

German Helmet Alterations PDF



The helmet is metal and is I believe from the Jakob Blau DiD figure, but I am afraid that I got carried away and I don't have a before picture for this section. To get the chipped effect on the top I put the helmet shell into a plastic bag with some small woodscrews, I sealed it and then gently shook it to get the damage on the top. I then rubbed a pencil on some sandpaper to get powder, and then I dipped my finger in it, and lightly rubbed it all over the helmet, I then wiped over the helmet with a soft cloth to get a slight shine, a bonus was that it also darkened off the decals to make them look old.

With the edges to get the chipped effect here, I used to my model knife blade to scrape along the edge to simulate wear. I then brushed over the helmet with some Tamiya Gunmetal powder to get a variety of metal shading. This was when I realised that it was just a little too shiny so I brushed over with Tamiya Mud powder to get a slightly dirty and dusty look and to dull the shine slightly. To finally finish the helmet off, I went around the helmet rim with a pencil to get a shiny Gunmetal edge, I also did this for the ventilation holes and the rivet tops.

I also went over the helmet with a Brown pastel chalk I used for the equipment, and as shown in the two pictures above right I have been able to get a dust effect where the rim starts. For this I just rubbed the pastel chalk into the fold, then I just gently wiped it off by going from the top to the bottom of the helmet. This then left the dust in the fold as shown. **Note:** Don't wipe around the helmet as it will remove the dust effect.

Note from Pzrwest - Remember they would also have scrapes and dings even on the decals. Despite orders to remove decals at different times, helmet decals were still being applied either singly or as pairs right up to the end of the war. Some helmet makers continued to apply them despite the orders.