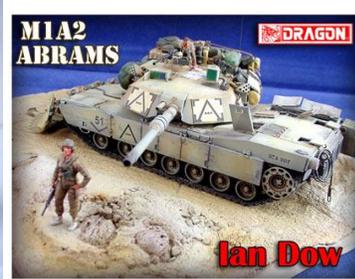




THE BIGGEST LITTLE MODEL CLUB IN IPMS

CLUB INFORMATION



IPMS Livonia is a non-profit educational organization created to promote and share the art of plastic modeling. The group meets at 8:00 p.m. every 2nd Tuesday of the Month.

Meeting Place: The Pierson Center, Suite 5, 32625 West Seven Mile Rd., Livonia, Michigan.

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IPMS US members:

\$12 Non-IPMS US members: \$15
Juniors: \$5

Web Site: www.ipmslivonia.org

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Meeting is at 8:00pm at the Pierson Center. It is model of the month and strange tools or strange use for a modeling tool. If you would like to come at 7:30 and socialize before the meeting then feel free. The room will be open.



Planes, Trains and Automobiles

By Ian P. Dow

Gentleman,

This newsletter will be a slightly longer one due to my absence in October. As many of you know I was in Italy with my wife Sheila as we both celebrated a wedding anniversary and a long planned trip that was postponed for a year. As some of you are friends with me on Facebook I was able to post many of my travel pictures as I went. Saying it was a trip of a lifetime is putting it mildly. I encourage all my friends and anyone who may read this is that it is never too late to travel or go somewhere different. We can get complacent with where we are and what we do without realizing that there is a huge world out there that needs to be explored. Now it is not necessary to leave the country to see something new but it can be very liberating to show yourself that you can do it. What do I mean by this? I mean that getting out of our comfort zone is something that is good for self reflection sometimes.

Now I am always saying how we should try different model kits and genres, as a way to see what is on the other side of the fence and I think life is like that also. I know I had reservations about going to a country that I don't speak the language. Well if you travel to Europe and many other parts of the world you realize that they are much more accommodating at trying to speak English. I did learn a few phrases in Italian and did my best to try and use them when I could, but for the most part, pointy talky, broken Italian and cobbled English are all that is necessary. As with meeting modelers from other countries and having a common interest you find that people in other countries have pretty much the same interests as you do. The young people in Italy are worried about immigration problems, corrupt governments, failing economies and not being able to find work. Middle aged couples from Scotland worry that their kids are woefully unprepared for the world and that they rely on technology more than personal interaction. A young married couple from England were celebrating their 1st year anniversary and trying to decide if they should start having kids now or wait several years. A young man named Antonio who spoke not one word of English made one of the best pizzas I ever ate and through a coworker of his, we laughed, shared a beer and enjoyed a conversation about our two countries.

It made me realize that we as a people are more connected and similar than all the divisiveness that we believe to be reality. In reality we all pretty much want the same thing and its up to all of us to help make the world a better place. Look for the common ground and similarities and not the differences. It will make you a better person. The more people you meet the more you will know its true.

Ian



Hear Ye, Hear Ye. King Bob Speaketh and all must listen.

Build Day on the Road

The upcoming IPMS Livonia display at the Livonia Public Library will be an opportunity for us to show our local community who we are and what we do. While it will take the place of our normal monthly build day at Nankin Hobby, it will also give us a chance to promote our club and recruit possible new members.

The newer members that we've been fortunate enough to gain over the last couple of years, have already proven to be valuable assets to our group. Various degrees of talent and participation in demos and discussions have already been shown by these "rookies", and have been well received by the club "veterans".

I've always been a proponent of "the more-the better", and this just reinforces that idea. I can't help believe that the more members we have, the more ideas, advice, discussions and good times will be shared by everyone in the club.

Not only will the Library patrons be able to witness us "in action", but will also be able to see some of our work on a separate display table. All club members who attend need to bring a few models for display. We need to treat this as a "show and tell", so bring any awards you may have won to display with them.

We'll have our new club banner to hang as well as our club awards on display for all to see. PLEASE don't forget to wear your club colors for this event. I'll have all the details at the November meeting.

See you there,

B.B.

Bandai AT-ST Review

By: Kai Lim

Bandai AT-ST review

kit review, build log, modifications, painting, weathering

Highlights

Bandai AT-ST All Terrain Scout Transport build steps. I am modifying the design to fit [Kai Lim's](#) artwork: [Walker Assault](#). Among the modifications is a Snowtrooper commander, roof blaster turret, swapped side turrets with new armor shields, modified side blaster turret with 2 large barrels and power cable, triangular terrain scanners on either side of the chin, a roof-mounted spot light, and what looks like a winch under the chin.

Link to [finished model](#)



Walker Assault by Kai Lim



1 - Optional cover removed

First, part C1 36 is optional. It obscures detail underneath and isn't shown in any other pics in the instructions. You can see the rectangular hole here (the one with the semi-circle). BTW: you can technically add it after the other construction, but you couldn't remove it without removing other parts.



2 - areas removed to articulate legs

The other concern is how to make the legs fully articulated. Now, they do articulate quite a bit, but it isn't hard to alter them to be fully poseable. Here are the parts that have areas you need to remove (highlighted in red). I also added some arrows so you can more easily see the small nubs that need to be removed.



3 - WotC figure comparison

You should be left with something that can fully articulate. The tension strip at the back of the shin is made of a vinyl-plastic, and can break. You may elect to cut the "loop" off the tensioner strip instead of the 2 tabs.



4 - Optional hatch positions

You can position the hatch to open on the side or in the back. Chewie only works with the rear opening hatch, but some of the models had a side opening hatch...so you can choose.



5 - Optional side-opening hatch

Showing the side-opening hatch I used on this version.



6 - Cockpit roof detail

There's also a lot of detail hidden by the rear radiator thingy. That little piece fits over all that detail at the back of the cabin roof. But I've seen no photos that show the walker without that piece there.



7 - Optional leg joints

And finally, you have a choice of joints for the upper legs. The larger piece locks the joints together. Now, unless you are dropping in nose weights, the snap pieces are strong enough to hold whatever position you put the legs in. I may look at modifying the larger piece to add more strength to the joint, but it's mostly unnecessary.



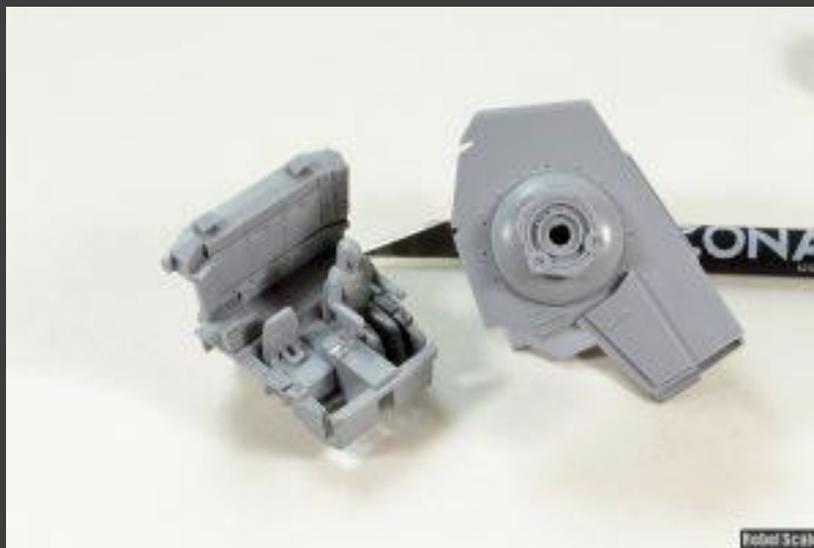
8 - Added rear cockpit detail

Replaced the molded-on hoses with styrene rod. Adding these was easy, but cutting out the molded bits was a pain.



9 - Seams & brass strips

Next up: replacing the vinyl-plastic tension bars with brass strips roughly 5.4 cm long. I haven't added the bend yet, but I will. I'm also pointing out some seams that you may need to fill. The upper two seams were easily fixed with a little Tamiya extra thin. The seam on the feet is a little more pronounced.



10 - Drilling out rivets

I added a throttle to replace the molded on one in the cockpit. Honestly, I can't think of any other detail to add in the cockpit. Even comparing the Incredible Cross-Sections drawings, this kit has it all there. Also, I drilled out some of the rivets on the model, particularly the ones around the side weapons. A .4 mm drill bit was perfect at adding a little more depth.



11 - Brass burnishing fluid

I took the brass strips and bent them to make the leg tensioners. I also took a bit of brass rod (.81mm), and I bent it to replace the bar around the top hatch. I had to solder the ends together at the back of the bar...but it's barely noticeable. I also took the time to try out my new AK Brass Burnishing fluid. I thinned it half and half with water and submerged the parts for about 10 minutes resulting in a nice dark patina on the parts.



12 - Inner leg detail

I worked on the legs, adding some detail to the inner panels. Granted, there wasn't anything on the studio models, but it just looked too blank for me.



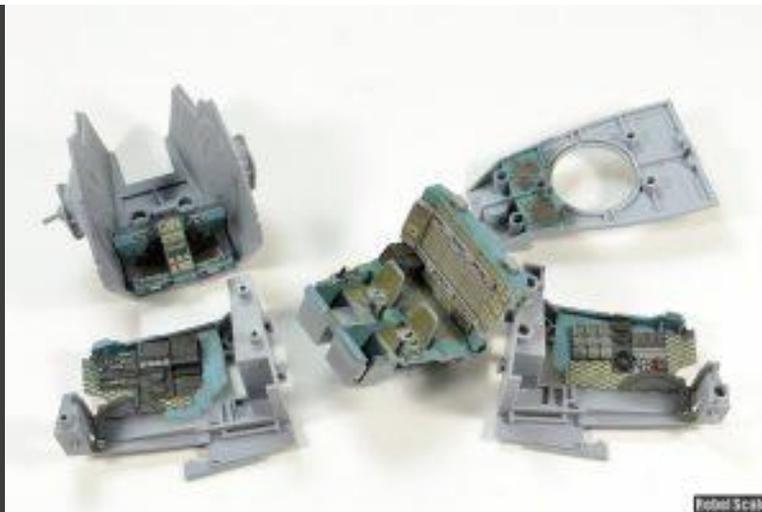
13 - Painted interior

I also started painting the cockpit.....blue. Yes, blue. I was inspired by Soviet jet interiors (particularly the Sukhoi jets) and used a greenish-blue. I painted the other details as well, which took a bit of work and rework.



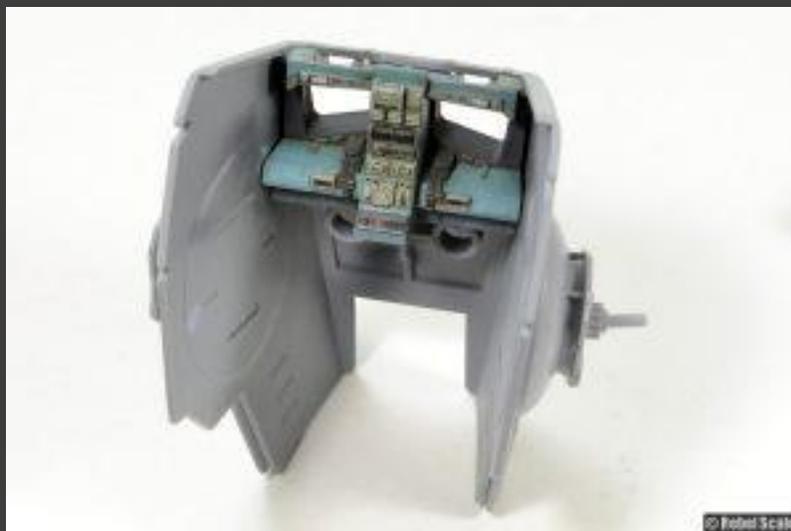
14 - New control sticks & filter

I then added a brown filter. I also had knocked off one of the joysticks. In my attempt to remake the missing one, I found a neat way of creating those ribbed control sticks. I took styrene rod and clamped it with my pliers. The result was a thin joystick with rippled texture you see on a lot of vehicles.



15 - fully weathered

Finally, I added more weathering...mostly mud/dirt via pigments and enamel products. You can see the blue has toned down a lot.



16 - viewport

Viewport full painted



17 - cockpit mods

I glued the cockpit together today, at least the major parts (sans the top). A few notes: If you remove the mounting points the big arrow is pointing to, then there's less of a gap between the roof and the front (Scott Girvan [pointed this out](#) on SMA). One small seam on either side to fill in. And if you remove the mounting plate of the visors (remove the plastic down to the notched rectangle in the pic), you can position them at almost any angle. They pop off easier, but they can stay in place without glue.



18 - more mods

You can see the gap is still there, but not as prominent. Plus, I want to be able to remove the roof. Also used 1.1mm rod and putty to cover the mounting holes for the handrail. And I drilled out some more rivets on the roof.



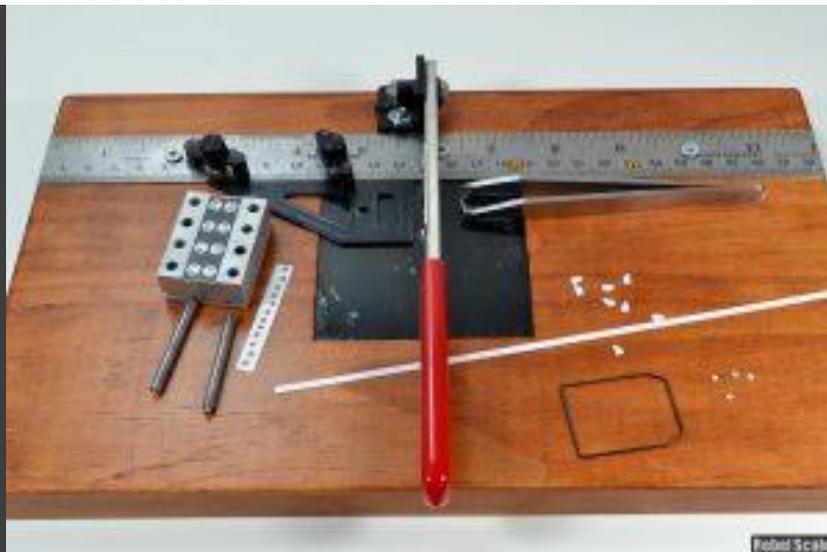
19 - visor positioning

You can see the new position of the modified visor. All you need to do is cut off the back part of the mounting tab.



20 - gaps

Minor update. I added a thin strip (and then sanded it even thinner) to the front of the roof to close the gap. The side gaps are still there, but I want the roof removable, so those gaps will stay. If I do another, I think I could add the strips to the cabin walls, and then sand the roof to fit (might be a better option). Also, I drilled out the rivets along the front of the roof (.3 mm drill bit or smallest available).



21 - Making supports/punching circles

Using my punch set, I punched .8mm holes into thin styrene strips (.8mm being the diameter of the brass rod used for the handrail). I then aligned the strip and punched 2mm holes centered over the other holes, which created 4 little donuts. Now, I had to do this many times to get 4 that were near perfect. Using my modified Chopper, I cut 2.5mm width (Evergreen 105) strips into 8 4mm planks. These were hand-cut again to create an angled edge. I used the flush-cutters to cut the angle, using one piece as a guide for the others.



22 - making supports

Using 1.5mm strips (Evergreen 103), I cut 3mm planks and glued them to the inside of the larger planks. I would then sandwich them using the other planks.



23 - handrail supports

Here you can see the finished sections. I also cut out little divets into the circles. The idea here is that I would slip the circles onto the brass rod, then cement the circles to the angled support pieces.



24 - circle attachments in place

Here you can see the circles attached to the handrail. The cut out would slip into the angled parts and be cemented in place.



25 - finished handrail

Finally, here is the end result. I think I would have been better off gluing the angled supports on the roof, then attaching the handrail. But it worked pretty well my way. I took some liberties granted, but I think it looks pretty Imperialistic. I will go back and CA glue the handrail to the circles, but only after I'm sure of the position I want.



26 - figure bashing

I combined a WotC [Galactic Marine](#), [Clone Commander](#) for arms, and a [Snowtrooper](#) for the backpack. Then I added some detail to the backpack and chest armor. I also found 1/35 bare hands are pretty close to 1/48 gloved hands (after filing down the fingers a bit). The wrist armor piece also aids in making the scale look "right".



27 - side weapons

Here are the finished weapon turrets (sorry, the gun shields are difficult to see in the white background). Each has new parts, and the blaster turret is almost completely revamped. I also ditched the vinyl-like support rod for the blaster turret and rebuilt one using 1.6mm rod. I still have to add the dangling hose for the blaster turret, and I may add some more small details.



28 - Concussion grenade launcher

Side view of the concussion grenade launcher. I scratched some gun shields inspired by what I thought would make cool TIE wings.



29 - dual blaster turret

Side view of the dual blaster turret. Again, it features another neat gun shield inspired by TIE's.



30 - figure/guns positioned

Here is the trooper with one arm glued in place, as well as the turrets in place. The trooper will be leaning on his left arm with his right arm leaning on a small blaster turret that I have yet to finish. I also added a step inside the hatch to boost the figure high enough to see him. Without the "booster seat", only his head and shoulders were visible.



31 - hatch and pin mark

I did make a new inner handle for the hatch. Also, note there is a small injection pin mark where the arrow is (I've already sanded it down).



32 - hatch overlay

You can see where the hatch opens (red circle), as well as the "booster seat" I added. The 1/1 cockpit set they made for the interior shots didn't have a hatch or anything external, which is why you don't see any handrails behind the pilots. But it would make sense to have something more than just a wall of lights and switches.



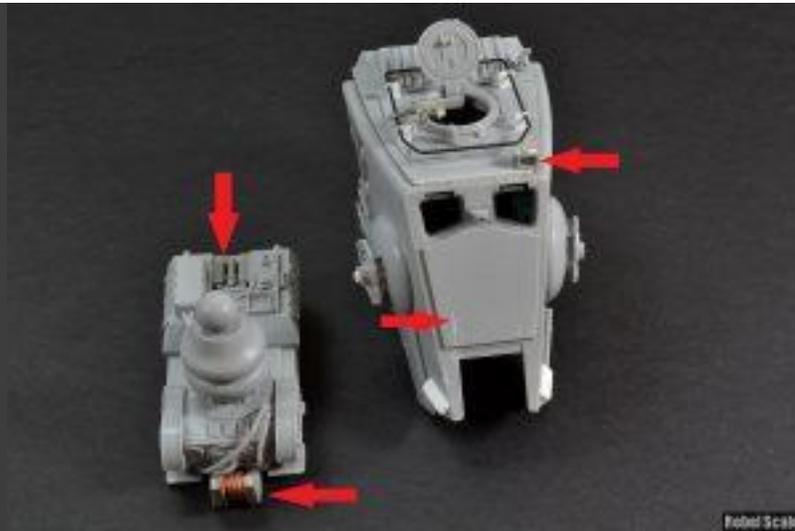
33 - figure & roof turret

I've finished the figure (sans painting). I posed the arms and hands to make him look like he's leaning on his left while laying his right arm on the gun. Speaking of, I made a blaster roof turret out of watch parts and the main barrel from a 1/72 sd.kfz 222 kit. It's fully poseable, positioned on a ball hinge. Finally, I added the little triangular sensor things to each side of the chin. I had to use a punch for the .8mm discs, which I then drilled .35 mm holes into. Yeah....friggin tiny.



34 - figure & roof turret

Another shot of the figure and blaster turret. You can see more of the detail there.



35 - battle damage & final details

I added a flood light to the left side of the roof complete with a clear styrene lens. I added the winch and some details to the main hull piece. Finally, I used my Xacto knife to create some battle damage similar to what was seen in the picture. The goal was to make it look jagged and/or burned, so I chipped it with the blade by literally jabbing at the model from different angles trying my best to make it look natural.



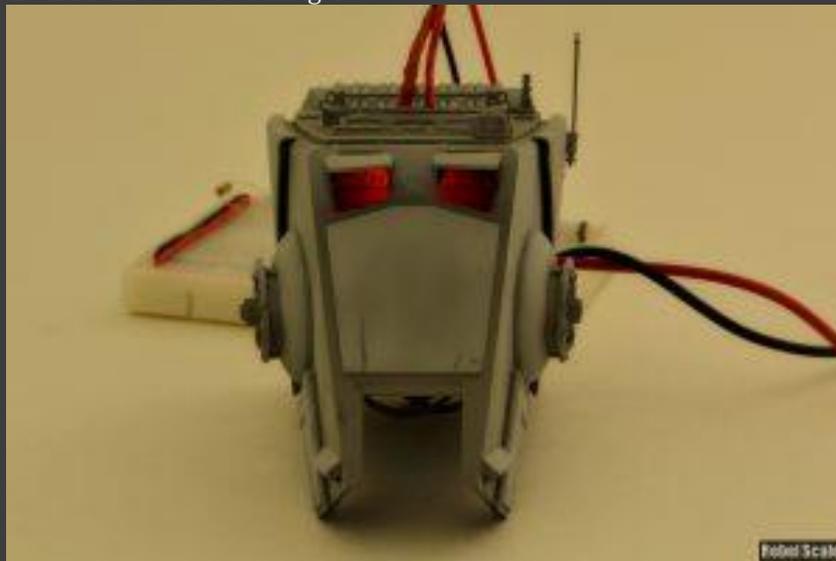
36 - Airbrushing done

I finally finished airbrushing the beast. Primarily I used Life Color Barley Grey for the base coat. I then used various other LC greys as highlights. I then took some whitish-grey to create some streaks down the side of the cabin. I'll be painting in some more modulation, but for now, the airbrushing is done.



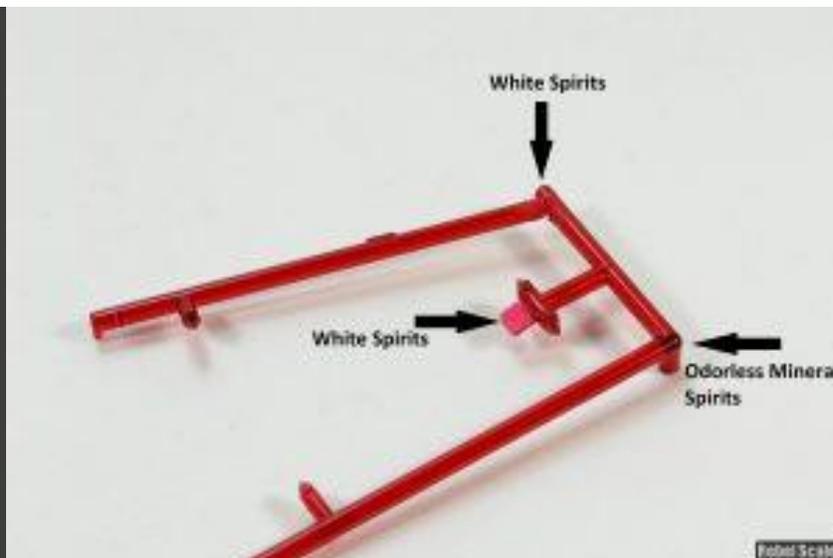
37 - Watch out for splitting

I love being able to take the model apart to paint it, but watch out for this rear piece. The plastic is very thin around the mounting holes, so you may need to scrape/sand the pins down slightly. I had this piece split on me, but I'll turn it into battle damage.



38 - LED test

If you want to light it, the cabin looks pretty cool with a red LED aimed toward the back of the cockpit.



39 - Enamel attacking vinyl-plastic bits

Today is a heads up for anyone building this kit. Several people have commented about enamel products attacking the model. So, I applied some Mig AMMO washes (both to the outside and the inner cockpit without clear coating first) and did NOT encounter these effects on the model. Keep in mind that all of the vinyl-plastic parts were replaced except the hoses.

So to test the effects of mineral/white spirits, I applied some AK thinner to the vinyl-plastic sprue of the blaster bolts. The white spirits attacked it and caused it to craze and dissolve in places. You can barely make out the part number "19" and it ate a hole in the corner. Yet, odorless mineral spirits seemed to have no effect on the plastic. I placed several drops on the underside of the hard plastic base, neither thinner affected it. Again, I had no problems applying an enamel wash to the model, but I may have gotten lucky.



40 - Enamel attacking the joints

OK, so I did have some trouble using enamels on the walker. Specifically, I noticed the upper hip hinges had cracked as you can see in the picture. They didn't crack in the front, only in the back, but it loosened the tension in the joints and I ended up gluing them. I believe any time enamels/spirits pool in the joints, it can cause the plastic to stress fracture from de-gassing. HOWEVER, if you are careful in using only a little enamel at a time and only a slightly dampened thinner brush (for stumping) you shouldn't have a problem. Just don't let it pool and maybe stick to water-based washes.



41 - Oil weathering

For the filter, I used Mig AMMO Blue-Grey wash. It is semi-mild, and I was careful to lightly apply it. I then added light grey paint chips via a sponge. I then came back with Abteilung oils to create all kinds of streaks, highlights, shadows, etc. You can see I hit some of the panels with the off-white oil to add modulation. I used the darker oils to add mud/dirt. There's even a Starship Filth color that was perfect for...well...starship filth. Then to add variation, I used the light tan to add some color in certain areas. Specifically, look at the row panels on the inner hip joints and how they are different shades.



42 - Stencil and markings

More streaking on the cockpit. I painted the figures (even did the black piping on the helmets). And for the markings, I used part of the "M" on a USMC stencil, which I modified somewhat. I don't build modern armor, so I didn't mind cutting the M a little. In my mind, this is an Imperial way of counting. Each marking is a composed of 5 lines, except for the last one, which is only 3 lines. So you could say this unit has 18 kills or has gone on 18 missions...or maybe squished 18 Ewoks. Finally, I added a small decal that looks like numbers underneath.



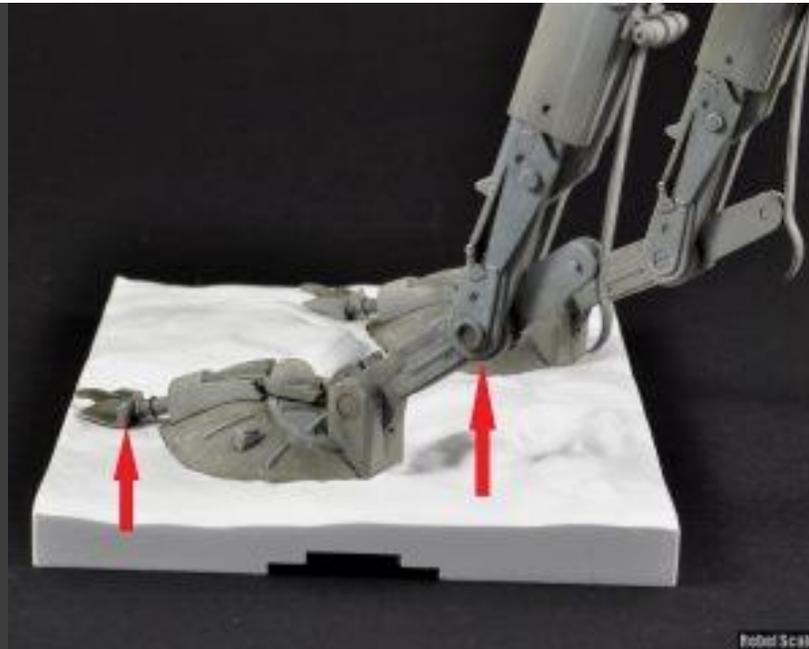
43 - weathered

This is the weathered model from the front.



44 - re-weathered

After some feedback, I went back and added more weathering to the model, mostly the head. I first added more chipping using an almost-white grey via the sponge method. I then used oils to create fading, highlights, shadows, streaks, dirt, and more interesting/modulated areas.



45 - final notes

Final notes: there is a slight mold seam running horizontally across the back of the toes that I missed. I also found that to keep the walker steady, I had to cement the joints around the tension bars.



46 - optional height guide

Something I recently discovered upon starting another walker is that the kit provides an optional piece that acts like a height guide to replicate the stance in the instructions. These are unmentioned in the instructions, yet the kit provides 2 of these guides, each one easily snapped off of the D sprues. They are a little loose and probably won't work as a way to hold the lower hull for painting without Blue-tack. If you don't wish to use them, cover up the underside opening with part C1 12 as per the instructions.

The Weapons of Star Wars

Blaster Pistols

DDC Defender and SC X-30 Blaster Pistols (Vostok Margolin .22LR target pistol)

In the early scenes of *A New Hope* and in a few scenes in *Return of the Jedi*, Princess Leia ([Carrie Fisher](#)) can be seen with a "Drearian Defense Conglomerate Defender sporting blaster pistol" and "SoroSuub Corporation X-30 "Lancer" target blast pistol", respectively. They are both actually a [Vostok Margolin .22LR target pistol](#), with some muzzle attachment fitted, selected for its diminutive size, keeping the prop gun from looking too bulky and unwieldy in Fisher's petite hands. Among other details, the X-30 in *Return of the Jedi* version lacks the commercially available compensator that the *A New Hope* prop had, attributed in-universe to the X-30 being a smaller more compact version of the Defender. Luke also briefly carries the Defender during the ceremony at the end of *A New Hope*.



Leia with the Vostok Margolin pistol before shooting a stormtrooper with it in *A New Hope*.



A close up of Leia's X-30 pistol in *Return of the Jedi*. Note that the muzzle attachment has been removed, along with a few other differences in its design.

BlasTech DH-17 Blaster Pistol

One of the weapons utilized by the Rebels in the films is the "BlasTech DH-17 blaster pistol". These blasters are first seen in *A New Hope* used by Rebel troops against Stormtroopers on the blockade runner *Tantive IV* and are later seen being carried by guards and officers on the Death Star. These were nonfunctional props with the receiver and pistol grip based on casts from a Sterling SMG (hence the larger trigger guards) and a (back then) distinctive looking Singlepoint OEG (Occluded Eye Gunsight) attached. Consequently, the muzzle flashes were added in post-production. There is an interesting continuity error where a couple of Imperial guards start off carrying this weapon but then switch to the E-11, firing it one handed like a pistol no less. This is perhaps because they looked similar enough and blanks provided a better reference point for adding blaster effects later.

In *The Empire Strike Back*, it is the weapon of a few Rebel soldiers on Hoth and a couple of guards on Darth Vader's Super Star Destroyer. For the film, the DH-17s were made from real Sterlings and were usable props that could actually fire. Despite the prop upgrade, the weapon had very little overall screen time during the film.



A stunt prop as seen in *A New Hope*.



Rebel blaster, prop, 12 x 43 x 20 cm.



As seen in *The Empire Strikes Back*.



Original Sterling L2A3 - 9x19mm



In *A New Hope*, Rebel soldiers with BlasTech DH-17s. Note the Singlepoint OEG attached to the weapon.



In *A New Hope*, Rebel troops open fire on Stormtroopers invading the *Tantive IV*.

BlasTech SE-14C Blaster Pistol (Rexim-Favor Mk5)

The "BlasTech SE-14C blaster pistol" is carried by Dr. Evazan in *A New Hope*, who draws his weapon after provoking a fight with Luke Skywalker at the Mos Eisley cantina. It was built from a Swiss [Rexim-Favor Mk5](#) submachine gun with the stock, barrel, and magazine removed and two ASI 4x20 scopes attached. A similar weapon, the "BlasTech SE-14r light repeating blaster" is also seen being wielded by Stormtroopers in publicity photos for *A New Hope*, but does not actually appear in the films.



Rexim-Favor Mk5 - 9x19mm



The SE-14C, a common weapon for Mos Eisley gangsters.



Dr. Evazan (out of frame) points his SE-14C blaster pistol at Obi-Wan.



In a continuity error, Dr. Evazan's SE-14C blaster pistol on the ground with Ponda Baba's arm (which has changed from having a flipper-like hand to being werewolf-like) sliced off by Obi Wan's lightsaber.

General Lando Calrissian's Blaster Pistol

In *Return of the Jedi*, General Lando Calrissian ([Billy Dee Williams](#)) wears a modified Heckler & Koch P9S in a shoulder holster.



A Heckler & Koch P9S.



Lando as a Rebel Alliance General.



Billy Dee Williams posing with the modified H&K P9S in a publicity still. (Always smooth).

Blaster Rifles

BlasTech E-11 Blaster Rifle (Sterling L2A3)

The "BlasTech E-11 blaster rifle" is the standard issue blaster rifle of the Imperial Stormtroopers. The E-11 props were built from the British-made [Sterling L2A3](#) submachine gun (provided by Bapty & Co.). Numerous main characters, including Princess Leia ([Carrie Fisher](#)), Luke Skywalker ([Mark Hamill](#)), and Han Solo ([Harrison Ford](#)) use the weapon. Lando Calrissian ([Billy Dee Williams](#)) also uses an E-11 blaster in *The Empire Strikes Back*. Some details differ between the three movies, most notably the method of scope attachment and battery pack beside it (or lack thereof).

A revealing mistake is that spent cartridge cases can be seen ejecting from this "blaster" rifle. It is most noticeable in the bridge swing scene of *A New Hope* and when Lando is firing at Stormtroopers in *The Empire Strikes Back*. In *Return of the Jedi* the hero props were built from MGC Sterling replicas, explaining why there were no blanks used as in the previous two films.



Sterling L2A3 - 9x19mm



BlaTech E-11 blaster rifle



Stormtroopers fire their E-11 blaster rifles at the Rebels on the ship Tantive IV in *A New Hope*.



A stormtrooper with a BlaTech E-11 during the arrest of Rebel forces in *Return of the Jedi*.



BlasTech A295 and A280 Blaster Rifles

The "BlasTech A295 blaster rifle" and "BlasTech A280 blaster rifle" are the standard issue blasters of the Rebel Alliance ground forces in *The Empire Strikes Back* and *Return of the Jedi*, respectively. Both the A295 and A280 props were cast from replicas similar to (built from) both the World War 2-era German [Sturmgewehr 44](#) (the A295) and from the [M16](#) series rifles (the A280).



StG44-based BlasTech A295 Blaster as seen in *The Empire Strikes Back*.



M16-based BlasTech A280 Blaster as seen in *Return of the Jedi*.



A line of Rebel Hoth forces in the back fire their A295 blaster rifles at the Imperial walkers in *The Empire Strikes Back*.



A close up of a Rebel's A295 blaster rifle in *The Empire Strikes Back*.



Rebel forces on Endor aim their A280 blaster rifles at a lone scout trooper in *Return of the Jedi*.

BlasTech DLT-19 Heavy Blaster Rifle (MG34)

The "BlasTech DLT-19 heavy blaster rifle" is the standard issue heavy blaster of the Imperial Stormtroopers.

The DLT-19s were nothing more than World War II German [MG34](#) general purpose machine guns painted solid black with added "rails" on the barrel shroud (like the E-11).



MG34 with 75-round ammo drum - 7.92x57mm Mauser



DLT-19 Heavy Blaster



One of the stormtroopers investigating the Millennium Falcon carrying the DLT-19 heavy blaster rifle *A New Hope*.



In *A New Hope*, Chewbacca fires a DLT-19 at the Death Star's security alarms.

BlasTech T-21 Light Repeating Blaster (Lewis Gun)

The "BlasTech T-21 light repeating blaster" seen carried by the Sandtrooper Officer in *A New Hope* is a British Lewis light machine gun with its drum magazine removed and other minor cosmetic alterations.



Lewis gun - .303 British



The T-21 light repeating blaster.



The Sandtrooper officer in the middle carries the T-21 Blaster (Lewis Machine Gun sans drum magazine).

RT-97C Heavy Blaster Rifle (MG15)

Imperial Sandtroopers can be seen carrying "RT-97C heavy blaster rifles" while on patrol on Tatooine in *A New Hope*. The RT-97C prop is in fact a modified German [MG15 machine gun](#). Notably, until the release of *Star Wars Blueprints: The Ultimate Collection* in 2008, the weapon did not have an official designation, and had been simply referred to as the "MG-15" by fans. The name references Chris Reiff and Chris Trevas, the artists of the blueprints, and the year they first met - **R**(eiff)**T**(revas)-(19)**97C**(hris).



MG15 machine gun - 7.92x57mm Mauser



The Stormtrooper to the far left is seen carrying an RT-97C with a 75 round "saddle" drum magazine. A scope is also fitted on the weapon.



There are two troopers carrying the RT-97C in this scene. The other weapon's barrel is barely visible throughout the scene.

BlaTech DL-44 Heavy Blaster Pistol (Mauser C96)

The "BlaTech DL-44 heavy blaster pistol" is the weapon of choice for Han Solo ([Harrison Ford](#)) and the Rebel Alliance. The weapon is also seen been wielded by Luke Skywalker ([Mark Hamill](#)) throughout *The Empire Strikes Back*. Possibly the best known duplicate of a real gun, the DL-44 blaster pistol prop was built from a [Mauser C96](#) handgun with an added right-side mounted pistol scope. The modifications are obviously added on to the exterior, though the distinct "broomhandle" grips are still wooden.

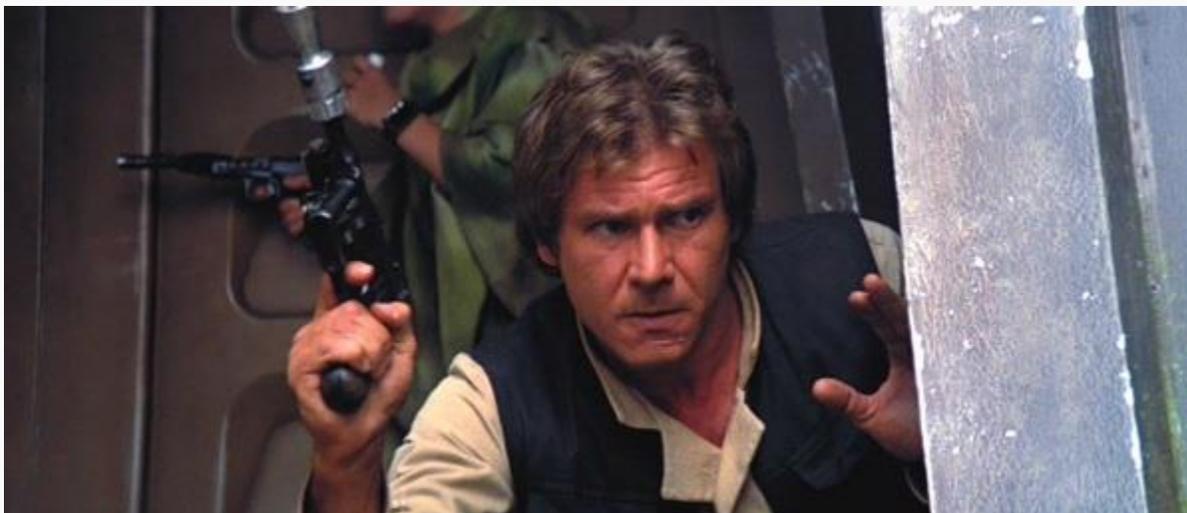
The live-fire C96 used in *Star Wars* was previously used in *The Naked Runner*, where it also had a scope mounted to it, although the lower body was replaced. The scope and mount actually used in *Star Wars* were previously used in *Sitting Target*, where it was mounted to a [Mauser M712 Schnellfeuer](#) machine pistol.



Pre-War dated Mauser C96 "Broomhandle" Commercial Version - 7.63x25mm Mauser. Note the rear tangent sight; in something of a display of wishful thinking, the C96's sight is adjustable for ranges up to 1000 metres.



BlasTech DL-44 Heavy Blaster Pistol.



Han Solo with his DL-44 blaster pistol in *Return Of The Jedi*. In the background is Leia with her Vostok Margolin .22 LR target pistol.



Luke gets surprised by Yoda's appearance and draws his DL-44 blaster on him in *The Empire Strikes Back*.



Han Solo draws his DL-44 blaster in *A New Hope*. Note the coiled frame on the pistol.

Ion Blaster (Cut-down Lee-Enfield No.1 MkIII)

The "ion blaster" utilized by the Jawas who shoot R2-D2 in *A New Hope* were built from a cut-down British [Lee-Enfield No.1 MkIII*](#) series bolt-action rifle with the grenade launcher cup attached to the shortened barrel.





Lee-Enfield No.1 Mk.III* - .303 British. This was the main battle rifle of British and Commonwealth forces during the First World War, introduced in 1907 it has seen action throughout the 20th century.



Ion blaster.



The Jawa aims the ion blaster at R2-D2.



The Jawa fires the ion blaster, disabling R2-D2.



The Jawa with the ion blaster as he calls out his fellow Jawas.

EE-3 Carbine Rifle (Webley & Scott Flare Gun)

The "EE-3 carbine rifle" (modeled after the E-11 in-universe), a modified Webley & Scott No.1 Mark 1 Flare Gun, is used by Boba Fett in *The Empire Strikes Back* and *Return of the Jedi*. In *The Empire Strikes Back* the barrel was rather simple looking, but in *Return of the Jedi*, it has a more distinctive barrel and the scope is actually mounted backwards to where it was before!



Webley & Scott No.1 Mark 1 Flare Gun - 37mm



EE-3 Blaster Carbine.



Boba Fett with his EE-3 blaster carbine while guarding Jabba the Hutt in *Return Of The Jedi*.





Announcements – Please Read

1. This month's meeting is a Model of the Month Contest. Bring all your new and fantastic plastic out to wow and dazzle the crowd.
2. We are also having unusual tool night. Bring any tool that is some type of modeling tool that is different or unusual that you use, have made or a tool designed for one purpose that you use for something else.
3. We are starting at a new time. The meeting will be at 8:00pm as usual but starting at 7:30 there will be a half hour of socializing before the meeting. Talk to other club members, look at their modeling work, peruse their magazines or make small talk. It's the same concept as letting little kids run around for a half hour before schools starts. That way they can settle down and concentrate. Modelers are the same way.



Steve Grigg's

One-Sentence Closed-Box Model Kit Reviews

Steve is a no-nonsense kind of guy. His reviews are 1% inspiration, and 99% elimination.



"Sweet."

TAKOM
French Light Armoured Car
AML-60
1:35
Product #2084
2017



"Groovy."

Eduard
Bristol F.2B
Ltd. Edition
1:48
Product #1127
2008



"Velly inteltesting."

Revell
HMCS Snowberry
1:144
Product #05132
2016



"Flanker?! It looks like a flunker."

Academy
SU-30MK FLANKER
1:48
Product #12223
2012





Contest Corner

Model of the Year Standings 2017

1. Alex Mierzejewski	30 points
2. Jerry Fraske	19 points
3. Jeff Edge	14 points
4. Randy Helms	12 points
5. Ian Dow	10 points
6. John Kesner	7 points
7. Chris Nichols	6 points
8. Eric Hjelmberg	5 points
9. Steve Freeman	4 points
10. Bill Pelton	2 points
11. James Rudy Rudolph	1 point
11. Carlo Gerber	1 point
11. John Weibel	1 point

Junior Results

1. Robert Helms	46 Points
2. Aaron Lask	10 points



Upcoming IPMS Livonia Events

IPMS Livonia 2017 Calendar

Nov 14th- M.O.M. and "Unusual Tool Night" (details to follow)

Dec 12th- "Rigging for Bi-Planes"

Mess Hall

By Grunty the Magic Pig

TURKEY, MUSHROOM AND BACON PUFF PASTRY POCKETS

INGREDIENTS:

- 1 pkg. (17.3 ounces) Pepperidge Farm® Puff Pastry Sheets, thawed
- 4 slices bacon
- One 8-ounce package sliced mushrooms, roughly chopped
- 3 green onions, sliced
- 1/2 cup heavy whipping cream
- 1 1/2 teaspoons Dijon mustard
- salt and pepper, to taste
- 1 1/2 cups chopped or shredded cooked turkey
- 1 cup shredded Swiss cheese
- 1 large egg, whisked with 1 tablespoon water

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MEDIAVINE

DIRECTIONS:

1. Preheat the oven to 400 degrees F. Line a large baking sheet with parchment paper or a silpat mat.
2. In a medium skillet, cook the bacon until crispy. Remove to paper towels to drain, then crumble. Remove all of the bacon fat from the skillet except for 1 tablespoon.
3. Add the mushrooms and onions to the skillet and saute over medium heat until softened. Stir in cream, Dijon and salt/pepper. Cook until reduced slightly and thickened. Set aside to cool a bit.
4. Assemble the pastries. Cut each sheet of Puff Pastry into 4 equal squares. Divide the mushroom mixture between 4 squares. Top with turkey, bacon and Swiss cheese. Roll out each of the remaining Puff Pastry squares so they're a little bit larger (or just use your fingers to press and stretch them). Place the second piece over the top of each with filling. Use a fork to seal the edges to form "pockets." Brush each square with egg wash and use a knife to poke a few slits in the top for steam to escape while baking. Bake for 20 minutes, or until golden brown. Serve immediately.

