

“Activate Interceptors!”

By Scot Hogan

The vehicle:

S.H.A.D.O. Interceptor

The S.H.A.D.O. Interceptor was the first line of defense against attacking UFOs in the vintage Science Fiction Television show UFO. They were housed inside lunar craters near the S.H.A.D.O. Moonbase and were activated on the first sign of UFO activity. The Interceptors were single-shot missile ships. Their bulbous nose was actually a proximity nuclear warhead which could be fired at advancing UFOs. Unfortunately this meant that once their missile was fired, they were defenseless. The Interceptors were strictly controlled from Moonbase; the pilots had little autonomy. The original Interceptor was designed by Mike Trim, with modifications from Derek Meddings.

The build:

This ship is a 1:48 scale multimedia kit from Garage and Finishers of Japan. The primary hull, wings and missile are cast resin, while the landing gear, missile retaining ring and engine nozzles are die-cast metal. One notable detail missing from the bottom of the kit was the lower engine nozzle. This was created from scratch using brass tubing and it serves as the mount as well. Custom photo-etch parts were created for the rear engine vent, the rear heat vents and the cockpit control panel.

Pictures of the actual filming miniature were used as reference. The main hull was pre-shaded with panel lines and surface shading, before being dusted in flat white. The engine area and missile details were painted in multi-tone stainless steel, and then buffed for a “true” metal look. The overall effect makes the ship seem scaled appropriately.

The Lunar base is scratch-built. The Lunar planetoid is solid cast resin and has roughly 20 layers of paint, starting with dark gray. The first coats of paint were applied by airbrush, then the craters and highlights were added by hand, followed by a final airbrush dusting. The black base is constructed from five thin plywood discs while the support rods are clear acrylic.

Completed October 2015

Piece 1 of 1