

THE ROTUNDA

IPMS Birmingham Newsletter - January 2023

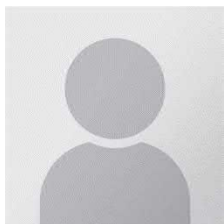
INTERNATIONAL PLASTIC
IPMS Birmingham
MODELLERS SOCIETY (UK)

2020-22 WINNERS LIST, 2023 COMPETITION KICK-OFF

ROGER HARTILL UPDATE



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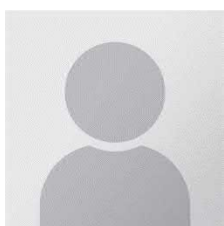
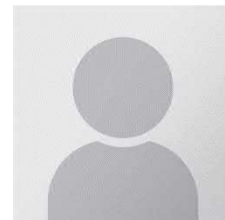


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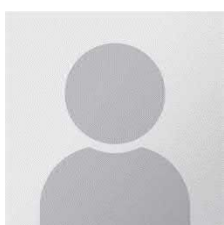
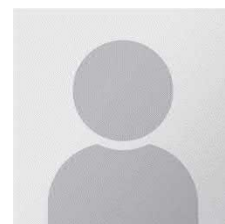


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FROM THE CHAIR

The view 'From The Chair'

SECRETARY'S NOTES

Monthly Report & Club Diary

EDITOR'S CORNER

The Editor's Corner



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2023's Competiton News & Themes

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2023

From the Chair – January 2023

Welcome to the first newsletter of 2023! I hope you all enjoyed a wonderful Christmas. It was great to see so many of you at our January club meeting for the first get together of the year, along with some new faces as well, it was brilliant to catch up with so many of you and make some new friends, I do hope our newcomers enjoyed a warm welcome and will join the ranks of our amazing club.

Like many of you, I was deeply saddened to hear of the passing of long-standing member Roger Hartill over the festive period. Roger was a dedicated club member, a friend to many of us, and always had a supportive word or friendly advice to give. He will be sorely missed. My thanks to Matt for his ongoing contact with Roger's family on behalf of the club; details of Roger's funeral will appear in this newsletter. If you are planning on attending, please let Matt know so that numbers can be passed on to Roger's family.

In addition, our thoughts are with Gareth Thomas who is unfortunately back in hospital due to complications following recent surgery. I hope you will all join me in wishing Gareth a speedy recovery – we all look forward to seeing you again soon, Gareth!

On a positive note, it was absolutely brilliant to see so many models on the table for January's competition, there were some very worthy winners, and it was fabulous to see such a variety of kits on display, showcasing the eclectic and varied tastes of our members. Well done to everyone who put something on the table, it's fantastic to see the enthusiasm of our members for the competition and I for one love seeing everything that people have been working on over the last month or so.

In related news, it is wonderful to see Build Night gaining popularity again, as more members join us on the first Thursday of each month for an informal session of building, painting, chatting, and drinking copious amounts of tea and coffee. If you've never come along – or if it's been a while since you last attended – I'd encourage you to consider coming to the next session, it's very relaxed and a lot of fun, and a great chance to share our mutual love of the hobby.

It was suggested to me that we set up a WhatsApp group as a way for members to share messages, photos, suggestions, ideas, jokes and general chat outside of meetings. If you want to be added, get in touch or come talk to me during meetings and I can add you onto the group.

My thanks, as ever, to the wonderful committee members for their hard work behind the scenes – to Stephen, for making sure it all runs properly; to George, for running the best competition table; to Matt for his hard work on the finances and keeping us afloat; and of course, to Martin for his tireless efforts in producing the newsletter.

Wishing you all the best for a Happy New Year and happy modelling,

Gem



IPMS Birmingham	Club Meetings Shows	Attending show
	Club meetings, Sundays, 3.30-6.00pm Midweek Build Night, Thursdays 7.00-10.00pm Longbridge Methodist Church, B45 9TY	
2023		
January 5 th	Midweek Club Meeting (Build Night)	
January 15 th	Club Meeting	
January 22 nd	Bolton Scale Model Show	
February 2 nd	Midweek Club Meeting (Build Night)	
February 19 th	Club meeting The Leeds Model Show (ex Huddersfield)	cancelled
March 2 nd	Midweek Club Meeting (Build Night)	
March 19 th	Club Meeting	
April 6 th	Midweek Club Meeting (Build Night)	
April 16 th	Club Meeting	
May 4 th	Midweek Club Meeting (Build Night)	
May 21 st	Club Meeting	
June 1 st	Midweek Club Meeting (Build Night)	
June 18 th	Club Meeting	
July 6 th	Midweek Club Meeting (Build Night)	
July 15 th	Club Meeting	
August 3 rd	Midweek Club Meeting (Build Night)	
August 20 th	Club Meeting	
September 7 th	Midweek Club Meeting (Build Night)	
September 17 th	Club meeting	
October 5 th	Midweek Club Meeting (Build Night)	
October 15 th	Club Meeting + AGM	
November 2 nd	Midweek Club Meeting (Build Night)	
November 11 th /12 th	Scale Model World, Telford	Yes
November 19 th	Club Meeting	
December 7 th	Midweek Club Meeting (Build Night)	
December 17 th	Club Meeting-Christmas Party	
2024		
November 9 th /10 th	Scale Model World, Telford (60 th Anniversary)	yes

THE ROTUNDA EDITOR'S CORNER

January has seen a really positive kick off to the year for the club with both Build Night and the Sunday meetings being well attended and the first Competition Table being very popular.



There were around fifteen people at Build Night which came fairly quickly on the 5th of Jan, with a lot of projects being worked on, including several Charity Trophy projects (Including mine).

We also had around nineteen people attend the Sunday Club Meeting with a similar number of entries onto the Competition Table which had such a huge variety of entries, George observed that about the only thing missing was a ship (While giving me a pointed look).

That level of variety is something I think is a real USP (Unique Selling Point) of the club; we're not a club that works on a particular theme or scale.

Something For January

Sadly, Matt received the sad news that Roger Hartill passed away at the end of last year.

As was mentioned at the club meeting, he was a well-liked, long-time member of the club and it was a nice surprise for us to see him at Scale Model World for the Saturday.



Matt provided the details of Roger's service, which is on Monday 30th January, details are below, it would be great if a number of members could attend at least the service.



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We've been told members are welcome and encouraged to attend.

The Service is at 12:15 on Monday 30th Jan at St Margret's Church, Hasbury, Halesowen, B63 4QD.



Roger is to be cremated at Rowley Regis Crematorium, Powke Lane, Rowley Regis, B65 0AD

Finally, there is to be a Celebration of Life gathering at 2pm until 6pm, although venue is to be confirmed.

Around ten people have suggested they could attend and Matt is keen for a number of us to attend at least part of Roger's farewell.

Issac summed up things really well when we received the news and I included his words below for you all, and this was echoed by a number of members on Sunday who knew Roger well.

"Roger taught me many things with figure painting. Many of the things he taught me I still use, I know I wouldn't have pushed so hard to improve without his guidance. I remember his kindness, encouragement and generosity."

As a club, I have no doubt we genuinely wish Roger's family well.

Sadly, another long-time Club Member is also suffering ill-health. As almost anyone who attended Scale Model World will know, Gareth Thomas was unwell during the weekend and has been in and out of hospital.

Roland updated the members on Sunday that Gareth is back in hospital with some deterioration.

I know everyone in the club who knows will be wishing Gareth a swift recovery and that he'll be back with us with his patented wry wit and sarcasm.

Final Thought

Following the speculation at Sunday's meeting, it has now been confirmed that the Leeds Model Show has now been cancelled.

A few members had been due to attend but it is now officially listed on the IPMS UK website as cancelled.

[Home](#) / [Events](#) / [UK Shows \(All\)](#) / CANCELLED – The Leeds Model Show – 2023

« [All Events](#)

CANCELLED – The Leeds Model Show – 2023

February 19 @ 10:00 am - 4:00 pm GMT



Membership

Matt is currently taking membership payments for this year which remains at just £20. While he, as always, is accepting payments at Club Meetings, he has also asked for the account details to be published so members can pay directly, just be sure to include your name in a payment reference so Matt knows who the payment is for.

IPMS BIRMINGHAM

Business Current | 26665174 | 60-19-14

Final, final Thought

In December the committee decided to open up a 'Kit Swap' section in the Newsletter. This will be a short section, perhaps one, maybe two pages, where members can offer kits they want to sell or even give-away to the club members.

If you have anything you would want to pass on, send the details, including kit manufacturer, kit name, a price (if required) and ideally a photo to myself at:

ipmsbham.newsletter.ed@gmail.com

And it can be featured in future Newsletters and allow members to trade within the club.



Competition News



IPMS BIRMINGHAM –TROPHY WINNERS 2020-22

First on the agenda is the publishing of the full list of winners from January 2020 to November 2022 as one single competition period.

EAGER BEAVER	SHAUN BOWATER	217 points from 29 entries average 7.48pts
THEME	GEORGE GREEN	53 points from 9 entries average 5.89pts
RON ROWLEY TROPHY	DEAN WHISTON	8 monthly wins
HUDSON TROPHY	BILL MOHAN	Westland Whirlwind HAR-10
IVOR DOWE TROPHY	MARK SMITH	Thunderbird 3 Launch Pad
RON ADAMS TROPHY	MARTIN DEAKINS	I.J.N. Yahagi
FLATS & BUSTS TROPHY	DEAN WHISTON	Cavalry Duel 1914
THREE OF A KIND TROPHY	GEM ATHERTON	Long John, Arlath & Lady Catherine
JAGUAR TROPHY	DEAN WHISTON	Dresden Tram OR Renault TN6C2
BEST ALL-ROUNDER	SHAUN BOWATER	<i>a very wide range of entries</i>
BRANCH CHAMPION	JOHN DUFFIELD	F-16 Mlu Solo Display

Congratulations to all winners, and thanks to everyone who took part.

George

IPMS BIRMINGHAM 2023 – MYTHOLOGY

Sunday's meeting saw the 2023 competition categories open up, including the 2023 theme of Mythology and the new Sci-Fi & Fantasy trophy come into effect.

As was noted by George and Gem, we had a very full table, in fact, I was trying to remember the last time George had to reach for so many of his number cards, it was truly a superb display.



And it was Bill Mohan who took the first win of the year, with his excellent Birmingham Horse Drawn Bus



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Second place went to Shaun Bowater for his 1:24 Spitfire Mk.IX which he apparently completed in just a few weeks, something that left more than a few of the rest of us in awe and a bit red-faced at how long our own projects take...

Third place went to Matt Nicholls for his lovely little Bell AH-1 Helicopter.



Forth place, and an early entry into the aforementioned Sci-Fi-&Fantasy Trophy, went to Shaun Bowater for his Star Wars B-Wing Fighter (Which George called an A-Wing, and dully received the appropriate level of derision for his mistake...)



Finally, rounding out the top five of a highly competitive table with a joint fifth was Terry Walton and Dean Whiston. Terry for his Poston Smythe "Icarus" – Experimental Aether/Electric Flying Machine - 1894, (to use the full name he insisted on George announcing) and Dean for his 1/72 Junker D-1.



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I could say this every month, but this month genuinely featured so many potential deserving winners, there were some amazing entries from all over the model-making spectrum.



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BRANCH COMPETITIONS LIST FOR 2023

COMPETITION	TIMESCALE	SUMMARY OF REQUIREMENTS
EAGER BEAVER	JAN-OCT	Any modelling subject. One yearly winner - most points acquired over the year.
THEME	JAN-OCT	2023 theme is "MYTHOLOGY" Any model which reflects this theme is eligible. All points gained are also counted for the Eager Beaver Trophy, all entries qualify for T.A.Trophy.
BRANCH CHAMPIONSHIP	DEC	All monthly winners plus Charity Trophy winners return at December (party) meeting. Winner voted by club members.
RON ROWLEY	DEC	Trophy for the member gaining the most certificates as overall monthly competition winner. (Theme & Eager Beaver combined).
BILL NICHOLLS CHARITY TROPHY	DEC-MAR	Donated kits are drawn at random at Dec. meeting. A payment of £5 per kit is levied. Kits should be built and displayed at the April meeting. All proceeds to charity.
HUDSON*	JAN-OCT	Awarded for any conversion - it is not enough to apply different decals and/or colour schemes - winner is the highest scoring conversion of the year. Super-detailing is NOT conversion. Entrants must give details of modifications.
BEST ALL-ROUNDER*	JAN-OCT	Members submit models in at least 4 of the 7 categories (Figures, Military Vehicles, Civil Vehicles, Dioramas, Aircraft, Sci-Fi & Ships). Subjects that have been entered in Eager Beaver are eligible, as this is a "one-off" competition.
JAGUAR*	JAN-OCT	Any subject which can, in any way, be associated with the word Jaguar. Entrants must clarify the link if it is not obvious.
BUSTS, FIGURES & FLATS*	JAN-OCT	Specifically for those who like to model figures in 2D or 3D.

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IVOR DOWE	JAN-OCT	Any diorama in any theme
SCI-FI & FANTASY	JAN-OCT	Any models that link to a science fiction or fantasy theme or setting.
THREE OF A KIND*		Three models on a linked, e.g. 3 variants of the same tank, aircraft, etc. 3 models depicting the evolution of a type - e.g. Mig 15, Mig 17, Mig 19. <i>There must be a strong, well-defined link. All 3 must be entered at same time.</i>
RON ADAMS MEMORIAL*	JAN-OCT	Any ship, vessel, etc whose working environment is on/in/under water
BEST RUSSIAN AIRCRAFT*	JAN-OCT	Any aircraft designed in Russia/USSR, whatever the markings. Alternatively any aircraft of any origin in authentic Russian/Soviet markings
TRANS-ATLANTIC	NOV	A joint effort with Syracuse Branch. Alternate years one branch nominates a theme. Each Branch judges their own models and photos of the other branch's models, they then declare a UK and a US winner.
BEER MATT CHALLENGE	NOV	A mini-diorama set on a base 110mm x 110mm. The diorama must not overlap the edge of the 'matt' and a max of 4 lengths high.

The above table outlines the list of competitions on offer throughout the club year. Following discussions held at the AGM in November 2018 the competitions marked (*) are under review because of poor take-up in previous years; if the trend continues these competitions could be revised or even scrapped.

A Trophy will only be awarded if there is more than one entry in the relevant competition.

In the **10 months Jan to Oct**

A section of the competition table can be set aside for members who wish to display models (complete or part built) but do not wish to enter them in competition.



3D Printing: Further adventures in an imperfect process

Since my last article on the subject of 3D printing, I have made further progress with my foray into this technical, rewarding, messy, frustrating and fun process.

To recap, I'm working with an Elegoo Saturn 8K Resin 3D printer, using liquid resin and UV light to create 3D objects. Some of you may have seen my first attempts at the January meeting – a couple of Tabaxi (cat-folk race from the popular Dungeons & Dragons table top gaming franchise); one carrying an Owl, and the other a Raven, alongside a simple Werewolf. It may sound easy; download your file to a memory card, plug it into the printer, press print, and voila! Your model is ready within a few hours.



Hah, no!



The first time I tried to print my first miniature figure, I completely forgot to add supports to the figure, so it failed to print the arms of the Tabaxi – the printer layers up the object on a build plate, so any part of the print not directly connected to the build plate needs supports (essentially like spru) so the layers have something to build onto. See the photo of the mermaid for how extensive these supports can be! Thankfully, the software I use to prepare the files for printing (a process called 'slicing') will automatically figure out where the supports need to go... as long as you remember to tell it to do that. Whoops. I'll never make that mistake again...

The second time I tried to print it – this time with the supports – I got the curing time wrong for the base layer, which meant it didn't stick to the build plate. Instead, the resin just cured onto the bottom of the resin tray/well, and as such, nothing else happened. However, as it turns out, even with the correct exposure time, prints can still fail like this – much like an inkjet printer randomly chewing up a piece of paper instead of producing a document. It just happens. But when it does, it's a fiddly, messy process to remove the resin tray, drain the unused resin back into the bottle through a filter to avoid contaminating it with any chunks of cured resin (which will royally screw up a print and can damage the resin tray if left in there), before carefully scraping the cured resin off the bottom of the tank. This must be done with extreme care, as the bottom of the tank is just a thin, clear film, through which the UV light shines to cure the resin.

And, as it so happens, it's really, really easy to pucker or tear the film. Yeah... So I bought some new film, and it is a NIGHTMARE to replace it. It's held in place between two plates that screw to each other and to the bottom of the resin well. See photo for the underneath of the resin well. Forty-six teeny tiny screws, to be precise. Your gloved fingers sticky and slippery with resin while cursing and swearing and trying not to lose any of said teeny tiny screws, and that's before you go through the process of stretching the film into place between the plates and screwing them back together. Said task eventually accomplished, printing resumed.



To be fair, I am focussing a little too much on the negatives here. Most of the prints I have done have turned out fabulously well. I especially love this owl plant pot I printed for my Mum for Christmas, which was then painted by my Dad. My Dad got some more railway bits, including shipping containers and gravestones, both of which I found as free files online! I've printed a figure for a friend successfully, along with a couple of bits for myself; some I mentioned in my previous article, but since then I've done the Anubis figure a few of you have already seen me working on, and a gorgeous Medusa bust I bought the file for online. It is fantastic.



But again, there can be issues. Trying to reprint the owl pot (I want one for myself!), it got to about 95% complete but for some reason one of the head feather tufts just... didn't print. There's nothing can be done to fix this, so I'll probably just sculpt in a replacement with some filler. Same with this Dragonborn Tracker; for no apparent reason, the print layers didn't line up properly, leaving a gap in his cloak and an error in his tail. I will be trying to fix this with filler and filing, rather than waste the resin by throwing away the print! As it turns out, even 3D printer modellers sometimes have to deal with panel gaps...

But the question is, is it worth it? Absolutely. I'm absolutely loving the whole process, despite the frustrations and mistakes. It's all a learning curve, and I really need to get some of my current prints painted up, just so I have an excuse to print some more!

Until next time,

Gem

Hero Forge: Custom Miniatures

Some of you may have heard me mention this website a few times, either in person or in previous articles, so I thought it was about time I explained in a little more detail what this marvellous website is all about. Essentially, it is a powerful tool designed to help you create your own custom figures for 3D printing, usually for table top gaming, especially Dungeons & Dragons. I'm not a gamer myself, but you all know how much I love a good fantasy miniature, and being able to make your own custom figures... fantastic!

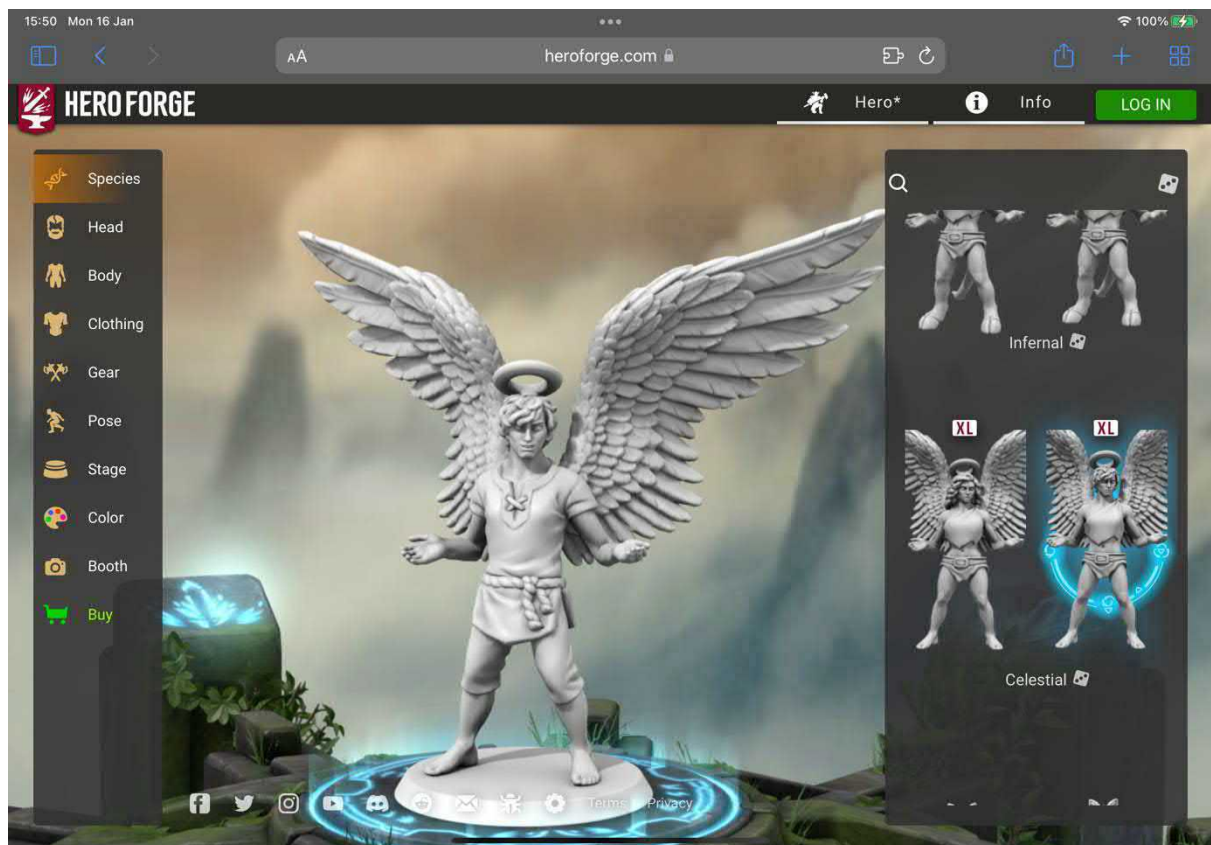
www.heroforge.com



Setting up an account is necessary if you want to save your creations, is free and easy to do.

You start with the opening screen; a standard human male figure in simple clothes with a straightforward pose. You start by choosing gender and species from a whole variety of options; human, elf, dwarf, orc, elementals, cat folk, rat folk, angels, demons, Dragonborn, insectoids, robots, zombies and whole host of others to mix and match from.

For demonstration purposes, I am going to create an angel, so that I can show you some of the basic menus. I have selected a male "Celestial" from the list of options, which gives me this as a starting point:



In the “Head” menu, to the left of the screen, you can adjust the features of your character, including face shape, ears, hair, beard, brows, eyes, teeth and horns. I’ve given our angel figure a Mohawk, a beard, and pierced eyebrows, because why not?! As you can see from the screen shot, you can zoom in and out on your figure as well as panning the camera around to see the figure from all angles.



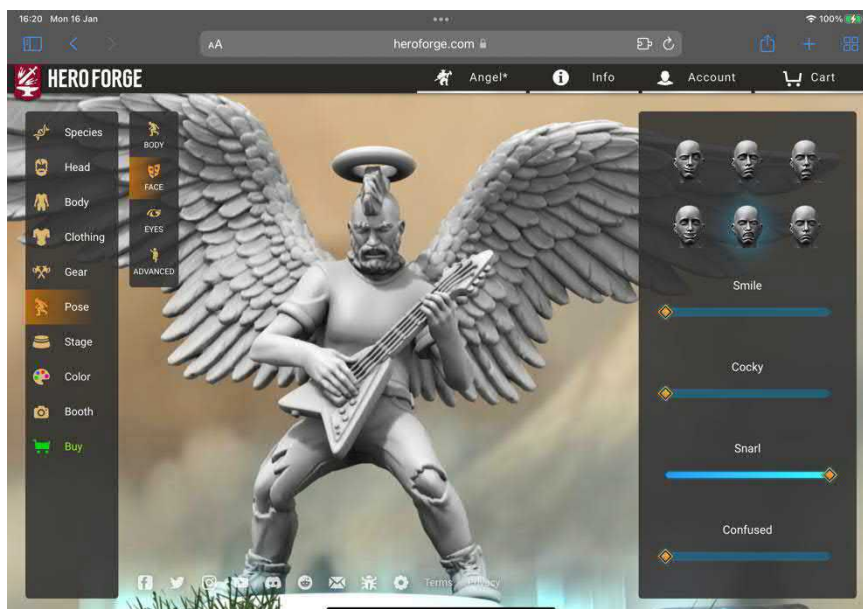
“Body” allows you to change things like the arms, torso and legs for those of different species; you can add extra arms (up to three pairs) as well as swapping different wings, tails and other extras. You can also change the height, weight and limb-length using the measurements tab. For now, I’ve left my angel as is, to keep it simple.

“Clothing” is obvious – it allows you to choose the outfit for your creation (assuming you want them clothed!). You can choose pre-made outfits or mix and match everything from helmets to boots, and a recent update allowed layered clothing options, so choosing what shirt goes under a jacket, for example, or putting a coat over armour. Cloaks, should you want one, are strangely not classed as “clothing” and can instead be found under “Gear” and “Back Items”.

I’ve kitted angel out in a plain t-shirt, ripped jeans, laced boots and a chain around his neck. One of the limitations of Hero Forge is that there are virtually no clothing options that work with winged figures – I find it annoying that the wings just stick to the back of the clothing, with no obvious holes!

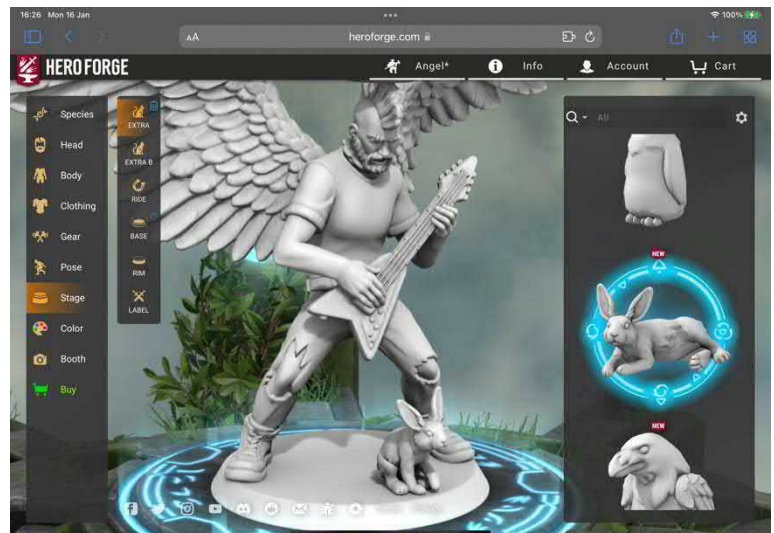
Next, we go to the “Gear” menu, and the first time I saw this section, it blew my mind. Whatever you want your mini to be holding/doing, you’ll find it here. Weapons, both ancient and modern (there’s even a lightsabre!), shields, animal familiars, magic spell effects, food, drinks, flags, musical instruments and hobby accoutrements... you can spend hours perusing this menu alone. For the purposes of keeping it simple, angel has been given a guitar, and I’ve chosen a two-handed grip. You

can have an object in each hand if you prefer, as well as attaching to sides (e.g. scabbards) and backs (backpacks, cloaks, etc.).

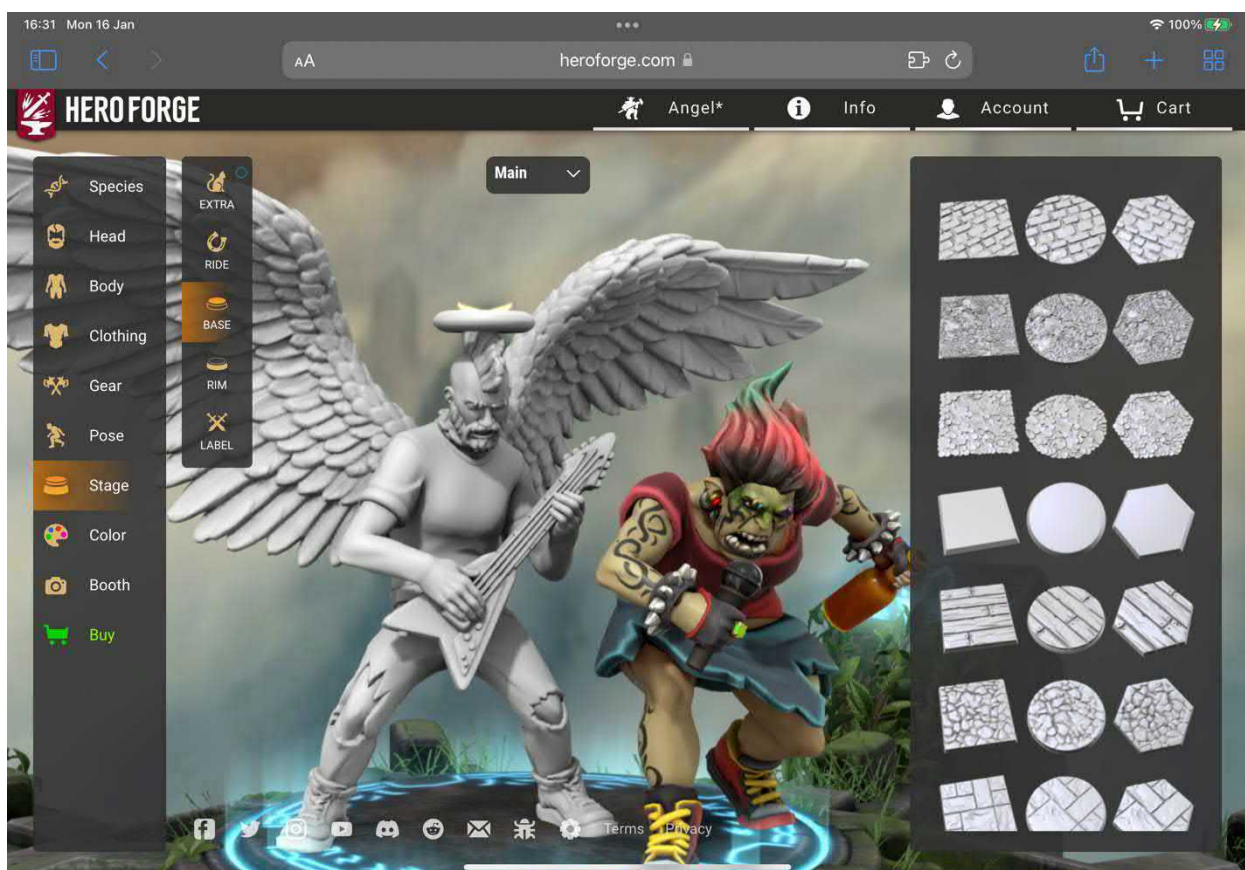


“Pose” comes next; choose from a pre-set pose for your figure, change facial expressions, move eyes, and jump into the advanced menu to make adjustments to almost any part of the model. At the moment, leg posing isn’t possible, but it is planned in future updates. Angel has been given a suitable guitar-playing pose and accompanying snarl!

We can then do the “Stage” menu; this is the base of your figure. You can choose a few different shapes and terrain textures, or, even more fun, you can mount your figure on something like a horse, boar, stag, griffon, or even a velociraptor! There are even chairs, wheelchairs, motorbikes and the like. You can add extras to the base, adding context or additional accessories, or even animal companions... like angel’s pet rabbit, who just loves punk rock music.



You can also now have two figures on the same base; mounts are customisable too by exploring further menu options. Here’s punk rock angel doing a duet with his girlfriend, a lady Orc vocalist:



Conveniently, our lady Orc singer (here’s one I made earlier!) also demonstrates the next menu: “Colour” (note that I’ve spelled it correctly... forgive me, it’s an American website!). This menu is less important if you’re planning to print your minis yourself, but if you’re just doing them for fun or digital images, you can virtually paint your models, choosing different palettes, effects and even decals, as per her makeup, hair colour and tattoos.

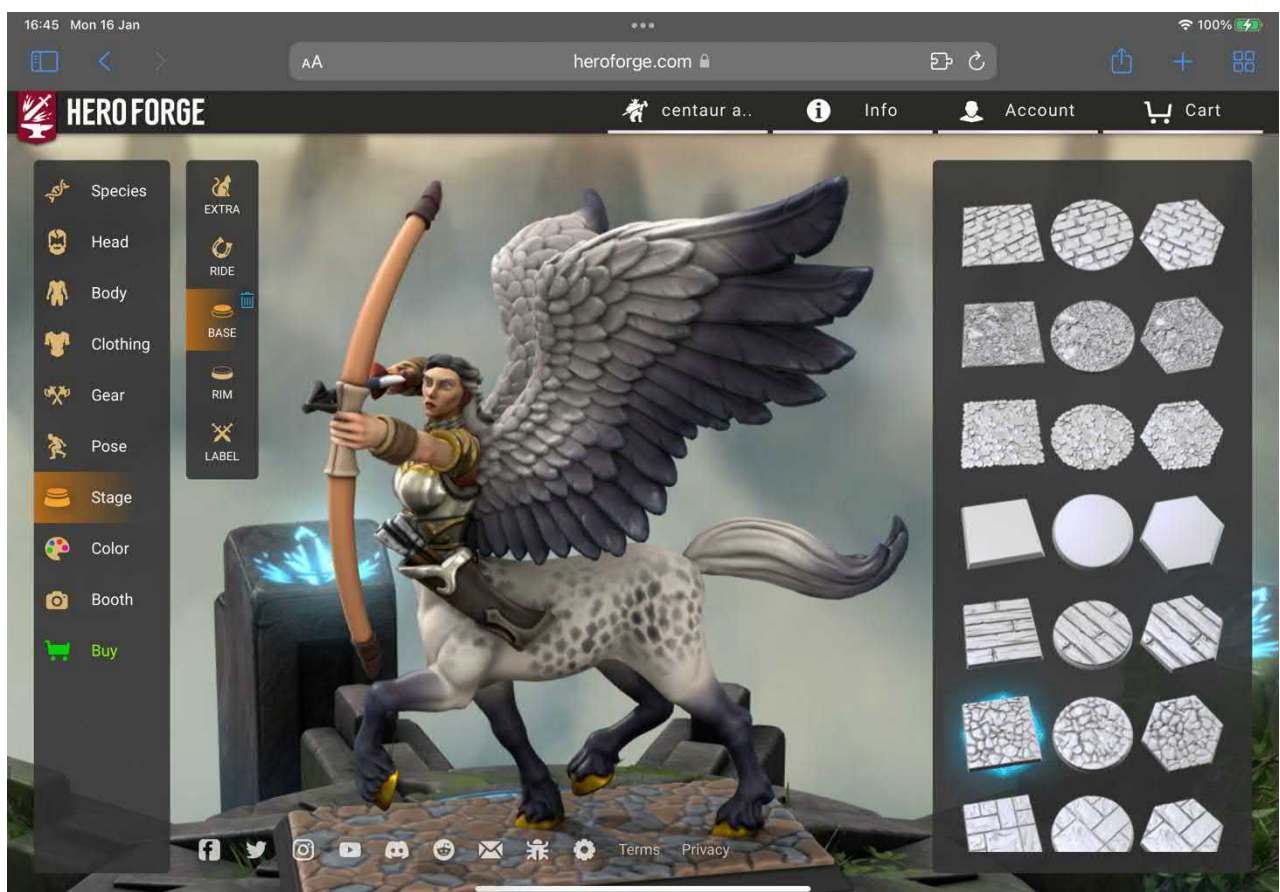
Hero Forge offers a number of purchase options, you can buy physical prints of your figure in a variety of finishes (including in full colour if you have coloured it); my preference is simply to buy the .stl file (which usually costs about \$8) and then download and 3D print the figures myself – this also means I can print them to a larger scale for display purposes, rather than for gaming. I've used Hero Forge to create a variety of different characters and mounts to be printed. Hugely useful for this years' mythology theme, but great fun to waste a few hours on if you just want to have a play.

For those of you on Facebook, there is even a Hero Forge Creator's Guild page to join, sharing news, updates, ideas, suggestions and answering all of your questions, and where creators can share their own builds and figures. There are some truly awesome and talented creators/artists on this page.

I heartily recommend this site; it's great fun, easy to use, and the quality of the prints I've made of some of my figures is phenomenal. The ability to literally create your very own, unique, custom figure and print it to life with 3D printing is utterly phenomenal and a true delight.

Happy (virtual) modelling!

Gem



A "Mythological" Idea



During one of my regular trawls of Etsy and eBay I found a 3-D printed figure of a stylised version of my astrological sign and, after checking with George that it would be acceptable for the "Mythological" theme, I had an idea that could produce a nice little section of a possible themed display for Scale Model World:

Wouldn't it be good if twelve club members could produce models of their own astrological sun signs which could be arranged together to form the full zodiac?

I have checked and all twelve signs are available (see below) – just search either of the above websites (Etsy is probably best) for "Clay Cyanide Zodiac" and they should come up. The best prices in the UK seem to be via "Badger3DPrints" although they are available from other sellers. For the sake of consistency, I would suggest that all the figures should be at 54mm scale.

I spoke to a few people about this at the January meeting and, so far, there is definite interest from three of us so we need nine more people willing to "do their sign". So far we have:

Aries: me (Terry)

Taurus

Gemini

Cancer

Leo

Virgo

Libra: Martin

Scorpio

Sagittarius: Matt

Capricorn: Gem

Aquarius

Pisces

If you're interested, please feel free to email me at: waltonterry58@gmail.com

Thanks.







Mythological

THEME for 2023 (Jan>Oct incl.)

- mythical also means **imaginary or not real**: A bit like IMM's friend (Syracusan joke)!!!
- **relating to mythology or myths**: myths dealt with in a mythology: lacking factual basis or historical validity: mythical, fabulous.
- **Check with George if you have any doubts about your proposed entry!**

*The object of these articles is to illustrate some (**not exhaustive**) concepts and show modelling potentials available to you, some might be controversial, but what the hell!!*

Part Two

Phantom

Spirit (animating force), the vital principle or animating force within all living things, Ghost, the soul or spirit of a dead person or animal that can appear to the living.

The **Rolls-Royce 'Phantom'** was Rolls-Royce's replacement for the original Silver Ghost. Introduced as the **New Phantom** in 1925, the Phantom had a larger engine than the Silver Ghost and used pushrod-operated overhead valves instead of the Silver Ghost's side valves.

The Phantom was built in Derby, England, and Springfield, Massachusetts, in the United States. There were several differences in specification between the English and American Phantoms.

The **Rolls-Royce Phantom II** was the third and last of Rolls-Royce's 40/50 hp models, replacing the New Phantom in 1929. It used an improved version of the Phantom I engine in an all-new chassis. A "Continental" version, with a short wheelbase and stiffer springs, was offered.

Rolls-Royce has used the **Phantom** name on full-sized luxury cars over the past century:

Rolls-Royce Phantom I, 1925–31

Rolls-Royce Phantom II, 1929–36

Rolls-Royce Phantom III, 1936–39

Rolls-Royce Phantom IV, 1950–56

Rolls-Royce Phantom V, 1959–68

Rolls-Royce Phantom VI, 1968–90

Rolls-Royce Phantom VII, 2003–17
2007–16

Rolls-Royce Phantom Drophead Coupé,

Rolls-Royce Phantom Coupé, 2008–16

Rolls-Royce Phantom VIII, 2017>



McDonnell FH 'Phantom' is a twinjet fighter aircraft designed and first flown during World War II for the United States Navy. The Phantom was the first purely jet-powered aircraft to land on an American aircraft carrier and the first jet deployed by the United States Marine Corps. Although only 62 FH-1s had been built by the end of the war it helped prove the viability of carrier-based jet fighters. As McDonnell's first successful fighter, it led to the development of the follow-on F2H Banshee, which was one of the two most important naval jet fighters of the Korean War.



McDonnell Douglas 'F-4 Phantom II' is an American tandem two seat, twin-engine, all-weather, long range supersonic jet interceptor and fighter bomber originally developed by McDonnell Aircraft for the United States Navy. Proving highly adaptable, it entered service with the Navy in 1961 before it was adopted by the United States Marine Corps and the United States Air Force, and by the mid-1960s it had become a major part of their air arms. Phantom production ran from 1958 to 1981 with a total of 5,195 aircraft built, making it the most produced American supersonic military aircraft in history, and cementing its position as an iconic combat aircraft of the Cold War.



Oh yes there may just be a few more to select from!!!!
As for DC's The Phantom, well I leave that for you to dicuss with George!



Mythological Mike Dec 2022