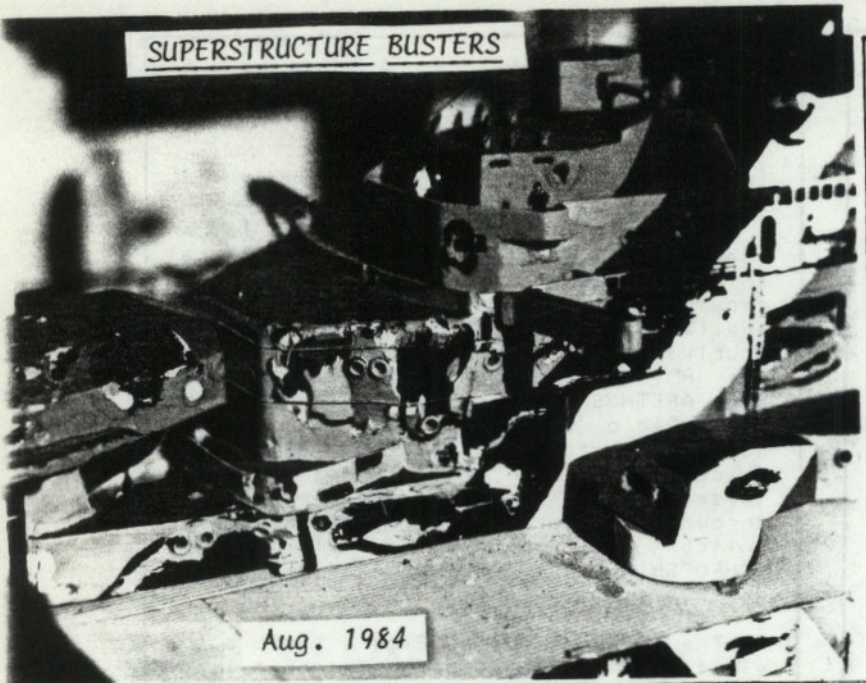


## SUPERSTRUCTURE BUSTERS



Aug. 1984

## THE RESULTS OF THE RULE CHANGE SECTION (1985)

BY: Donald Fluegel

This years rule-change-section had a startling beginning. President Schnieder proposed that no new rule changes that effect the physical ship shall be made (construction rules). It passed 12 to 3. Schnieder then went through the Ballot and classified most every proposal as a construction rule. Therefore, we have very few rule changes. One exception was made in Schnieder's proposal and that was the Hull hardners rule (a construction rule). Jeff, Kay and LaDonna Poindexter's rule #19 passed (12" drop test as described on page 174 of Hull Busters upon challenge, failure to pass results in disqualification, etc.).

My Rule #3 passed (all new rules take effect the following Jan. 1st.) as did the Poindexters Rule #18 (go in the bottom of a ship is called "Gluegels") Rule #28 passed with a slight alteration (sink points by classes, Destroyer or smaller = 400 points, Light Cruiser = 500 points, Heavy Cruiser = 600 points, Battleships = 800 points, by Dan Hamilton, Tom Jass and Dick Hargrave). Another rule that I believe was made from the floor by Terry Darby passed and it divides the points earned by a fleet into two groups. Light Cruisers and smaller ships get 1/2 the amount that the large ships get. Example, A Battle Cruiser and Destroyer go out as a fleet and score a total of 3 hull hits. The Battle Cruiser gets 40 points, the Destroyer gets 20 points. After about 1 hour of dialog, a new set of ram rules were constructed, they go like this, minimum ram damage penalty points to Superstructure 50 points, minimum ram damage to Hull 100 points, maximum damage equals a sink, the contest director may award any amount between maximum and minimum. If the ships collide but no damage is done, no penalties are awarded. Other changes include the 250 points withdraw rule (due to battle damage). It has been changed to equal 1/2 of the sum of a sink instead of a flat 250 points. If you repair battle damage before the end of a battle and reenter the battle the opposite side receives a full sink award.

O.K. I take pleasure in telling you that all of the above are not rules! They are NOT Rules! They are my paraphrased interpretation of THE BALLET that WILL BE MAILED TO ALL QUALIFIED VOTERS. Everybody's vote is equal to everybody else's vote. All of the above is important because it is (approximately) the Ballet, but they are not rules, they are not rules! The reason for the voting procedure changes are due to the constitution that was passed. The Constitution as printed below is as it was presented to the voters on July 10, 1984. A few minor improvements were added to this Constitution from the floor. Schnieder, K. Poindexter, Darby & Myself are the authors.

## 1984 CONSTITUTION

This association shall be known as the "R/C Warship Combat Club". The goals of this club are:

1. !!FUN!!
2. Semi-scale naval combat
3. Safety

This club exists to promote the above goals on a national level.

## Article I MEMBERSHIP IN R.C. COMBAT CLUB

- A. Eligible Members-The R/C Warship Combat Club is open to any and everyone interested in R/C Warship Combat.
- B. Affiliate Clubs may be formed and recognized if they have 3 or more members that belong to the R/C Warship Combat Club.

## Article II MEMBERSHIP PRIVILEGES (Rule Proposals and Voting)

- A. One Vote-All paid/current members of the R/C Warship Combat Club who have participated in a battle in the prior 24 months, will be eligible to vote.
- B. Combat Rule Proposals-Only members that have participated in a battle may make proposal changes in the Combat Rules.

## Article III CLUB OFFICES

- A. Eligibility for Office-Nominees for R/C Warship Combat Club offices must have at least one previous year's membership in the R/C Warship Combat Club and have participated in a sanctioned meet prior to nomination. Additionally, they must be a current member of the club at the time of and for the duration of their term.
- B. Term in Office-Each office term shall have a duration of approximately 1 year (from election thru next championships). A maximum of 2 consecutive terms in the same office shall be allowed. No person may hold more than one office simultaneously. No two people from the same nuclear family may hold office terms simultaneously.
- C. Office and Duties
  1. President-Chairperson at Club and Executive Board Meetings. Serves as Club Representative to the N.A.M.B.A. representative. Informs club members of important issues facing R/C Warship Combat.
  2. Vice-President-Assumes the duties of the President in the absence of the President at club business and board meetings. Working with the president, serves as the primary organizational contact with affiliate clubs. Approves Regional Combat Contest Directors and Club Sanctions for combat events nationwide.
  3. Secretary/Scorer-Records minutes at Business and Executive meetings. Maintains current year record of the properly submitted combat points, tallies and post results of any club balloting. Records and maintains a submitted list of sanctioned events and participants for the current year. Accepts rules suggestions and compiles list to present to the rules committee.
  4. Treasurer-Records and maintains all money officially handled by the club. Makes annual financial report (December) to the R/C Warship Combat Club Newsletter. At the direction of the President or Vice-President obligates money and completes financial transactions for the club.
  5. Nationals Contest Director-Coordinates all activities for the assigned Nationals Championship. Makes rule clarifications: with the majority vote from the Executive Board, on issues concerning combat rules for the up-coming National Championships. Approves and/or submits to the Executive Board request for regionally sanctioned rule clarifications. Accounts to treasurer entry fees and expenses of yearly championship.

continued on next page



continued from previous page

6. Executive Board—Comprised of all previously stated offices and officers for the purpose of conducting club business. Has the authority to obligate money and conduct transactions with club funds. Also will set dues for the club. Votes, (majority rule) on the National Championships and Regionals Combat rule clarifications. Executive Board may rule or approve these rule clarifications with a simple majority rule.

ARTICLE IV ELECTION PROCEDURES

- A. Officers—Members at the national Championships will nominate and elect officers. Officers will be elected after the rules session is completed.
- B. Constitution and Combat Rules—Qualified individuals (see Article II-B) may submit rule proposals up to 2 weeks prior to the rules session which will be held on the last day of the National Championships. Proposals must be sent to the club secretary in order to be officially recorded. Proposals may also be presented from the floor of the rules session.
- C. Rules Committee—The rules committee shall consist of members present at the National Championships. The final ballot will be compiled by majority vote of the rules committee and this ballot will be presented to voting members within 4 weeks of the rules session. Returned ballots must be received by the secretary, postmarked not later than 2 weeks after presentation. A 2/3 majority of returned ballots is required to pass a rule proposal.

ARTICLE V SANCTIONED EVENTS

- A. In order for a combat event to be sanctioned, it must be approved by the Vice-President of the R/C Warship Combat Club, and must be open to all club members, allowing ample time for notification of prospective participants and the R/C Warship Combat Club rules for combat and safety must be followed. (Applications for sanctioning can be obtained from the Vice-President or Treasurer.)

# How to build...

## A simple, reliable throttle

A simple, reliable throttle is an essential subsystem within a R/C Combat ship. A throttle that fulfills these requirements and is commercially available rather than scratch-built is doubly desirable. This spring I equipped the HMS RODNEY, HMS SHROPSHIRE and the HMS ARETHUSA with throttles constructed from Radio Shack's 6 position - 2 pole rotary switches (Catalog #275-1836, price \$1.19). These throttles functioned well throughout the 1984 Nationals; the switch will handle 6 volt systems (SHROPSHIRE and ARETHUSA) as well as 12 volt systems (RODNEY).

The schematic in Figure 1 shows the electrical hook up. Separate input leads for 4 volts and 6 volts (or 6 volts and 12 volts) are provided to the switch. The output leads from the switch to the motors are connected to the two interior terminals on the switch bottom. The schematic depicts the following voltages on the six switch positions:

POSITION	VOLTAGE	FUNCTION
1	none	none
2	+6	full forward
3	+4	slow forward
4	0	stop
5	-6	reverse
6	none	none

We left positions 1 and 6 blank to limit the required servo travel. Originally we installed -4 volts on position 5 and -6 volts on position 6, but we found out we didn't really need the -4 volt speed. (On the RODNEY with her 12 volt system we installed +12 volt on position 2, +6 volts on position 3, stop on 4, and -12 volts on 5.)

Two physical modifications are required on the rotary switch. The knob shaft should be sawed off to the desired length. We soldered the switch activator arm to a Dir-Bro 1/4" collar; this assembly can be fastened to the shaft with the collar set-screw. In addition, the rotary action of the switch is rather tight and requires a high torque to rotate. The solution to this problem is to loosen the detent ball to allow the switch to rotate more freely. Bend the detent ball metal retainer with a long-nose pliers until the switch rotates freely. Don't remove the detent ball as it provides a positive stop at each throttle position.

We mounted the rotary switch and servo on a 1/16" plywood tray. For easy installation and removal we attach plugs on the input/output leads.

Good luck. Sink Axis!!

Tom Jass



**NOW!** For a limited time only.  
**Yes!** You too can own a pair of genuine Japanese night binoculars!!!



Yours for only \$29.95!!  
plus tax, postage and handling

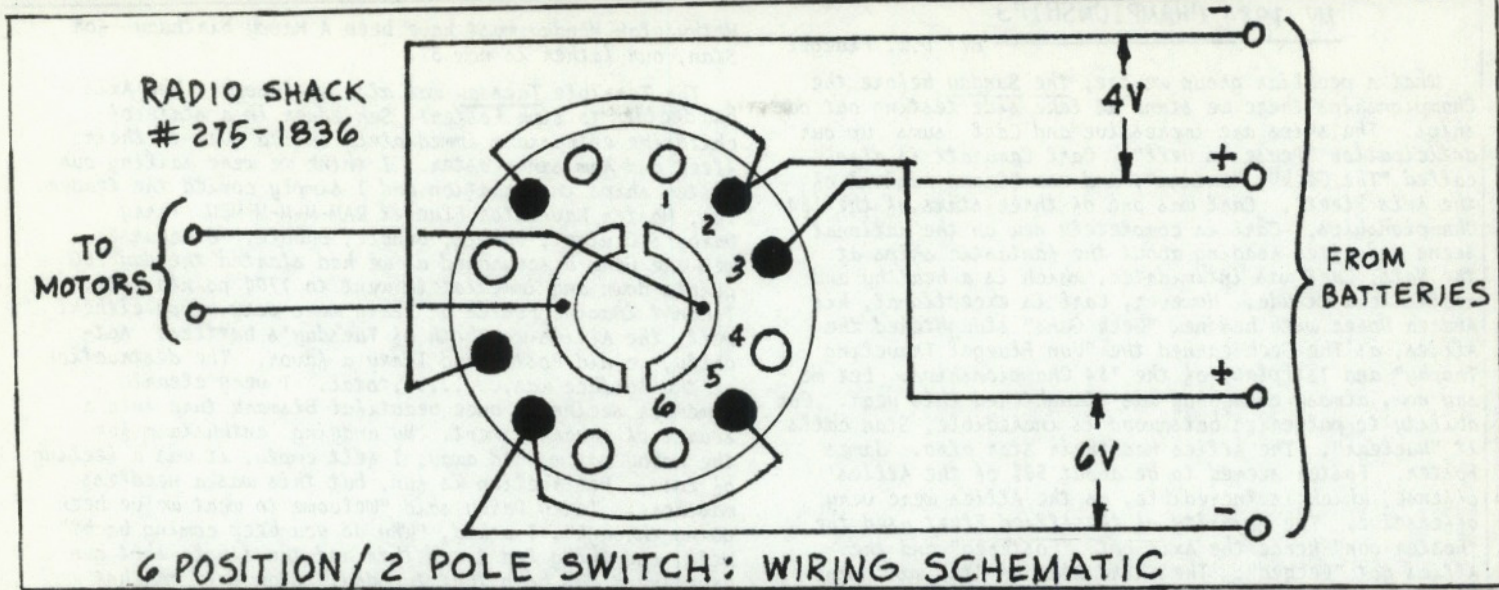
\*Special\*

Order now and get a free pair of Yamamoto's goggles! Use your credit card!  
 Commodore Inc. 1-800-BAD-EYES

### CALENDAR

- 1.) South West Regionals, C.D. is Dan Hamilton, Location is Decatur, Alabama, date is October 20th and 21st. This looks like it will be a major battle!
- 2.) Championships in July at Springfield, Missouri. C.D. is Tom Jass. 7-14/7-19 (Mon-Fri).
- 3.) A very informal battle will take place on September 22nd in Springfield, Missouri. If you are interested, contact Milholland at 417/883-7089. This will be a company picnic entertainment event.





## President's Column

by J. Foster

Hello to all my fellow enthusiasts in this great hobby. As your new President I will try and fill the position as fairly and effectively as Martin has done in the past. I think I can speak for all the new club officers in saying we are concerned not only with the hobby, but also with the people who make it up. If you have any questions, complaints, or problems please do not hesitate to contact one or the other of us.

For those of you that missed the battle in Springfield, you missed a lot of fun and excitement. That is if you consider subjecting your body to stresses that would make a hard core sado-masochist nervous fun! Anyway the fighting was fierce and everyone who participated got their moneys worth. The main eye opener of this last Championship was the sheer destructiveness of the current gun designs. We knew that gun power had progressed by a significant margin over last year, but it wasn't until actual battle was joined did the actual extent of this increase become apparent. The two new designs were the Foster gun and the tube restrictor gun, or Geek gun for short. As an example of how nasty these two designs are, in a two sortie individual battle between a Geek gun equipped battleship and a Foster gun equipped cruiser, there were 3200 points scored, or an average of 1600 per sortie. Because of this carnage, it was decided to experiment with a single shot gun class at the next Championships.

For those of you that want to participate in this experiment, here are the rules. The ship used will be the heavy cruiser USS New Orleans built from Jeff Poindexter's plans. She will be powered by two Dumas 4.8v motors running the inboard shafts. Batteries will be three Gates X-cells running through a throttle made from the Radio Shack four position rotatable switch. Reverse will be 6v, with two forward speeds of 4v and 6v. Props will be the Dumas .049 plastic props. Radio controls will be standardized with the left stick having the throttle with forward up and reverse down and the rudder with right and left turns associated with moving the stick right and left. The right stick will control the guns with forward gun fired on up and stern gun fired on down. No pump is allowed. The

guns must be mounted one bow and one stern, with a 50 shot magazine per gun. The guns must be single shot, defined as one BB fired per movement of the stick up and back to neutral. The actual design of the gun system is open as long as it fills the single shot requirement reliably. The purpose of these rules is to eliminate the ship as a factor in evaluating the different gun designs. To further eliminate extraneous factors, we will be switching the captains between the ships, thus the reason behind standardising the controls. As ship identification will be a major problem what with all ships being the same design and captains switching between ships, do not worry about a scale paint job. I will act as a central coordinator for different paint schemes such as red, blue, orange, etc. You will also need to make a card to clip on the antenna of your transmitter painted the same as your ship so identification by another captain will not be as difficult. I will also act as the clearing house for any other ideas and info which the participants in this experiment have to make the whole thing go smoother and be more scientific in the evaluation of the guns.

Other news of note, and more important than guns, is the fact our club now has a constitution. I hope it will be printed here in Hull Busters soon so everyone has a chance to read and study it. We at the Championships all felt it was a very good constitution, and a lot of thanks must be given to last year's club officers for a job well done.

Last but not least, I wish to thank the firms and individuals who contributed prizes to the Championships:

Pactra Industries  
Futaba Corp. of America  
Astro Flight  
Exact Miniatures  
Hull Busters  
Wayne J. Stevenson  
Taubman Plans Service  
Carl Goldberg Models, Inc.  
Model Warship Products  
Amarillo Scale Warship  
Naval Institute Press  
Battlefield Inn  
Abel T's Air Conditioning Supply, Inc.  
Panda Enterprises  
Airtronics, Inc.  
Repla Tech International  
Satellite City

Jane C. Foster



What a peculiar group we are, the Sunday before the Championships there we stand at lake side testing out our ships. The ships are impressive and Carl sums up our anticipation "Pease is Hell". Carl Camurati is also called "The Geek", "Salini", and now "Grand Admiral of the Axis Fleet". Carl was one of three stars of the '84 Championships. Carl is completely new on the national scene and after reading about the fantastic ships at the Nats, Carl was intimidated, which is a healthy and realistic attitude. However, Carl is exceptional, his Andrea Dorea with her new "Geek Guns" slaughtered the Allies, as The Geek earned the "Von Fluegel Traveling Trophy" and 1st place of the '84 Championships. Let me say now, almost everybody was slaughtered this year. Our ability to pulverize balsawood is incredible, Stan calls it "Nuclear". The Allies had their star also. James Foster. Foster seemed to be about 50% of the Allies' offense, which is incredible, as the Allies were very offensive. The majority of the Allied Fleet used the "Foster-gun" hence the Axis got "Fostered" and the Allies got "Geeked". The third Star of "the war" was Dirty Dave Haynes. Dave won Rockies of the year with his impressive Myoko Jap Cruiser and is a "rising star" of the Axis future. Well, back to the Sunday before "the war". Stan Watkins had a sinking feeling when he saw the Axis Battleships (My Bismark, Schnieder's Teripitz and Carl's Andrea Dorea) speeding down the lake in formation. My feelings were just the opposite. With these 3 battleships and James West's Prince, the Axis had a small but impressive fleet. Our ships were fast and our guns were truly Hull Busters! I told Stan that our superior battleships could possible outnumber the Allies superior number of ships (mostly cruisers). Stan sighed his agreement. I wondered if he felt scared that the Allies would never win the Championships.

Massacre Monday finally came. We started with the rules explanation period. You know, what do we mean when we say "five Minutes". With that done it was time to start the insanity. The first fleet battle was won by the Allies! I feel that I inadvertently "Aided the Enemy" in their victory. You see, Dirty Dave's cruiser was listing very badly and Foster was adding injury to injury with his bow gun. As I had no ammunition but I did have 3 pumps, I felt I could survive the rest of Foster's bee bees (I thought), so I pulled in front of the crippled Myoko and let my Bismark get "Fostered". Well, the end of the first sortie finally came and that's when I made the "Admirals Mistake". I told Dave not to patch his damage and to call "5 minute rule" as soon as possible. I didn't get to see Dave's ship when it sank as I was under water.....literally. Yes, after 3 years of floating, the Mighty Bismark Sank! A bee bee got into the bow pump and jammed it and the stern pump just didn't come on. The mid ship pump was her worst pump and was easily overwhelmed by the numerous hull holes. She settled slowly by the bow. I counted to 5 and dove in. I will never forget seeing my beloved Bismark on the bottom. I was swimming underwater out to where I thought she was when I saw just a few inches in front of me the black waterline of my ship. I reached out to touch this fantasy and felt good when it was fact. I grabbed her and went up for air. I remember the cheers of the Allies, they were yelling about a sink. I thought my sink, but infact, while I was under water, Dirty Dave's Myoko sank with only 39 seconds left in her 5 minute rule. This was indeed bad news. Two sinks in the first battle. Could the Axis win this battle, .....No. In the 3rd and final sortie, Dave Garret's Italian Cruiser sank, meaning 3 lost Axis, no lost Allies. Interesting to note that the Axis lost a Jap, German, and Italian. I wished I had seen more of the second battle, because the Axis won it. Led by the temporary "Grand Admiral Schnieder" (in my wet absence) and the Geek the Axis sank the Allies' reinforcements, the Battleship Alabama (Milholland's) and the Houston (Poindexter's). Finally the day was over and the score was close, the Allies held a 700 point advantage. This could be made up with one good shot! By the way,

Methuselah Monday must have been A Happy Birthday for Stan, our father is now 37.

The Terrible Tuesday was also wholesome. The Axis had decided to sink Foster! Schiedner in a state of childlike enthusiasm immediately sailed over to their fleet and ram sank Foster. I think we were sailing our sister ships in formation and I simply copied the leader. Yes, Master Navigator Fluegel RAM-M-M-MED Terry Darby's Cruiser, bubble, bubble, bubble. Of course, we were very discouraged as we had started the day 700 points down and immediately went to 1700 pointd down. I can't imagine Foster or Terry were very happy either. Well, the Allies won both of Tuesday's battles. Actually, we did Foster and Terry a favor. The destruction at the surface was.....total. I very clearly remember seeing my once beautiful Bismark turn into a source of embarrassment. My undying enthusiasm for the hobby was washed away, I felt empty, it was a feeling of loss. Destruction is fun, but this was a needless massacre. Terry Darby said "Welcome to what we've been going through", I asked, "Why do you keep coming back?" Well, one thing led to another and the single shot gun experiment was born that tuesday. Stan told me that you were looking at 500 points of damage to your ship when you went out against the Axis Battleships tow to tow, I blasted Fluegel and got blasted, I blasted Schnieder and got blasted, I blasted Carl and got blasted, I got 474 points damage in one sortie." Like I said, we hope the single shot gun experiment will bring back the fun we remember, I feel very certain that the "can of worms" we shot-open will lead our hobby into better times. Reagon would call it "A New Beginning".

Wednesday was a little weird with the Axis "back to the wall", I had to use THE ULTIMATE WEAPON. The Geek supplied the weirdness way back in December. I remember the cassette tape when he described the screwy weapon known as "NUCLEAR FLASH"! The hardware was a set of 8 camera flash bulbs and a buzzer. Obviously it was another one of those night battle tricks. As Grand Admiral my responsibility was to 1) assure the enemy that their fate was in our hands, with that established 2) I declared the Axis long standing desire for pease and offered to 3) accept their surrender. Stan looked at me both puzzled and suspicious. He declared the Allies willingness to accept the Axis surrender. The sound of a buzzer came from the water not far from the allied port. The buzz lasted for 5 seconds as the Allies strained to see this ultimate secret weapon. The buzzing stopped, we Axis closed our eyes for two seconds, then opened our eyes and yelled "NUCLEAR FLASH!" (The flash went off one second after the buzzing stopped.) We then pressed our individual attacks with mixed results. The flash blinded Jeff for 20 seconds, others for just a few seconds and then there were the dumb-lucky. Stan thought the buzzing was from the trees behind and above him. This meant he was looking 180° away from the flash.....The Allies are unpredictable. Well, the Texas was listing badly so I was chasing it, you know, using up its batteries and making waves. The only problem with this evil plot was that it was working against me! You see, the Allies had the real secret weapon. It was named SINOPY. That's a little, dark, sneaky thing that blows big holes in one's bow, you know where the bow wake lives. Now that I think about it, it's captain is kind of like the ship! Sticks & Stones, etc., etc. Anyway, by the time the battle was over, the Axis had no hope. This time my automatic pump actuators worked, but it was too late. The fountains of pumping water made me realize I was taking on water so I stopped my pursuit of the Texas in hopes that my pumps could win their war. We all died, not a single survivor to tell the tale of how the RUSSTANS SAVED TEXAS.....

Thank-goodness-it's- Thursday and let's talk strategy. The Axis won one of the two Thursday battles because we realized and countered their strategy and because we scratched and clawed our way back into the lead. It seemed the Allies were attacking us in teams of twos. The Axis had no side mount guns in Monday's first battle and as the week passed Schnieder began to use his, so did I. We found that if we stayed close, like a bomber formation that they got in each others way and would



inadvertently pin themselves in front of one of our many guns. It's like we all say, R.C. Warship Combat is like dog fights, however, in this case the Axis battleships were the bombers and the Allied cruisers were the fighters. Anyway, Thursday was the end of fleet battle. The score was Allies won 5 battles, Axis won 2 battles. Being the resourceful and perceptive politicians we are, we quickly (not quietly) sought and won the surrender terms we wanted and as the allies were obviously crumbling under our awesome counter attack, they surrendered to our terms (listed below).

ARTICLES OF SURRENDER  
July, 1984

We noble Axis Powers, all of whom are charming, witty, gracious, intelligent, hard working, good looking, selfless, quiet in manner and never braggerts, have been overwhelmed by hugh numbers of dull, uninteresting, unman-nered, braggert Allied Swine. We have fought a noble battle with great courage but it has been in vain and we admit defeat (we also thought that if we didn't let you win once, you wouldn't play any more). We hereby unconditionally surrender (until we get more ammuni-tion).

*D.W. Fluegel*

ADMIRAL OF THE FLEET  
D.W. Fluegel

*James A. West*

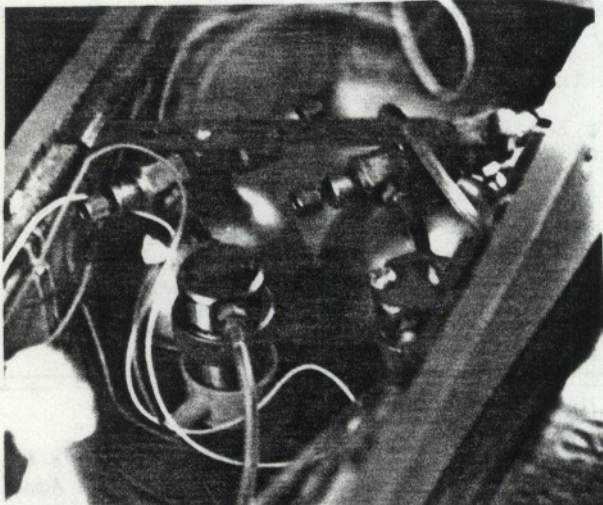
VICE ADMIRAL OF THE FLEET  
James West

*Martin Schnieder*

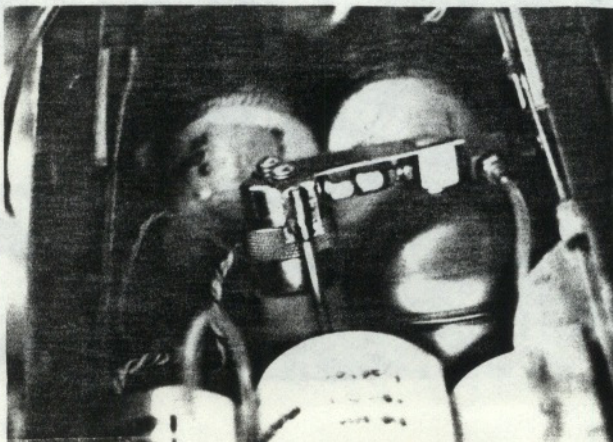
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Martin Schnieder

*Carl Camarti*

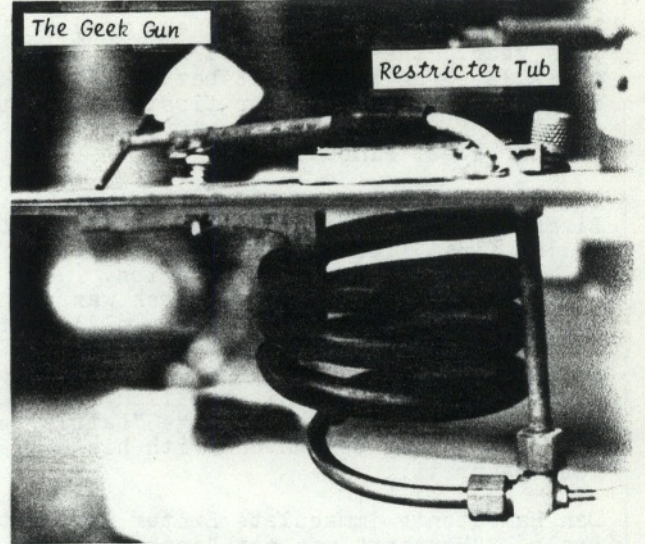
VICE ADMIRAL OF THE FLEET  
Carl Camarti



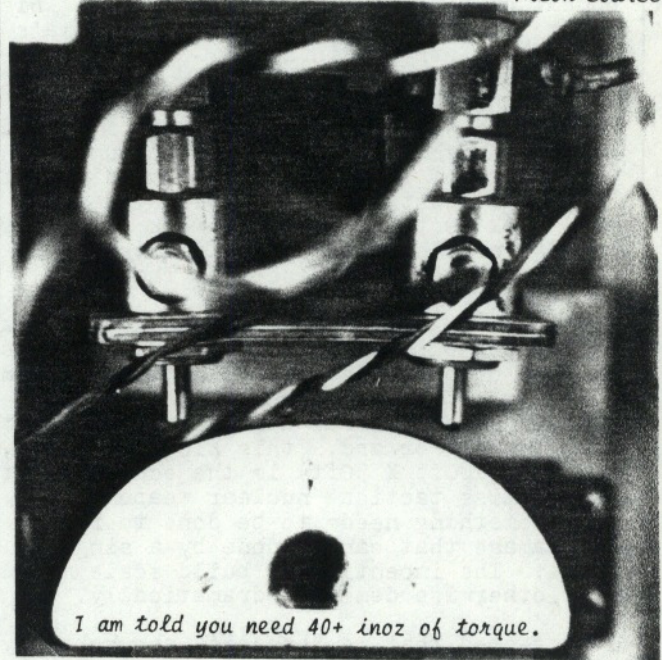
Above: David Haynes neat installation uses 2 needle valves & an electric valve.



Photos by Fluegel



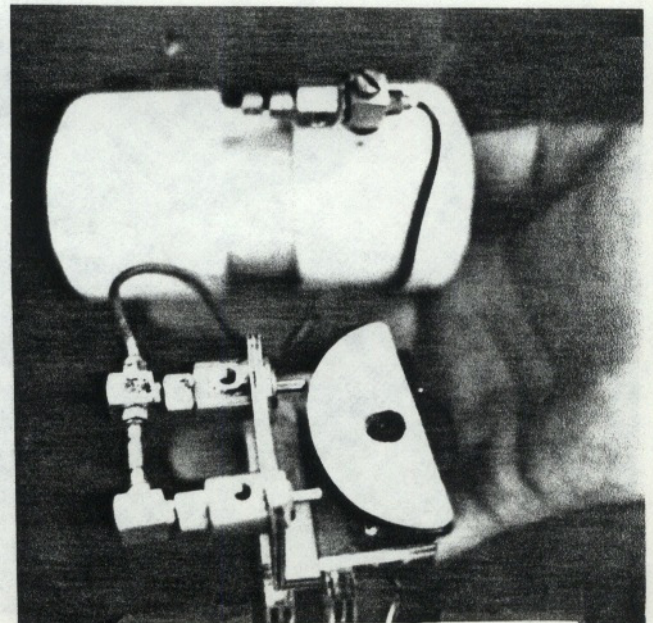
Freon Source



I am told you need 40+ inoz of torque.

The Rage is Clipper's "Popit" Valve.

Terry Darby's installation uses an electric valve, a swivel and a needle valve (to refill the tank).



Foster's One Servo, Two Gun System.



## Observations of the Founding Father

Greetings combatants!

Nationals (Championships), were very exciting this year. The Fleet battling was close but the Allies won both Fleet battle and night Fleet battle. It was our first ever victory in night fleet and our first victory in regular Fleet since 1980.

I recieved a great birthday present when the Bismarck went down during the second sortie of the first fleet battle. She was the first ship to sink at the Championships. Fluegel's 1983 Champion Bismarck was also sunk by Danny Sheppard (14 years old) during the Allies victorious Night Battle.

Martin Schneider got his baptising (finally), during an individual challenge "battle to the death slaughter match" with his ally Carl Camurati.

Dan Hamilton's immaculate Exeter won Best of Scale. "Hexeter" was not "snake bit" in combat or scale appearance this year. His worst problem came from my USS Oklahoma's ram bow. Sorry again Dan.

R/C Warship Combat moved from destructive to "Near-Miss Nuclear" with the use of several types of high flow "Super Spurt" guns. The weak spurt of the MkIX was replaced with the "shotgun" blasts of the Foster Bypass and the "Geek restrictor". All week ships were coming in with shredded hulls after being Geeked, Fostered, or "What Was Thated".

There was no Arizona at nationals this year but my USS Oklahoma's hull was mangled over an area of 6 inches by 2.5 inches by a single burst from James Foster's stern shotgun. Additional collateral damage extended another 2 inches forward. This kind of damage, (a scale 100ft X 30ft) is the equivalent to a near miss tactical nuclear weapon. Wow! Something needs to be done to reduce the damage that can be done by a single blast. The incentive to build scale models will otherwise deminish dramatically.

I suggested that we "bandaid" the hobby by reducing the maximum magazine to 50 BBs but this was not accepted. The 1985 Champion-

ships will therefore likely be "Nuclear War". At present several combatants have decided to fight only conventional (non-nuclear) small ship combat with Destroyers, submarines, and light cruisers.

A new unofficial development project, The Manhattan II Experiment, has been organized to develop a low cost, reliable single shot gun. It is hoped that the development would lead to the possible adoption of some maximum destructive ability limits for our escalatingly destructive battles.

You too are invited to participate in the quest for the correct armament for Scale R/C Warship Combat. Otherwise there will be no "scale" in R/C Warship Combat. If there are many of those who want to play the no scale game then maybe we do need a new class of "unlimited". I'm too chicken to want to play that game. Actually, I love the history and scale appearance too much to play that game.

In the meantime if you want to be somewhat competitive with your old MkIX you'll need to get a clippard MAV-2 poppet valve for the higher flow that is being used. There is also a new technique for seating your oring that seems to help when used in conjunction with vaseline on the oring. The results seem to give that "Mega-Damage" result that is currently the norm. I will soon be selling the "Tac-Nuke Poppet" for about \$44.95 until the single shot is the weapon of Scale R/C Warship Combat. Thanks for the free ad Fluegel. As of July 17, 1984 my single shot prototype is firing single BBs. See the Presidents column for details on the Manhattan II Experiment. Notice you also have to build a Standard ship to enhance the controls of the experiment. My standard ship hull is nearing the hull covering stage.

Well there's lots to be done.

Let's Battle (non-nuclearly)! in the interest of scale appearance.

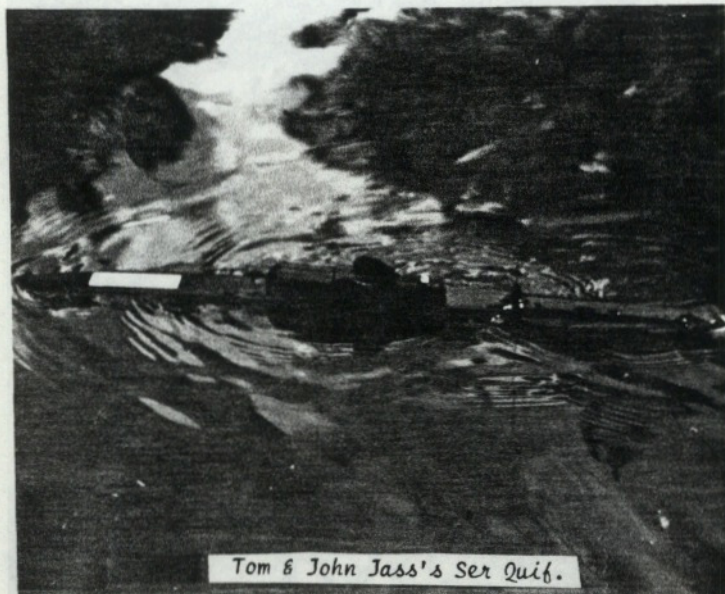
*Stan*

PS I'd better not forget to mention that Carl Camurati's "Doria" won all Capital ship honors. A very impressive performance for a new comer much less a Geek. We all enjoyed you presence and fine sense of humor Carl.

S-U-B

S-T-U-F-F

by: Fluegel



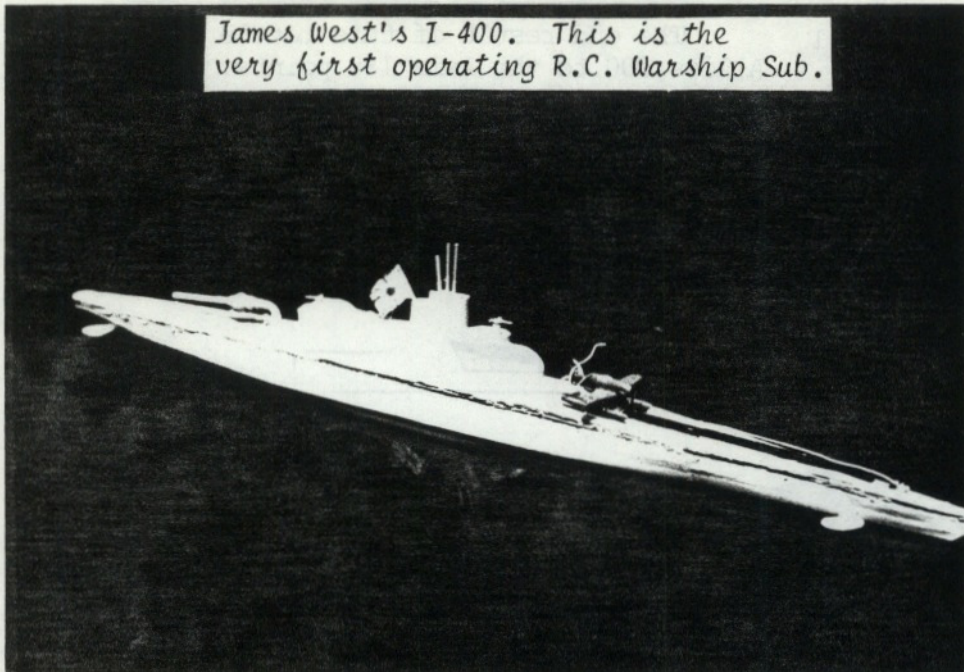
Tom & John Jass's Ser Quif.



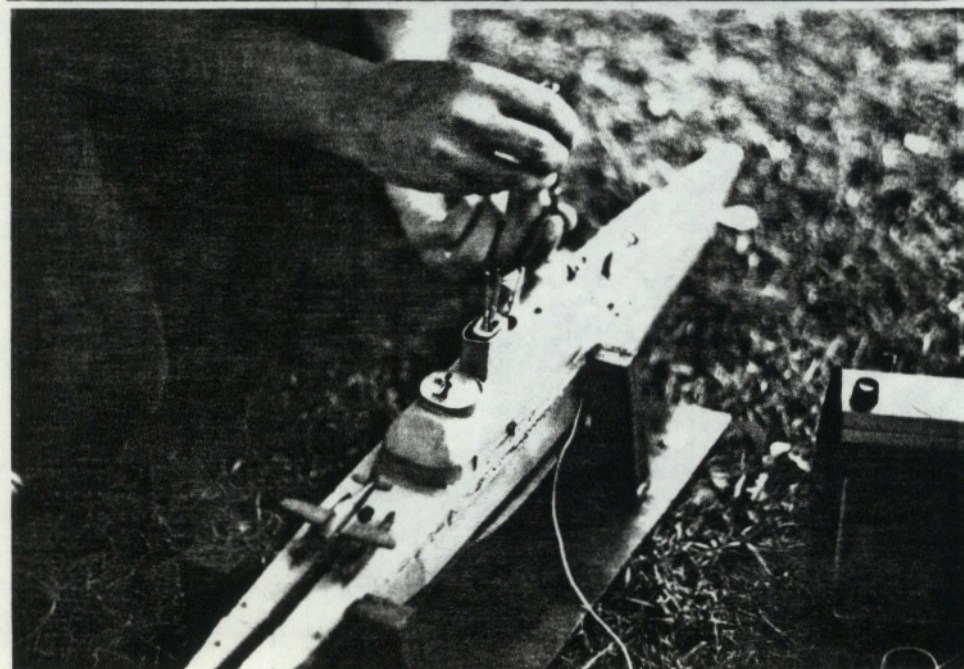
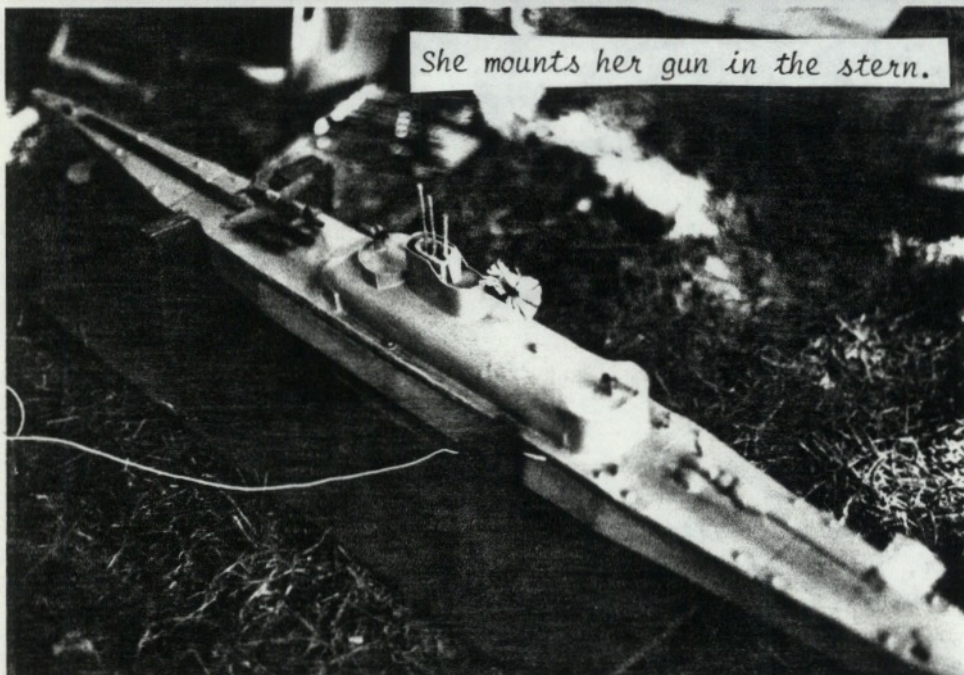
John is no Arm Chair Admiral  
he is a Lawn Chair Admiral



James West's I-400. This is the very first operating R.C. Warship Sub.



She mounts her gun in the stern.



## 1984 NATIONALS NIGHT COMBAT by Dan Shepard

It was a warm summer night as the fleets paired off, moving to their separate corners. Suddenly the lake erupted with BB fire, balsa wood shattered under the impact and ships went down in a blaze of glory. Actually, it wasn't that dramatic, but it was exciting just the same, at the 1984 R/C Warship Night Combat.

I arrived at Lake Sequiota at 2130H as prescribed, but found to my anxiety that I alone was the Allied fleet. A few minutes later I was relieved to hear that Dan Hamilton had rallied the rest of the Allies to come and battle. By 2200H everyone who would battle had arrived, but we were delayed by those little bugs in every ship. Stan Watkins and I both had trouble with our Minimatic poppet valves leaking, and there were rumors of trouble on some of the Axis ships.

At 2230H, the Allies consisting of Stan Watkins' Oklahoma, Jeff Poindexter's Texas, my Sinope and Dan Hamilton's Exeter went against Doyle Fluegel's Bismarck, Carl Camurati's Andrea Doria, James West's Admiral Hipper, and Gerald Roberts' Katori.

The first sortie was a low-point engagement; the Allies took only 40 points of damage, all done to the Texas. I saw very little of the action; I was trying to stay out of the way, due to the fact that the only thing that worked besides my propulsion and pumps, were my lights.

The Axis took a little more damage in the first sortie than the Allies; 170 points of damage total, divided as follows: Fluegel's Bismarck was hit for 75 points, Carl Camurati's Andrea Doria, 70 points, Gerald Roberts' Katori was hit for 25 points; the only Axis ship unscathed was James West with the Hipper.

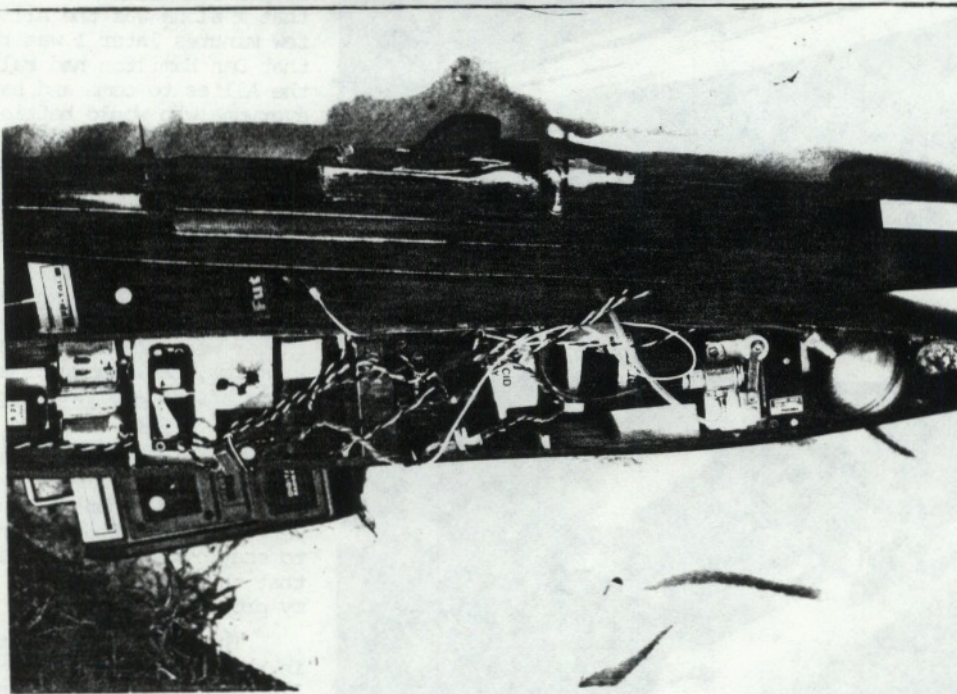
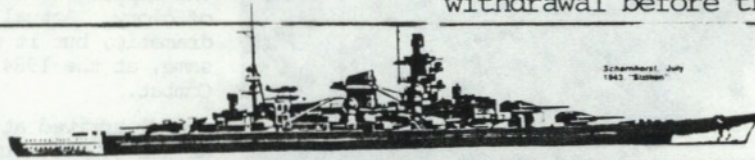
I moved the Russian Sinope out into the second sortie with a trade off, lights for a gun. It seems in my panic to get a gun working, I forgot to plug in my lights. This situation was a help and a hindrance. I could not accidentally expose myself, but I was so small and dark, that at 20 feet I was difficult to see; much past that and I could not see the Sinope myself. I moved off towards the other side of the lake eager to join the battle, but when I arrived at the corner of the lake, I was alone. I turned around and headed back. On my side of the lake I joined Stan Watkins' Oklahoma trying to get a good shot in at Camurati's Andrea Doria, but the Italian's speed of 100ft/21sec outdistanced me fast and I gave up. I headed back towards shore to sort things out, and find a new target, when lo and behold, there was the Bismarck just sitting a foot from the wall, (Fluegel's hamster must have been on a break). I sneaked up on the the Bismarck, made a sharp turn and let off a long volley down her port bow with my only gun and quickly scurried off to hide, having expended my magazine. Fluegel continued to plow around, not knowing that he had one large hole and several smaller ones in his bow.

continued on next page

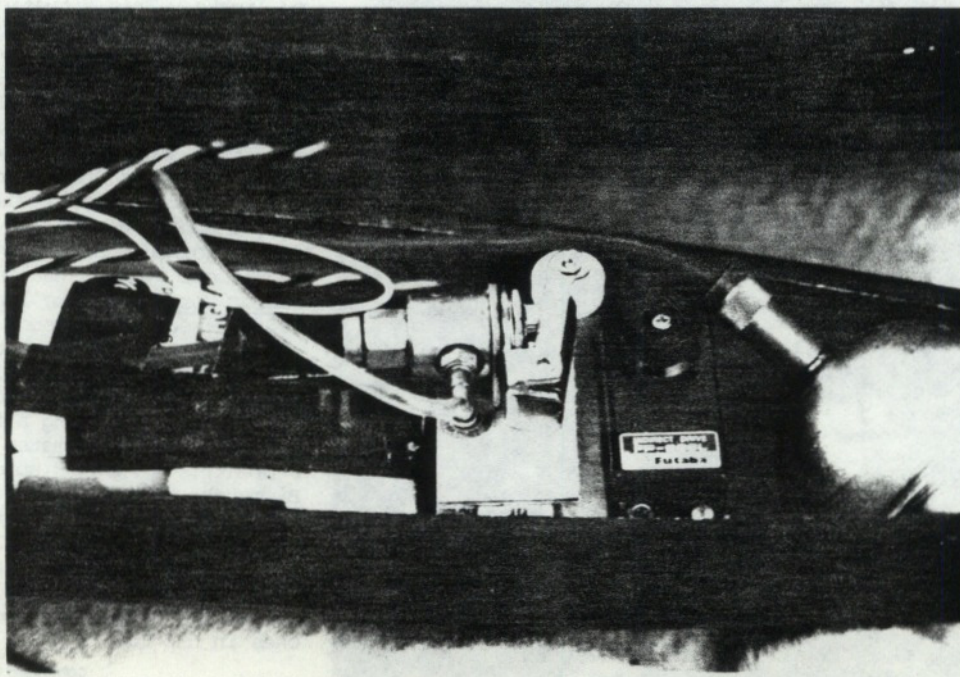


The Bismarck was standing by the wall on 5 minutes when we noticed the bow was down. Fluegel wasn't worried until his midship pump came on; by then it was too late. A few seconds later the Bismarck went down (and Fluegel went swimming.)

The end result of this battle was: Allies 900 to the Axis 185 points. The Allies' 180 damage points were pretty evenly divided, as were the Axis' 765 damage points except for the Bismarck's 600 point sink and the Katori's battle withdrawal before the second sortie.



from Left to Right  
or from Stern to Bow.  
Rudder Servo Motors,  
Throttle, Receiver Battery,  
Receiver, Two Excel Batteries,  
Gun Plumbing.



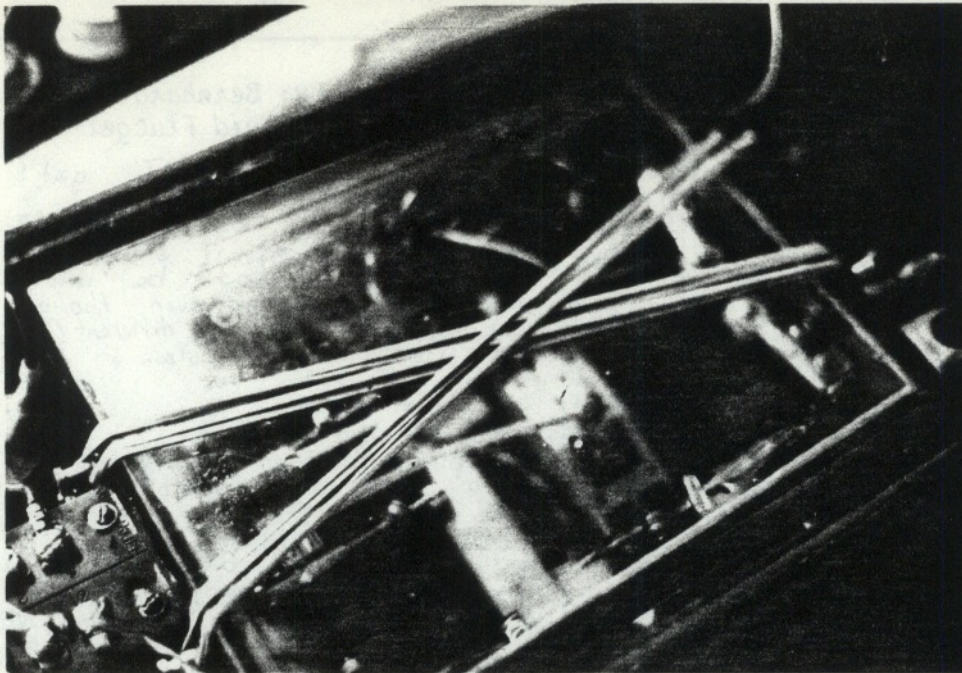
INTERIOR: JOHN JASS' "SURCOUF"



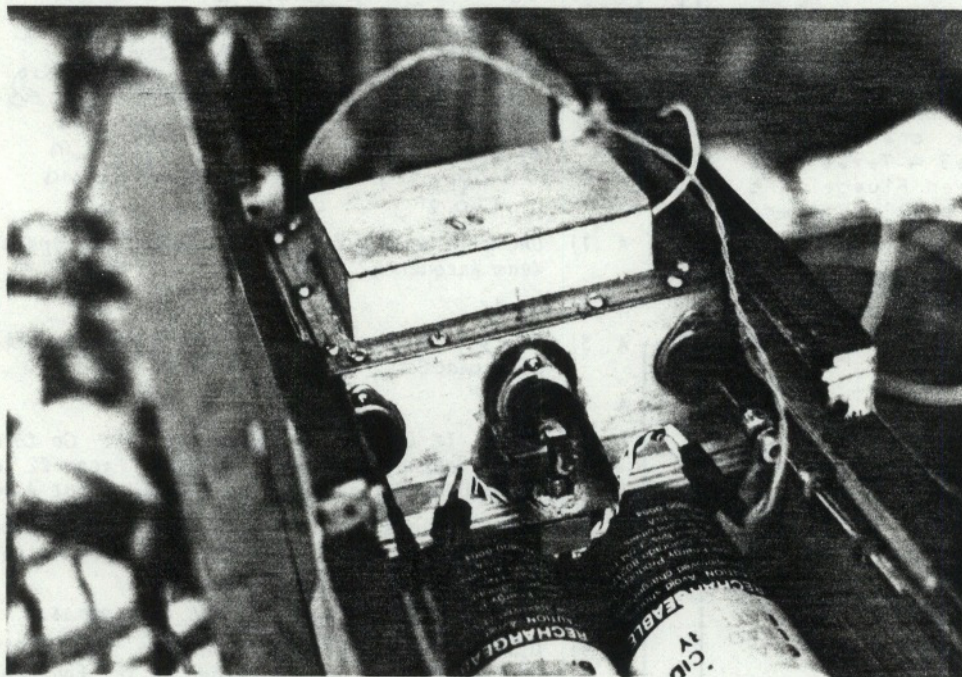
## WATER TIGHT BOXES, I HAVE KNOWN

BY: Farlly Hop

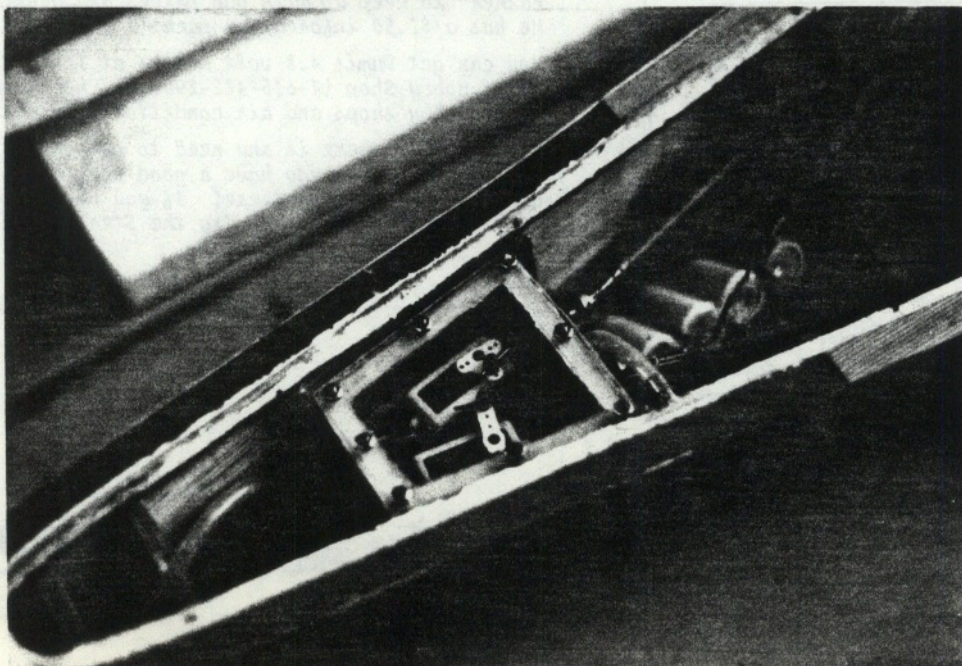
W.T. Boxes are becoming popular. I feel the destructive capabilities of the gun and the restricted capabilities of the pumps have made W.T. Boxes fashionable (for the ships that battle in the experienced league).



The lovely "X" pattern in the top photo is by Carl Camarati. The material used for the lid is plexiglas, which is utterly in Vogue for W.T. Boxes.



The middle photo is Terry Darby's W.T. Box. In a state of true confessions, Terry confided that he regrets not using plexiglas for his lid. I'm sure it caused him enormous embarrassment in the dock yards! Note his accessories. The small box on the top is for his receiver, Simply Stunning!



The bottom photo shows Milholland's sexy "Minni W.T.". Leave it to Stevie to be provocative!



## NATS TO YOU!

The 1984 Nats are history (Fluegel is thankful for that!). So, planning begins on the 1985 Nats. With your help we can make the 1985 Nats the best ever--it will require much work, for the 1984 Nats were well organized and expertly run. We will also try to duplicate the 1984 results at the 1985 Nats (sink the BISMARCK!!)

The "Small Boys" fleet battles (limited to light cruisers and smaller) at the 1984 Nats were fun; I plan to continue them in 1985. As more submarines, destroyers, and light cruisers are constructed, this fleet clan should grow and the battles become even more exciting. We'll also have sub vs. sub and pre-dreadnought vs. pre-dreadnought battles if the numbers warrant it. Lets also look at continuing the Convoy Battle in 1985. Allied and Axis admirals need to assign freighter construction during the winter of '85 so we can continue this tradition and not let it die out.

The Nats are your contest. Drop me a line (or a tape) and tell me what events you would like to see at the 1985 Nats. More fleet battles? More one on one battles? A convoy battle? A Texas-cage match (to the death) between Fluegel and Milholland? A night battle every evening?

In closing let me announce the dates for the 1985 R/C Combat Warship Nats:

1985 R/C Combat Warship Nats

Place: Sequota Lake

Springfield, Missouri

Date : July 14 - 19 (Monday to Friday)

Let the building and planning begin.

Tom Jass  
Contest Director  
1985 Nats

## CONSUMER REPORT

BY: Clifton Itch

Probably 1/2 the participants at this year's Championships used Gates brand "Excel" batteries to power their ships. The Excel is a sealed lead acid battery. A 10,000 ton cruiser will hold 3 of them which means you must have 6 volt motors. I think a 13,000 tone heavy cruiser could hold 6 cells which would give it super battery power and this would give one the option of using 12 volt motors. The original reason for this article was not to tell you about the Excell Battery. It was to tell you where to get them. Call Electronic Inc. at 216/621-1052. Tell them you want 2 "packs" of Excell's for your R.C. Combat Ship. The batteries come in a 6 cell pack which you will probably disassemble. You will need to order 2 packs because they have a \$20.00 minimum order and one pack will cost \$15. Though they are surplus, they are good batteries and at a great price.

The 2nd item was new on the dock yard scene. It is a spray that makes gap-filling-hot-stuff type glues dry instantly. Not an aerosol spray but a pump type spray. There are several brands available, all of them I think are the same stuff. The only brand name I remember is called "Kicker". I really like this product!

## BABY BATTLERS

Questions By: Bernhard Holmok

Answers By: David Fluegel

- 1) Which R/C unit should I get?
- 2) How many channels, servos?
- 3) Why only 1/32 balsa can be used (I saw 1/16 and boy, was it small)
- 4) Can a ship, the Lutzow be another ship like A Graf Spae even though thier bridge was entirely different (Vol 5/2 '81 NATS/NAMBA, picture of Lutzow on 2nd page of article.)?
- 5) What is freon?
- 6) Does freon cost alot?
- 7) Can you put the machinery, in the ship, in a tin or waterproof box(es)?
- 8) Can the bottom have tin sheating (to prevent holes by twigs, etc)
- 9) What is the address of the place to get the guns (BB guns)
- 10) What is the address of the place where to get a) engines, b) Freon
- 11) Which should I get as a first kit
  - a) Dumas 40' Utility Coast Guard Boat
  - b) Starling Caltex Lumba Lumba
  - c) Laughing Whale The Tug k.it
  - d) Billings Boats Zwartse Zwa Tug
- 12) Could you ask the guy who sells BB guns if he has the addresses of the people he sent guns to in Canada (especially the Montreal and Quebec region).

A 1) One with a plug in crystal, on the appropriate team frequency.

A 2) 6, 4

A 3) It is a club rule (safety rule?) and it works well with practice, use it.

A 4) Yes

A 5) Cold. It is not real simple to get. Go to an air conditioning place and buy 15# of Freon 22 (not 12).

A 6) It should cost about \$40. and last about 4 years.

A 7) Often you can put some of your radio equipment in a W.T. Box. This is not required but it is preferred by some battlers.

A 8) Yes, the very bottom. Use fiberglass.

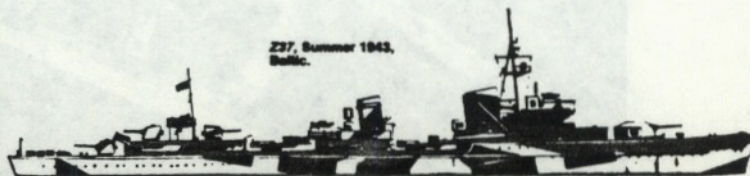
A 9) M.W.P. co., 7700 Lamont, Amarillo, Texas 79110. You should read "Observations of the Founding Father" to keep up with gun prices and development. He has a \$2.50 information pack (I think).

A 10) You can get Dumis 4.8 volt motors at Tennessee Model Hobby Shop (1-615-482-2900). Check your local hobby shops and air conditioning places.

A 11) I'm not sure there is any need to get any of these kits. As you already have a good plan set. Why don't you start from there? If you need some sort of kit, I think, I would try the Sterlling Missorie?

A 12) Yes.

227, Summer 1983.  
Baltic.





## DON,T DO IT! Or the trials and tribulations of a beginner

If you like a challenge and a demanding hobby then MAYBE the R/C Warship combat is for you.

As I write this article I want to point out to any newcomer whether he is an experienced Model boat builder, fanatical model airplane builder or just an interested person who thinks that would be fun.

DON,T DO IT!!

Don't DO IT Unless you are ready and willing to throw your radio into the lake, jump in and look for it. Then take your boat: a product of hours of hard work, frustration, and loving care, shoot holes in it and throw that in the lake. wait 5 Min and then jump in and look for it. Then DO IT!

WE WANT YOU!

So much for the negative side of R/C Warship Combat.

My modeling experience covers many years of model airplanes from the old rubber band powered kind thru U/C planes on spark FF, Combat, Race and Radio Control planes, Sailboat models, Steam model boats and scale boats.

My work is in the Scientific laboratory Equipment service field, so I am quite use to making do with what ever I can find.

I became interested in R/C Warship Combat after reading the article written by Dan Dees/Seattle, Wash. I wrote to Dan who sent me information on where I could find other people of the same interest. Herr Flugel, Jeff Poindexter, and Stan's Warship Products. I obtained my first set of plans and made my first mistake, I DID NOT ASK AN EXPERIENCED SKIPPER, for their recommendation. After many hours of research and heavy thinking I chose for my first Warship the IJN Cruiser AOBA. This ship met my List of requirements as follows: 1/ Low profile. 2/ 4 props. 3/ fair sized rudder. 4/ minimum amount of superstructure.

That was mistake number 2. Number 3 was not to consider the necessary requirements of 1/ lots of space in the hull. 2/ #1 reduces the amount of batteries that can be used. 3/ STABILITY.

(5) Months later after (4) refitting of (relocating) equipment in the hull; (3) types of motors: (2) types of props: (2) kinds of batteries: (1) CAPSIZE AND SINKING:; slow ship speed 22 Sec./100 Ft. oh yes! (2) water pumps and (3) damaged (wet) servos. I reached the conclusion that I had picked the WRONG ship to start with.

I am now in the process of building the German Pocket Battleship Scharnhorst. Big hull, many guns, two pumps, and lots of room for Batteries...

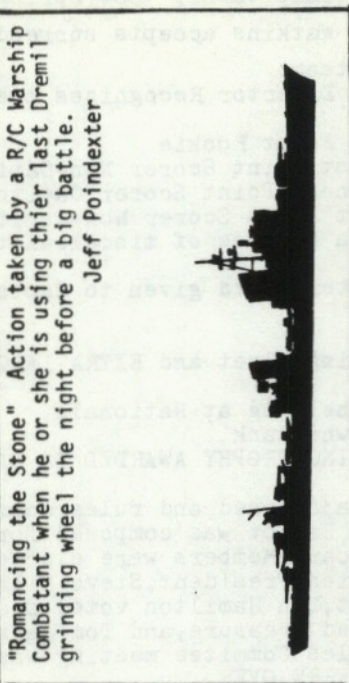
I have learned how to enlarge plans, how to make /Build pumps, waterproof my equipment and work with 1/32" balsa.

Also how not to be discouraged. Think that if others can do IT I Can DO IT.

One other fact comes to light: That is that regardless of what ever reference book you use there will be others that will say your ship was of a different size.

So choose a reference book and Steam ahead and GOOD LUCK.

Ted R. Cooper  
911 Piedmont  
Sugarland, Tx. 77478  
A.C. 713 491-7397 nites.



"Romancing the Stone" Action taken by a R/C Warship Combatant when he or she is using thier last Dremil grinding wheel the night before a big battle.  
Jeff Poindexter

**THE NEW EXECUTIVE BOARD**

PRESIDENT, James Foster, 6702 Capriola Drive, Austin, Texas 78745. VICE PRESIDENT, Steve Milholland, Route #1 - Apt A Brookline, Missouri 65619 (Contact Steve if you are going to have a sanctioned battle.....me to). CHAMPIONSHIPS CONTEST DIRECTOR, Thomas M. Jass, 312 E. Circle Avenue, Lombard, Illinois 60148 (Jass is your man if you don't understand something about the rules). TREASURER, Jeff Poindexter, 3202 Vernon Street, Amarillo, Texas 79103 (send your club dues and Namba dues to Jeff). SECRETARY, Dan Hamilton, Route 3, Box 558, Decatur, Alabama 35603 (send your rule recommendations and battle report forms to Dan).



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Name _____		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">USA</td><td>Feb \$ 6.00</td></tr> <tr><td></td><td>Apr \$ 5.00</td></tr> <tr><td></td><td>Jun \$ 4.00</td></tr> <tr><td></td><td>Aug \$ 3.00</td></tr> <tr><td></td><td>Oct \$ 2.00</td></tr> <tr><td></td><td>Dec \$ 1.00</td></tr> <tr><td style="text-align: center;">FOREIGN</td><td>Feb \$18.00</td></tr> <tr><td></td><td>Apr \$15.00</td></tr> <tr><td></td><td>Jun \$12.00</td></tr> <tr><td></td><td>Aug \$ 9.00</td></tr> <tr><td></td><td>Oct \$ 6.00</td></tr> <tr><td></td><td>Dec \$ 3.00</td></tr> </table>	USA	Feb \$ 6.00		Apr \$ 5.00		Jun \$ 4.00		Aug \$ 3.00		Oct \$ 2.00		Dec \$ 1.00	FOREIGN	Feb \$18.00		Apr \$15.00		Jun \$12.00		Aug \$ 9.00		Oct \$ 6.00		Dec \$ 3.00	Do not subscribe for any past issues or overpay for 1985 issues. Enclose the amount for the remaining even numbered months of 1984. Advertising is \$2.00 per column inch (approx 8 lines). In the USA make checks payable to Hull Busters, outside of the USA send ONLY AMERICAN CURRENCY. Send to: Flugel, 3524 Gray dr., Mesquite, TX 75150. Hull Busters does not sell guns, rules, info packs or anything else, only this Newsletter. CONTRIBUTING AUTHORS are vital! Send Articles typed, single spaced, title it and include a "By line". This is important, the length of your typed lines must be 4 3/4" long. Please use a ruler.
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**CONCLUSION**

Boy that was interesting reading! The authors of Hull Busters are my favorite people. Just think of all the money they are making me! They are also very unselfish to the readers. This hobby would be drifting in every direction without a Newsletter and I don't want to brag on me, I am the Editor, THEY are the Authors. The only problem is there is not enough of "THEM" (just like the Axes). I said all of this to set this sentence up..... Send me Articles!

I emotionally exist on them, really, and especially articles for rookies, you know, lessons learned, where to buy, how to, etc. In fact, if you send me articles maybe James Foster will give you some money! .....maybe not.

Tom Jass is all but done (I think) with his "see-and-say" on Hull Construction. There are two folks signed up so if you want to use it, let me know.....remember the "See and Say" program?

The next issue will have my pictorial article on the '84 Championships. I think you will enjoy it. There is a strong possibility that there will be a How-to-make a Geek Gun by non-other than Mr Geek himself!

Well, I want to thank the authors for this wonderful issue and best of luck to our new officers, I am excited about them, ya know, cream floats to the top, and I'm sure they will dutifully serve THE MAGNIFICENT OBSESSION. God Bless You All!

*D.W. Fluegel*  
D.W. Fluegel

By Dan Hamilton

**Awards At National Championship 1984(Springfield)**

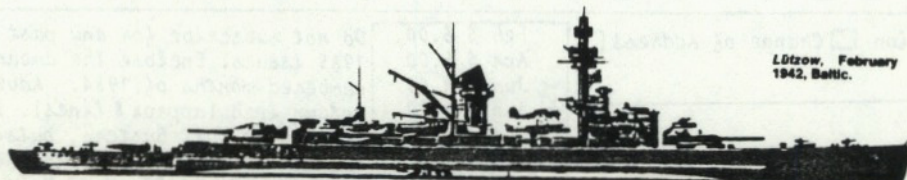
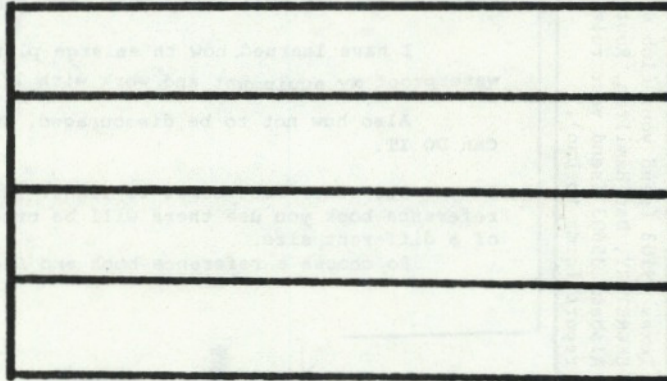
Allied Caption Stan Watkins accepts surrender and defeat of the Axis team.

Terry Darby Contest Director Recognizes the following people;

1. David Haines-High Point Rookie
2. James Foster-Higest Point Scorer Non-Capitol Ship
3. Carl Camurati-Highest Point Scorer Capitol Ship
4. James West-Highest Point Scorer Non-Capitol Ship for 1983. This is a because of miscalculation of last year scoring.
5. Best of scale-Exeter Award given to Captain Dan Hamilton.
6. Ribbons Awarded;  
D.W. Fluegel-2 winning fleet and EXTRA LARGE PURPLE SINKER.
7. Recognizes those helping at Nationals
8. Recognizes those who sank
9. VON FLUGEL TRAVELING TROPHY AWARDED TO CARL CAMURATI

Awards meeting was ajorurned and rules commitee meeting started. Rules Ballot was composed for 1984 voting. Executive Board Members were elected. James Foster was voted President, Steve Milholland voted Vice-President, Dan Hamilton voted secretary, Jeff Poindexter voted Treasure, and Tom Jass 1985 Contest Director. Rules Committee meeting was ajorurned and 1984 NATIONALS WERE OVER.

HULL BUSTERS VERY LIMITED  
3524 GRAY DRIVE  
MESQUITE, TX 75150



Lützow, February 1942, Baltic.

This is the Bottom Line  
This Line is 4 3/4" Long. Make your Articles this LONG!  
This is not a Dead Line, the Dead Line is "Post Marked" by the 25th of every odd numbered month. Just think of Christmas. Our next Dead Line is September 25th.

