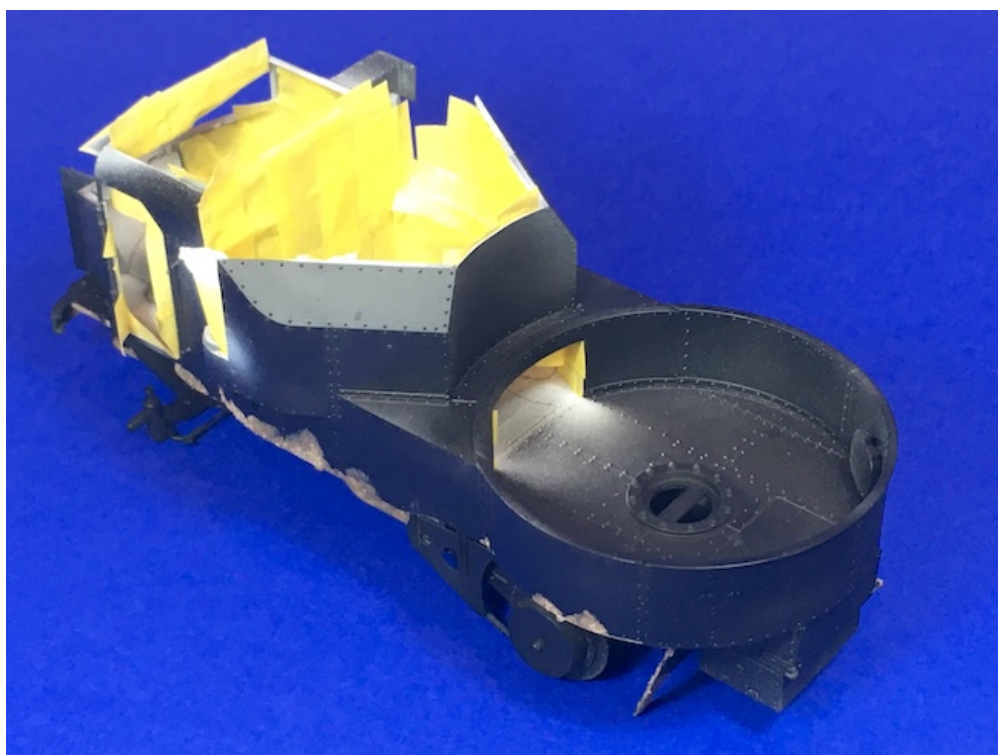


There are some recessed circles on the vehicle's interior. These look like ejector pin marks, but they aren't. They are back sides of the vision ports so don't fill them in!



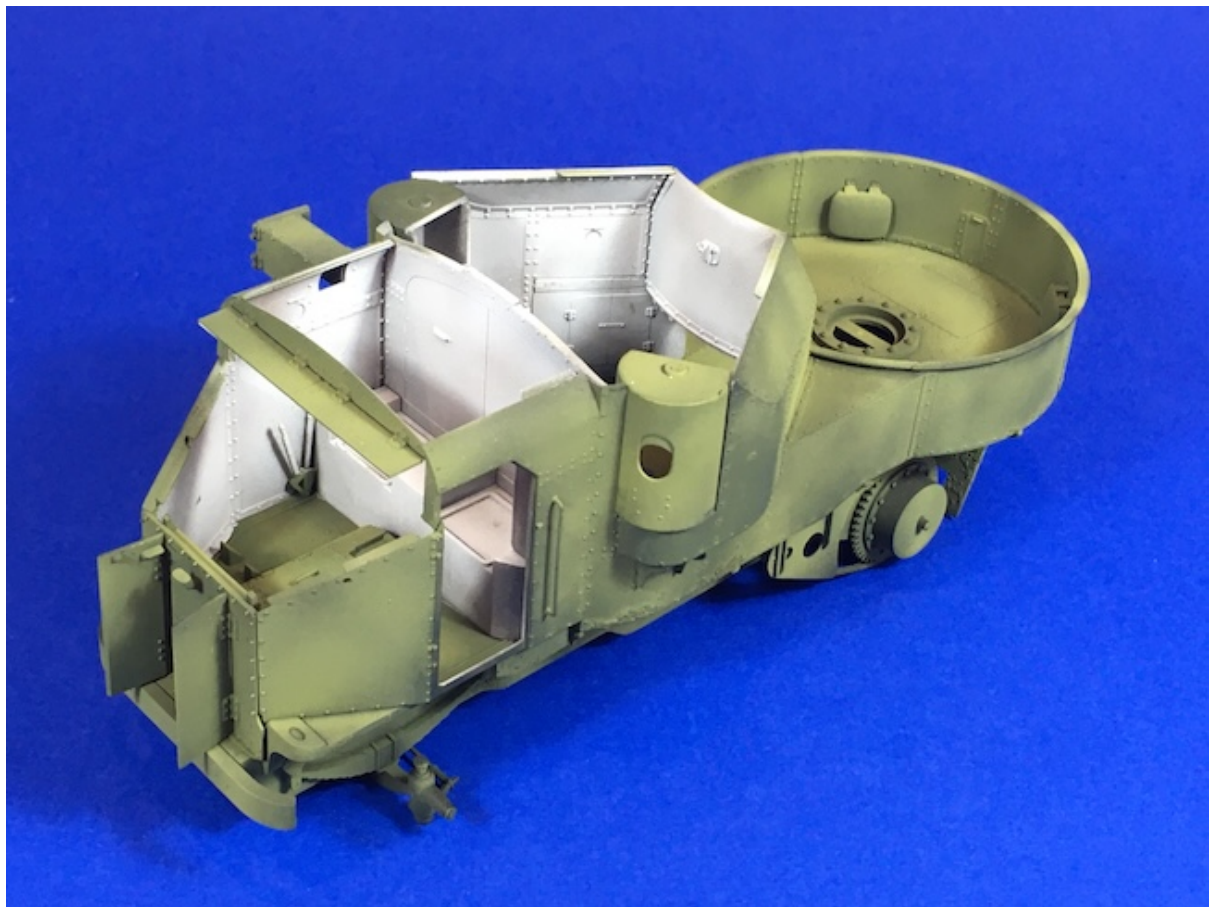
The model was primed using Mr. Hobby Black Primer before the walls of the fighting compartment and driver's compartment were sprayed off-white using Tamiya White (XF 02) with a little Dark Yellow (XF 60) to tone it down.

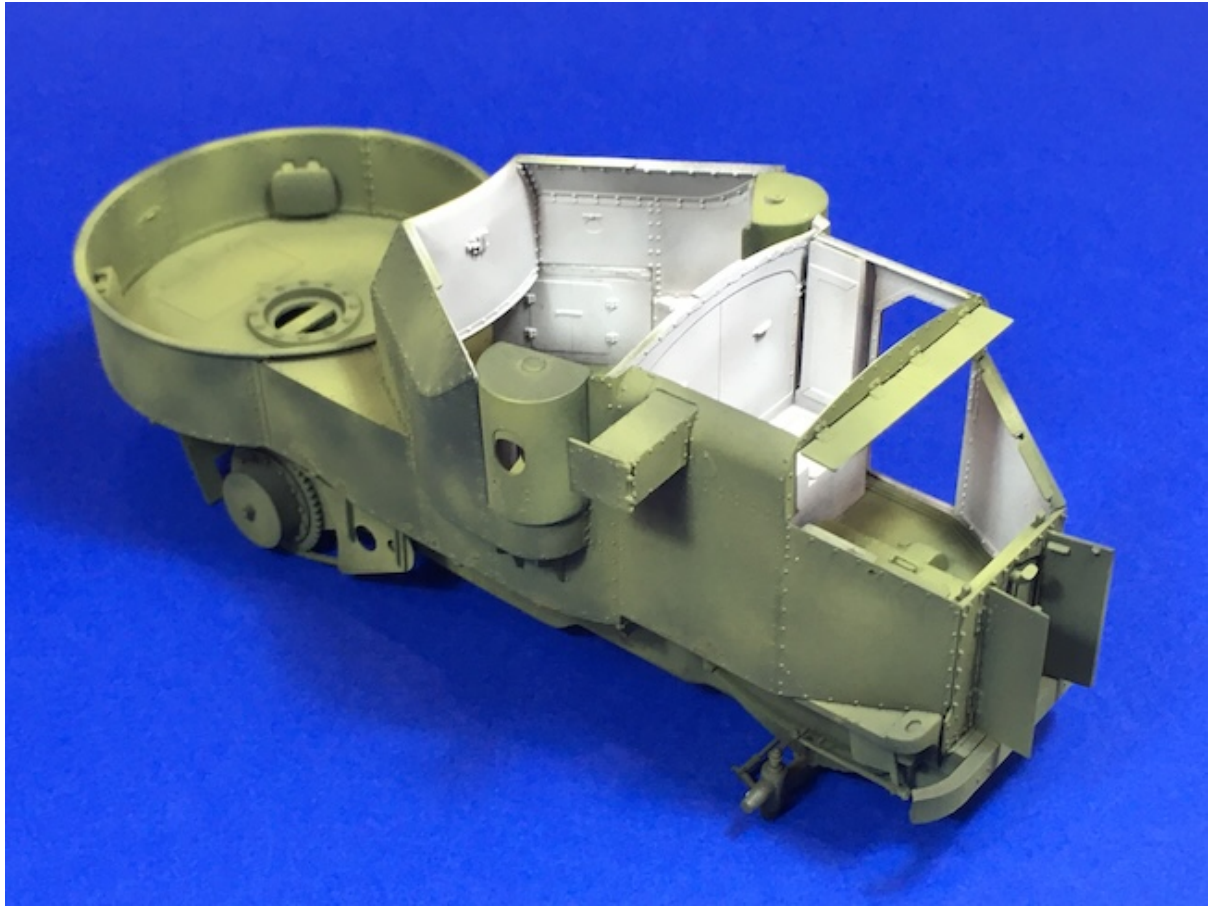
After the paint had cured overnight there followed an entertaining hour or so with some masking tape before the floor of the interior was painted.



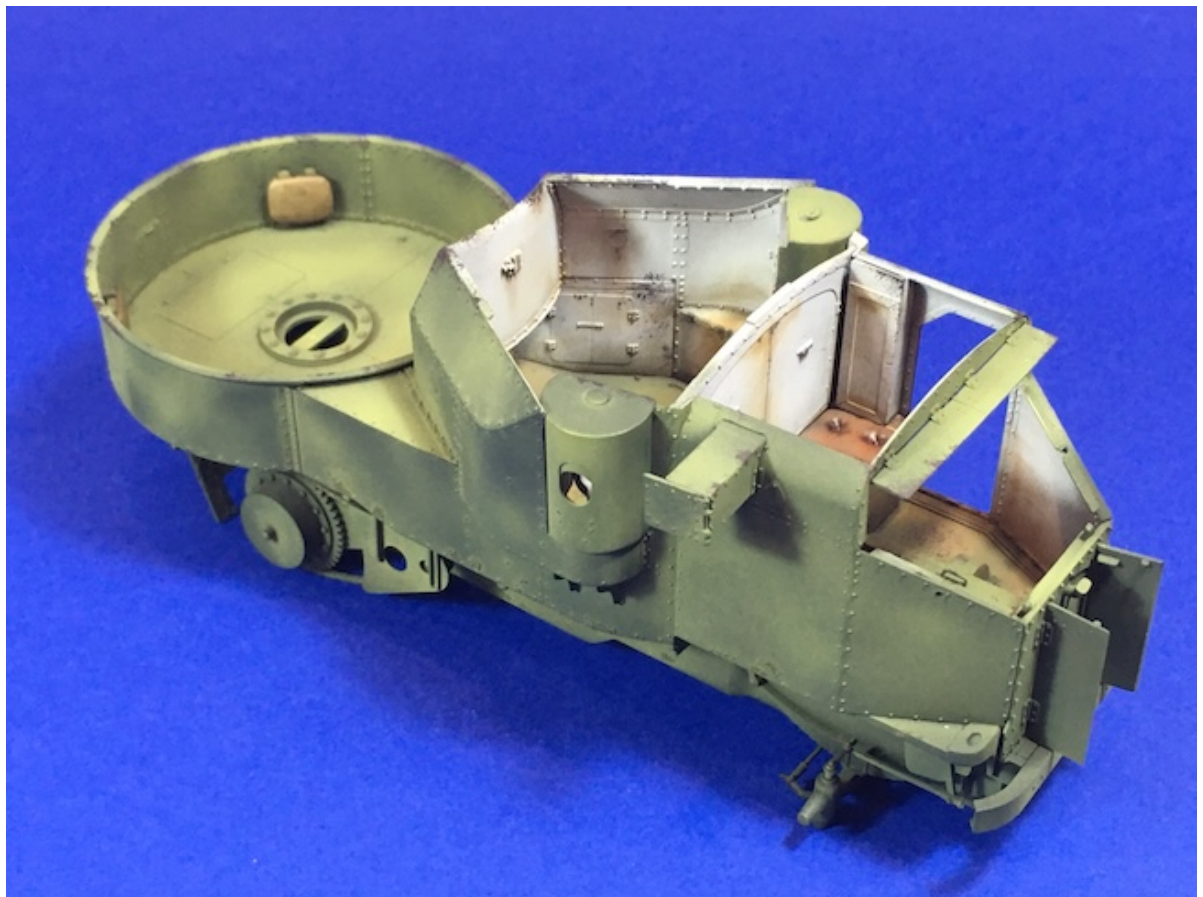
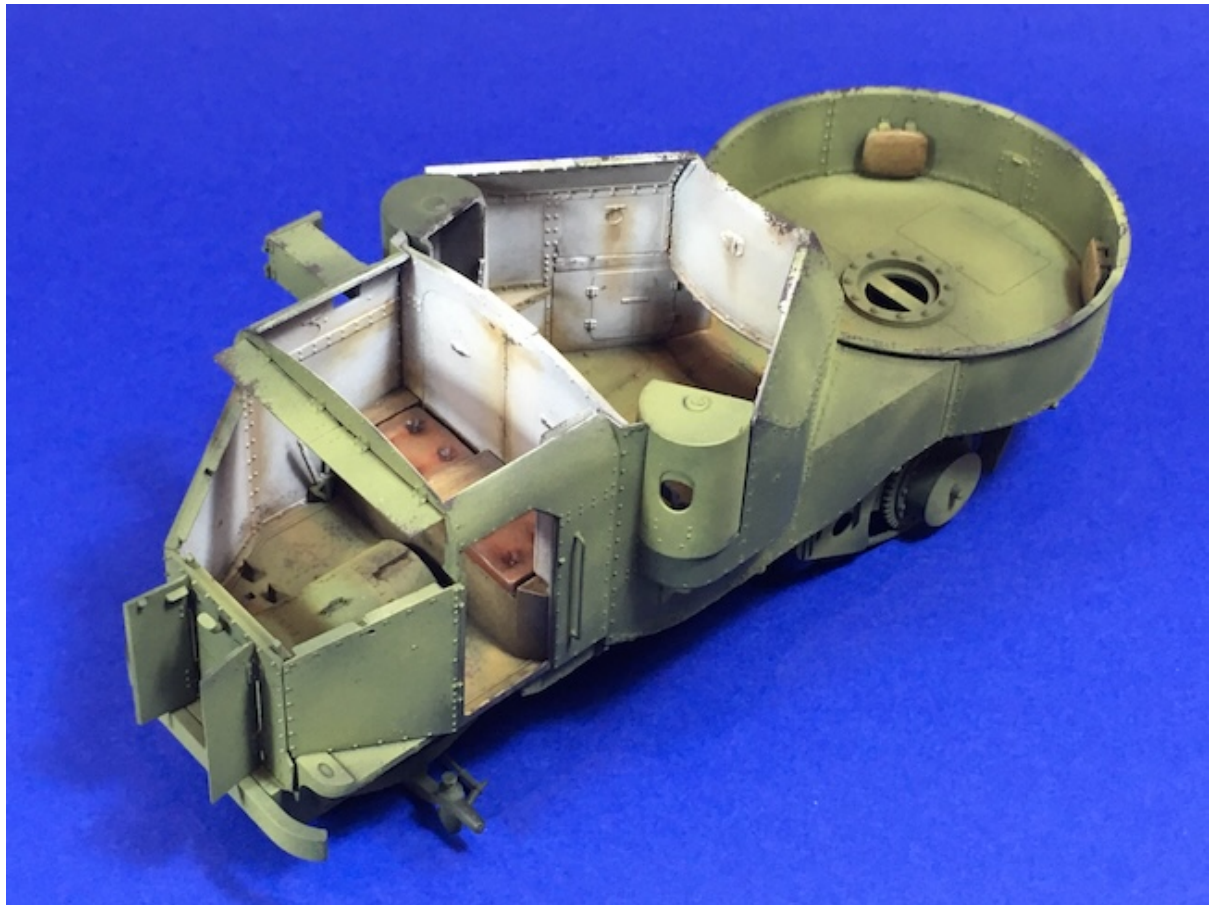
The floor was to be painted to match the exterior of the vehicle and rather than just use one overall green colour I built up three different shades to give a little variation and to produce a more interesting 'three dimensional' appearance. I started with Black Green (XF-27), followed by a patchy overspray using NATO Green (XF-69) and then a limited overspray of NATO Green mixed with a little Yellow Green (XF-04).

Each of these colours was allowed to dry and fully cure overnight before the next was added. I have found that, even if it looks perfectly dry, if the underlying paint is not allowed to cure properly then the colours can sometimes blend into one another forming a uniform 'mush' rather than staying as discrete patches of colour.





With the masking removed chipping was applied to the interior of the model using Vallejo German Camouflage Black - Brown. General dirt, staining and dust were added using pastel chalks. According to the Copper State instructions, the driver's seat appears to have been made of wood which was replicated by painting the part in white and then scrubbing raw umber oil paint over it. Most of the oil paint was then removed with an old stiff oil painting brush to represent the wood grain. I'm not actually convinced that wood grain would be visible in this scale, but replicating it seems to be 'the thing to do' these days and so there it is! The leather cushions were painted in a similar way, but using burnt sienna oil paint to replicate worn leather. This time the oil paint was removed using a piece of sponge.



The fighting compartment roof along with the driver's visor, the bonnet and the roof of the driver's compartment were added next. I find that the process of gluing pre-painted parts together is often less neat than as assembling unpainted parts might be and unfortunately this was the case here. I ended up with a few gaps which needed to be filled with white glue diluted with water. This left a few unsightly stains which were covered over with some respraying using the same colours as were used on the interior.

The areas where transfers were to be applied were sprayed with two coats of Mr. Hobby Gloss Varnish thinned with their Self Levelling Thinner. The transfers performed very well and were thin and glossy. They were treated with Micro Set and Micro Sol to settle them down over any raised detail. Any air, excess water and setting solutions under the transfers were removed by rolling a cotton bud gently across the surface working from the centre to the edge. This eliminated any silvering of the transfer film completely.

There is a great video feature on how to apply transfers in the Scale Modelling Now techniques bank and I must admit that after seeing this it has proved to be a life saver as the silvering of transfer film has been the bane of my modelling life!!

How to Apply Decals on Scale Models Tutorial - Scale Modelling Now

Another couple of thinned coats of gloss varnish were applied to seal the transfers and to disguise the raised edges of the transfer film.

The glossed areas were then sprayed with Mr. Hobby Matt Varnish once again thinned with Self Levelling Thinner. For some reason this dried with an alarming looking milky finish. This was cleared up by over-spraying with neat thinner. I have no idea why this happens sometimes, but whenever it does a quick overspray of thinner usually cures the problem.





Note that there is a dark green patch on the rear of the vehicle. This is supposed to be there. I believe that this was where the previous vehicle name / slogan was roughly painted out before the skull and crossbones insignia were applied.



Chipping was applied to the exterior of the model using Vallejo German Camouflage Black - Brown applied with a piece of torn sponge and a fine brush. This was concentrated in areas where the paint would be most likely to be

damaged such as the front bumper and places where the crew would have been moving around the vehicle.

The model was then dry-brushed using a light green enamel to highlight some of the edges and raised detail. The same colour was used to outline some of the previously applied chips to give them a more three-dimensional appearance.

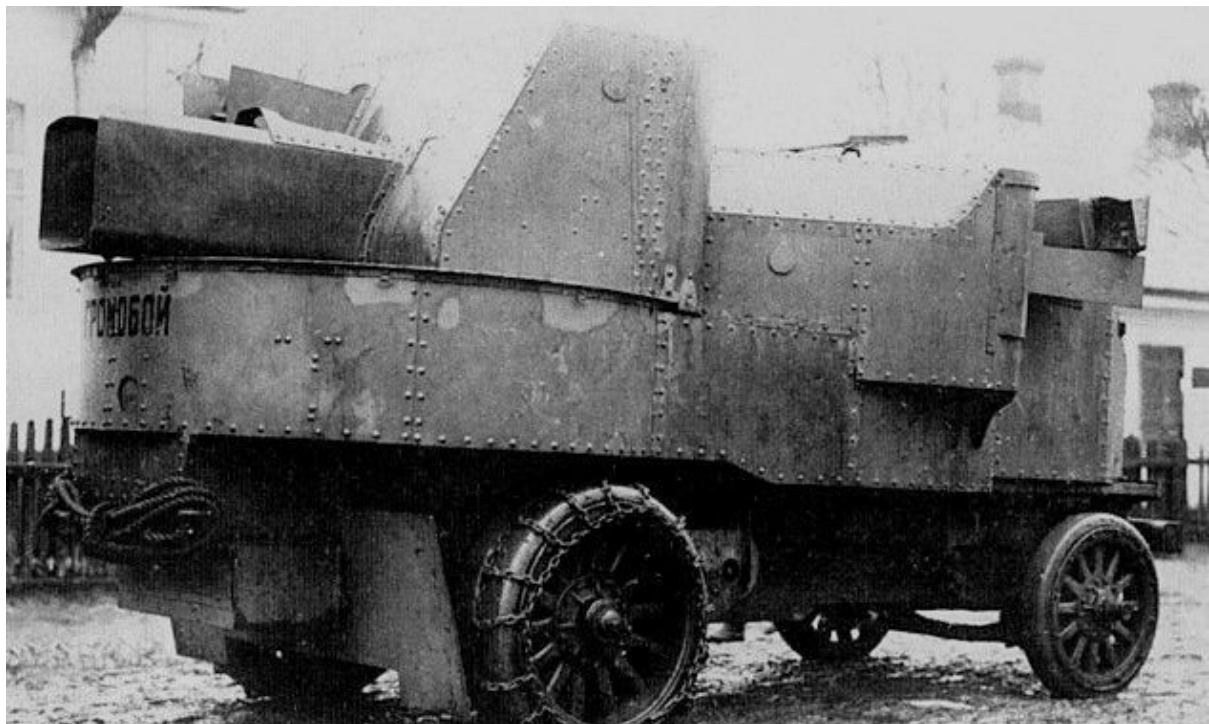
The model was weathered using pastels from the Pan Pastels range using three or four shades of brown working from light to dark. This was concentrated on the lower areas of the model and places where dust would have accumulated. The last colour to be applied called 'Burnt Umber Shade' was used as a post shading coat to represent artificial shadows.

The lights were sprayed using Mr. Metal Brass to provide some contrast with the rest of the model. I suppose that in practice they were probably painted green along with the rest of the vehicle, so this was a little poetic license on my part.

Conclusion

I am a huge fan of Copper State Models' kits and thoroughly enjoyed building this one. They produce kits of some very esoteric and interesting subjects from the First World War that I would never have expected to see in kit form, let alone as high-quality injection moulded kits.

The Garford-Putilov was operated by several different forces and there were some differences between individual vehicles. This might give the modeller some scope for making something a little 'different' such as the vehicle shown in the photo below with snow chains around the tyres and extra armoured shields around the machine guns.



Here's my summary...

Dai W.

SMN Quick summary	Star rating out of 5
Quality of moulding	****
Accuracy	****
Fit of parts	****
Level of detail	*** The modeller may wish to add ammunition boxes and feeds for the machine guns as none are provided in the kit.
Instructions - clarity and helpfulness	*****
Decals - quality and ease of use	****
Subject choice	*****
Build enjoyment	****
Overall	****







