AI Analysis of CB&Q Structure Paint Colors

The structure paint chips published in *The Zephyr* are among the best surviving references for CB&Q structure colors, but they have one significant limitation for modelers: they represent **full-scale colors viewed under normal lighting**. When those same colors are applied to HO, N, or even O scale models, they generally appear **too dark**, especially the Bronze Green. The Indian Red also tends to benefit from a slight increase in chroma (saturation) while remaining a deep oxide red.

This follows the same "scale effect" used by military and aircraft modelers. For structures, I generally recommend:

- **Bronze Green:** lighten approximately **10–15%**
- **Indian Red:** lighten about **5–10%** while slightly increasing saturation

That produces a model that looks much closer to a prototype viewed outdoors.

Recommended Target Colors

CB&Q Bronze Green (Model Appearance)

Target appearance:

- Deep green-black
- Slight olive cast
- Noticeably lighter than Pullman Green
- Approximately between FS 34052 and FS 34079 after scale effect

CB&Q Indian Red (Model Appearance)

Target appearance:

- Warm oxide red
- Slightly brighter than brick red
- Less brown than Tuscan
- Similar to fresh iron oxide paint

Recommended Paints

Brand	Bronze Green	Indian Red
Tamiya	XF-70 Dark Green 2 (lightened)	XF-9 Hull Red + XF-7 Red
Mr. Color	C302 Green FS34092 + white	C41 Red Brown + C3 Red
Tru-Color (formerly Tru-Scale equivalent)	Pullman Green lightened	Oxide Red lightened
AK Interactive	RC292 Bronze Green or RC028 Dark Green	RC015 Oxide Red
Mission Models	MMP-095 Olive Drab base	MMP-104 Oxide Red
Micro-Mark	Pullman Green lightened	Oxide Red
Vallejo Model Air / Model Color	71.016 US Dark Green or 70.893 US Dark Green	70.982 Cavalry Brown
Badger Modelflex	Pullman Green	Oxide Red

Mixing Formulas

Tamiya

Bronze Green

A very convincing CB&Q structure color is:

- 5 parts XF-70 Dark Green 2
- 1 part XF-5 Green
- 1 part XF-2 White

Alternative:

- 4 XF-11 J.N. Green
- 2 XF-62 Olive Drab
- 1 XF-2 White

This gives the slight olive cast visible on restored depots.

Indian Red

- 5 XF-9 Hull Red
- 2 XF-7 Flat Red
- 1 XF-64 Red Brown

If weathered:

Add approximately 5% XF-57 Buff.

Mr. Color

Bronze Green

- 5 C302 Green FS34092
- 1 C303 Green FS34102
- 1 C1 White

or

- 6 C304 Olive Drab
- 2 C302
- 1 White

Indian Red

- 5 C41 Red Brown
- 2 C3 Red
- 1 C44 Tan

Produces a very convincing oxide mineral paint.

Tru-Color (successor to Tru-Scale)

Because Tru-Color does not offer an exact CB&Q structure color:

Bronze Green

- 85% Pullman Green
- 15% White

Indian Red

- 80% Oxide Red

- 20% Boxcar Red

AK Interactive Real Colors

Bronze Green

- 6 RC292 Bronze Green
- 1 RC004 White

or

- 5 RC028 Dark Green
- 1 RC024 Olive Drab
- 1 White

Indian Red

- 5 RC015 Oxide Red
- 1 RC002 Red
- ½ RC004 White

Mission Models

Bronze Green

- 5 MMP Olive Drab
- 1 MMP Green
- 1 MMP White

Indian Red

- 5 MMP Oxide Red
- 1 MMP Signal Red
- ½ MMP White

Micro-Mark

Micro-Mark's railroad colors generally follow older Floquil shades.

Bronze Green

- Pullman Green
- Lighten approximately 15% with White

Indian Red

- Oxide Red
- Add 10% Boxcar Red

Vallejo

Vallejo offers some of the closest matches without much mixing.

Bronze Green

Best choice:

- 6 parts 70.893 US Dark Green
- 1 part 70.924 Russian Uniform
- 1 part 70.951 White

Alternative (Model Air):

- 71.016 US Dark Green
- Add 10–15% White

Indian Red

Excellent formula:

- 5 parts 70.982 Cavalry Brown
- 2 parts 70.909 Vermilion
- 1 part 70.918 Ivory

For weathered structures:
Replace the Ivory with Buff.

Badger Modelflex
Bronze Green

- 85% Pullman Green
- 15% Reefer White

Indian Red

- 80% Oxide Red
- 15% Boxcar Red
- 5% Reefer White

Overall Rankings
Bronze Green

1. **Vallejo** (closest after slight lightening)
2. **AK Interactive Real Colors**
3. **Mr. Color**
4. **Tamiya (mixed)**
5. **Mission Models**
6. **Badger Modelflex**
7. **Tru-Color**
8. **Micro-Mark**

Indian Red

1. **Vallejo Cavalry Brown mix**
2. **AK Interactive Oxide Red mix**
3. **Mr. Color mix**
4. **Tamiya Hull Red mix**
5. **Mission Models**
6. **Badger Modelflex**
7. **Tru-Color**
8. **Micro-Mark**

A note about the *Zephyr* paint chips

From the uploaded chip sheet, the Bronze Green reproduction scans almost black, which is consistent with aged printed references and with the original prototype paint. For models, I

would **not** match that chip literally. Instead, I'd lighten it by roughly **12–15%** while preserving its green hue. The Indian Red chip is closer to usable, but I'd increase its brightness slightly (about **5–10%**) to account for scale effect and the way small models absorb light.

If you're modeling **CB&Q depots, section houses, towers, and freight houses from the 1940–1968 era**, these adjusted colors will generally produce a more convincing appearance than direct, full-strength matches to the printed chips.