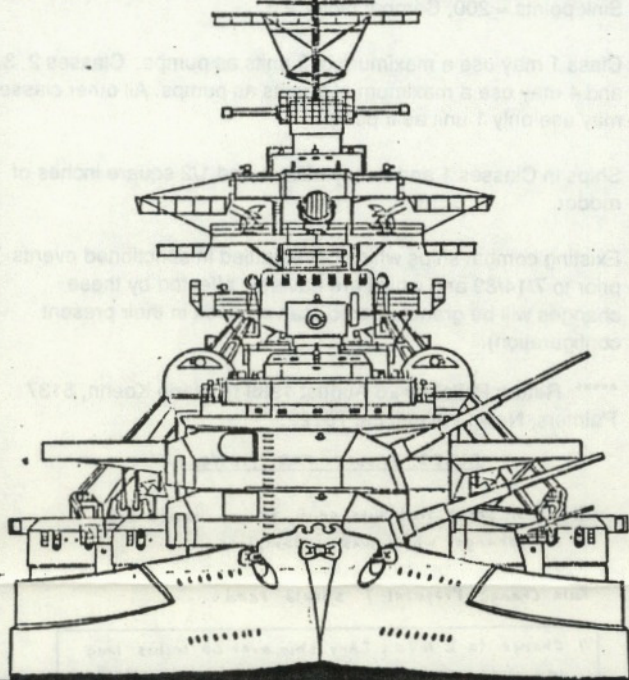


AUGUST 1989

# HULL BUSTERS

INTERNATIONAL

# NATIONALS



**KNOXVILLE, TENNESSEE  
JULY 10-14, 1989**

## INTRODUCTION

The 1989 NATIONALS was yet another total Axios Victory. It's so routine that I won't even include a battle report. Just read a past years battle report. It was just another Axios Victory.

I think this was among the most fun the group has had at a NATIONALS. It was FUN!

The Tuesday battle report was written by "S. Dees". That "S" stands for Shirley...It's a woman's point of view. It's a fun and interesting change for us macho authors. Thanks to ALL the authors, and especially S. Dees.

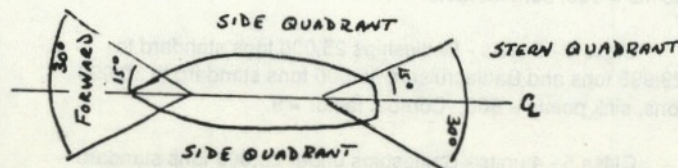
Well, it's time for another Magnificent Hull Busters. You Britishhomosexuals (one word), put on your "Sink the Bismarck" record and make yourself comfortable, you're really going to enjoy this one!

## RULES BALLOT FOR 1989/1990

The following is the Proposed new rules for next year. Next Hull Busters will give the election results.

The following rule changes have been accepted by the rules committee at Nationals 1989 and are presented for acceptance by the membership: Note: completed ballot must be returned by 26 August 1989.

1. Add to Article III C 4 - The Treasurer is responsible for the ordering and purchase of the trophies for Nationals.
2. Create a new non-voting position of Site Host with the following duties:  
Preparation for Nationals:
  1. Negotiate price packages with the local Motels/Hotels.
  2. Nationals site preparation and obtain a workshop area.
  3. Arrange a location and facilities for the Awards Banquet.
  4. Obtain legal permission/permits (in writing) for the lake.
  5. Accept donations for prizes, supplies, etc. in the name of the club.
3. Add to Presidents duties (Article III C 1): The President shall assemble and maintain a freq. list of all club members.
4. Members who are listed on the President's Freq. list shall have a priority for use of that channel.
5. Change to rule II H 7 c: "When battling one specific FIXED quadrant shall be left undefended at all times ...."
6. Add to II H 7 c: The definitions of quadrants are: Forward and stern quadrants are 30° segments arranged 15° either side of the longitudinal centerline. The two side quadrants are those two remaining 150° segments along each side. (See drawing below)



7. Change to II H 7 c: "Any ship over 40,000 tons Std. displacement OR 60 INCHES LONG IN 1/144th. SCALE may have one rotating turret with one gun.
8. Add for one year: For the 1990 nationals only, Casements can be made hard, however no hard casements will be allowed within 3/4" of the waterline.
9. The date of Nationals be moved to the last full week in July.
10. Change to Article V.A Sanctioned events:  
From: Notification of the event must be provided in the club newsletter a minimum of 60 days prior to the date of the event, or all club members must be notified by the contest director via mail postmarked a minimum of 30 days prior to the date of the event.  
To: Notification of an event must be provided to the Regional members, National executive board members, and major regional clubs a minimum of 30 days prior to the event. Such notification shall be by letter or an announcement in the club newsletter.
11. Article III.C.2 and Article III.C.3. Add to the duties of the Vice-President: Receives all citations of Non-compliance and sends a list of all outstanding citations to the Contest Directors of Club Sanctioned events. (note to be removed from secretary.)

12. Add to Article III.6.a.i: "Any interpretation of the rules prior to sanctioned battle must be by the majority of the executive board."

13. Add to rule III.B.7: Submarines are not to be considered sunk by decks awash or resting on the bottom but by their failure to surface at the end of a battle and return to port.

14. Add to Article III.C.5: Annual Championship Contest Director pays no entry fee for the Nationals during his duty year.



15. On the ship list - change the classification of the Des Moines (CA-134) and the Lutzow up one class with the stipulation that they can only have fore and aft gun placement. (no side guns).

16. Change to Article IV.C: Change returned ballots due date from 6 weeks to 10 weeks.

17. Add to III.B.6.a: Prop damage done to another vessel is also considered Ram damage.

18. Add to rules package the published Campaign rules.

19. Add to the duties of the Vice-President: Collects and publishes total scores for all individuals gained in sanctioned events throughout the year.

20. Change to Classifications of ships on Class list (II.H.1):

Class 1 - 8 units - Battleships 60,000 tons standard and over (composed of the 2 Yamato class), sink points = 1,200 pts., Combat factor of 10.

Class 2 - 7 units - Battleships 40,000 tons Standard to 59,000 tons. (Composed of the Bismark, Littorio, Iowa and Vanguard class = 11 ships), sink points = 1,000 pts., Combat factor = 10.

Class 3 - 6 units - Battleships 33,000 tons standard to 39,999 tons and Battlecruisers 40,000 standard and over. Sink points = 900, combat factor = 9.

Class 4 - 5 units - Battleships 25,000 tons standard to 29,999 tons and Battlecruisers 30,000 tons standard to 39,999 tons, sink points = 800, Combat factor = 9.

Class 5 - 4 units - Battleships under 25,000 tons standard and Battlecruisers under 30,000 tons standard, sink points = 800, combat factor = 8.

Class 6 - 3 units = Predreadnought Battleships, Heavy Cruisers built 1922 and after and Light Cruisers 9,000 tons standard and above built 1922 and after. sink points 700, combat factor = 7.

Class 7 - 2 units - Heavy cruisers (armored cruisers) built before 1922, and light cruisers 5,000 tons standard to 8,999 tons built 1922 and after. CVA's Lexington, Saratoga, Akagi, and Kaga. sink points = 600, Combat factor = 6.

Class 8 - 1 unit = Light cruisers below 5,000 tons standard built 1922 or after, and light cruisers built before 1922 (protected cruisers, CVA's, and CV's sink points = 400, combat

factor = 5. Note class 8 may use 1/2 units. A 1/2 unit = one 25 shot gun, one 15 shot spurt gun, or a 1/16" outlet pump. Any combination of 1/2 units can be used to create one full unit in class 8.

Class 9 - 1/2 unit - Destroyers, Destroyer Leaders, Submarines, CVL's, and CVE's. Half units are used as defined in class 8. Sink points = 300, Combat factors = 4.

Class 10. 1/4 unit - Gunboats and any other ship type not listed above. A 1/4 unit = a 10 shot gun or a 5 shot spurt gun. Sink points = 200, Combat factor = 3.

Class 1 may use a maximum of 3 units as pumps. Classes 2, 3, and 4 may use a maximum of 2 units as pumps. All other classes may use only 1 unit as a pump.

Ships in Classes 1 and 2 may have 4 and 1/2 square inches of rudder.

Existing combat ships which have battled in sanctioned events prior to 7/14/89 and which are adversely affected by these changes will be grandfathered (can be used in their present configuration).

\*\*\*\*\* Return Ballot by 26 August 1989 to Wade Koehn, 5137 Painters, New Orleans, La. 70122.

#### RULES BALLOT FOR 1989/90

The first ballot that was sent to you contained a rule change which was incomplete.

Rule Change Proposal 7 should read:

7. Change to II H7c: "Any ship over 60 inches long in 1/144 scale may have one rotating turret with one gun and may cover all four quadrants. This will allow more than one gun in a side quadrant but in separate turrets."

the sidewalk/street that bordered the lake (the allies were busy tweaking their little boats) we decided to take a closer look at the shoreline around the whole lake and determine the strategy for the day.

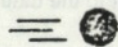
As we scouted the area, it was determined that the two bridges spanning the width of the lake might make good ambush sites in some of the upcoming sorties. Also of note was the fact that at the end of the lake closest to the Sun Sphere\* there was known to exist at times, interference from something that could cause a ship to go out of control, and the area should be avoided.

The fleets; Axis,  
While the number of ships the Axis fleet would have on the water would be small, it was hoped that the sparse numbers could be made up for by the quality and determination of the Axis ships and captains. For the Monday battling, and as it turned out the rest of the week, the ships on the Axis fleet were;

BB Jean Bart	6	units
CB Scharnhorst	5	"
CB Andrea Doria	4	"
CB Kirishima	4	"
CA Tone	3	"
CA Zara	3	"
CA Maya	3	"
CA Suzuya	3	"
CL Cadorna	2	"

# Blow-by-Blow

MONDAY



# Battle Reports

MONDAY AT THE 1989  
NATS

The time; 10 July 1989

After an all night (24 hrs. for a couple of us) trek from the state of Texas, the Axis contingent from that state were hoping to meet up with a dozen or so fellow Axis from other parts of the nation. As we were soon to discover however, with the exception of 3 captains, we were the Axis fleet!

The place; What a battle site this turned out to be. The lake was just as good as it was said to be. The dock area next to the lake was nice green grass and after the Axis set up several shades along the edge of





This is the lakeside tent/dock area set up by the Axis nice guys and mooched by the Allied scum.

The Allied fleet; as I recall

BB South Dakota	6 units
EB Alabama	6 "
BB Indiana	6 "
BB Massachusetts	6 "
BB Valiant	5 "
BB Queen Elizabeth	5 "
BB Warspite	5 "
BB Warspite II	5 "
CB Tiger	4 "
CA Okla. City	3 "
CA Houston	3 "
CL Okland	2 "

With a possible total of 56 units for the Allies, to a possible total of 32 units for the Axis, it became evident quickly that a normal battle strategy would be of no use. It was decided by the Admiral that the use of the stern guns would be the best and most wise means of waging the war at sea. We would have to fight a advance to the rear type of action, and stay away from those numerous side mounts. Hoping for the superior speed of our ships to aid us in this type of battling, we launched and crossed our fingers for the best.

So intense was my effort to keep my ship on the water and battle ready, that taking notes of what was happening was the last thing on my "things to do" list. The battle report is taken from some notes spoken to the tape recorder by various persons, and from some of what I can recall from my own perspective. Once a battle begins, what we each see, feel, and hear is very much different from the battler standing right next to us.

The first battle began as so many others have before with high hopes and full magazines. The tactics decided on by the Cross Admiral seemed to be the right stuff. Just as I was feeling good about what was taking place, I heard a ram called, turned and peered over the bridge only to see the Zara settling to the

bottom. She had been impacted by the stern of one of those all too numerous South Dakota's. The points that would be taken from the Allies did not seem to help offset the loss of a fighting ship to an already small Axis navy.

During this battle the Scharnhorst was set upon by the four South Dakotas, the Kirishima suffered severe radio difficulties and the Tone and Suzuya were managing to use the stern gun stuff without being too easy targets. Things can change quickly in this game and they did so. With just over a minute left on five minutes, I headed the Suzuya farther away from any of the enemy. As she disappeared under one of the bridges I moved to the other side to see her emerge. To my horror instead of exiting she began to circle to port and worse yet, there were two ships with side mounts comming up to feast on the out of control vessel. There was not enough time left of the five for them to take full advantage of so the Suzuya received only a few additional holes. The Scharnhorst had not been so lucky, having been hit with 610 points worth of damage.

With any luck it seemed we could have won the first sortie. Dare we even think such a thing having been so out guned? Soon after the beginning of the second sortie, the cruiser Okla. City was seen sitting at the far end of the lake, low in the water and undoubtedly on five. I was not about to let a ship set unharried for five full minutes, so I pressed the attack. It turned out to be an unwise decision as she was guarded by a heavy and as I attacked, more of the biggies came to the cruisers aid. While I may have managed to hole her a few times, they added to the damage from the first sortie and the Suzuya did not live through the five long minutes to safety.

Our troubles were not over, for on the other end of the lake, the Tone was hit by interference that caused her throttle



to stick in reverse. The speedy ship soon buried herself beneath the waves and sank. The second sortie had cost the Axis fleet two cruisers. It was time now to forget the terrible start, patch the numerous holes, dry the inside of the ship and hope for a better battle next time.

I would like to have had a video and cassette tape of the next two battles of the first day so that an accurate account of all the different ships actions could be put in this article for all to read. Without such information, that is not possible so I will write of some things other than blow by blow battling.

The battling for the first day had been the toughest that I could remember having been in. Maybe because of the number of units we were fighting against, maybe the more confined area where the battle was fought, or maybe it was all those sidemount guns that made the battling very hard, but most likely it was a combination of all three. With a small fleet to have to last a nationals, we could not afford to have a single ship miss a sortie. It was very critical to be sure that your ship was ready to go every sortie. The time between sorties was used making double sure that every system was in order so that when launch time came we had every available ship on the water.

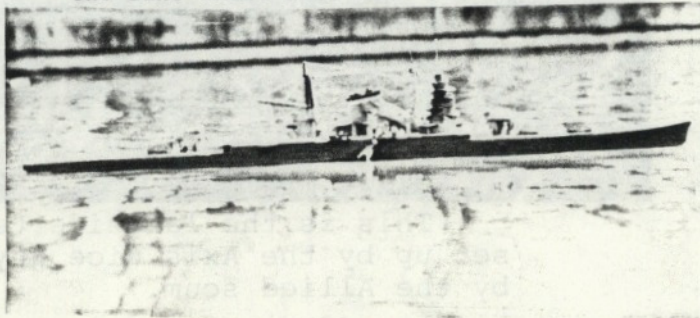
The intermittent radio interference experienced by nearly every captain at one time or another was bothersome and often proved deadly to the ships on the water. There seemed to be a couple of places on the lake where it was most likely to strike. One such place was at the end of the lake

nearest the Sun Sphere, while the other could be under one of the two bridges that spanned across the lake. Some even said the interference was due to the elevator in the Sun Sphere tower moving up and down. Whatever the cause, the results were often telling on the unfortunate ship.

When the results were in from that first full day of battle, it was amazing to me that we had won even a sortie, much less two of the three battles. Somehow it did not feel like we had won.

Fleet Battle I	Axis	4,110
	Allies	3,250
Fleet Battle II	Axis	2,790
	Allies	3,425
Fleet Battle III	Axis	3,730
	Allies	3,685

\*The Sun Sphere is part of the 1982 Worlds Fair grounds, and was located at the end of the lake where Nats were held.



Suzuya on patrol

### Proposed rule changes

Ron Thibault

7/17/89

Propose that the ships (1) Deutschland - Germany (Lutzow, Graf Spree) Class and (2) Des Moines - USA Class, launched 1946, be allowed 4 units with the restriction that they be limited to fore and aft quadrant guns only. These ships while of Cruiser displacement and dimensions had superior guns. This would allow the ships to be credited for superior guns, as Battle Cruisers are, without risking safety with side mounts on a narrow hull. The Deutschland had 11 in. guns, the same general size as many Battle Cruisers, and in fact was considered by the Allied powers as this class of ship. Under the same reasoning that pre 1922 Cruisers, and some of the early Battleships, were down graded a class due to inferior guns compared to "WWII" era ships, the Des Moines Class should be allowed an additional unit due to the improved guns it carried. The Des Moines Class guns were Rapid Fire 8 in. guns. These guns had a much greater rate of fire than the WWII era Cruisers, in fact they had a rate of fire about equivalent to the WWII 6 in. Cruisers. The WWII era 8 in. Cruisers were deficient in the ability to hit fast targets, as the slow rate of fire allowed the target to move to far for accurate ranging. This is the main reason the USA, at least, choose to build both 6 in. and 8 in. Cruisers. The 6 in. while not having the penetrating power of the 8 in. gun could "smother" the target with a large number of hits hopefully doing enough damage to cripple the target. When used together the 6 in. Cruisers would concentrate on the Destroyers and the superstructures of the larger ships while the 8 in. Cruisers would engage the larger ships. The Des Moines Class with their guns could due both.

Ronald Thibault  
7811 Overhill Rd.  
Glen Burnie, MD.  
21061

## Blow-by-Blow

TUESDAY

## Battle Reports

RC COMBAT NATIONALS - TUESDAY, 7/11

by S. Dees

### PART I

I was sitting at my typewriter, poised over the keys. The typewriter was older than Tom Jass's computer. I had to get a report out.

"Why me?", I thought. "Because you wear high heels," was my answer. But I knew the real reason. It's tough to get reporters willing to go unarmed, UNPAID, into the steamy, stinking war zones and survive to write about it. Especially ones who can type. So, they get women to do it. We'll do most anything to enhance our resumes.

I poured myself another cup of coffee. Was it only just a week ago? Yes, a week, and three hours, counting the time zones.

I remembered sitting in the U.S. Pavilion in Knoxville. Kind of big for the size of the group — tons of elbow room. I spent a fair amount of time there — my husband had a new ship this year. In fact, I think the only one who spent more time in there was Stan Watkins. Bet he never changes his frequencies again.

It was overcast on Tuesday — still muggy, but not a killer day. People looked somewhat revived from Monday's burn-out.

The Axis were still trying to figure out who did well enough to achieve their previous day's victory.

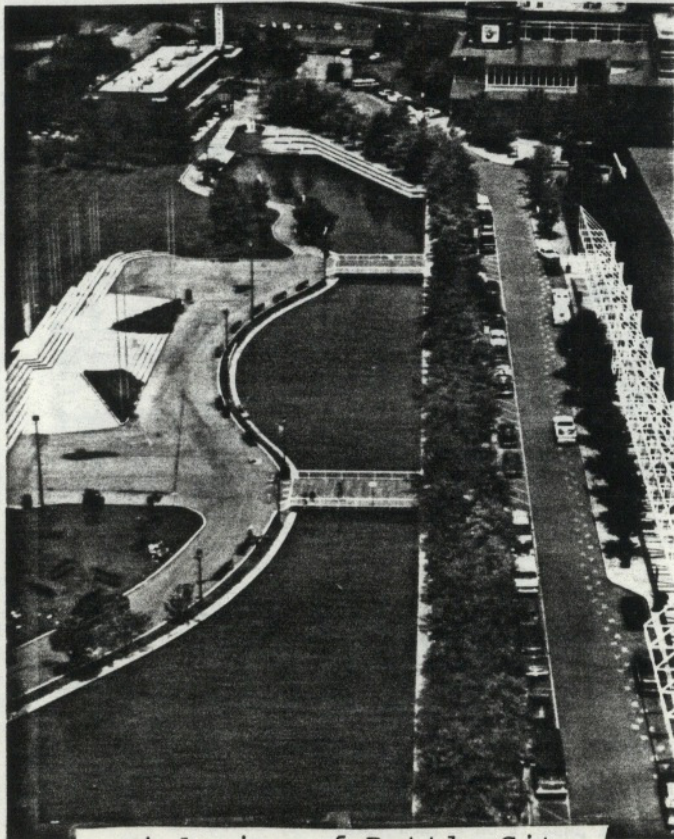


I milled through the troops as they were bandaging their ships and was able to get the following comments:

Marty: "It was pure H\_\_ out there! I took one hit on the waterline and five hits above."  
 Danny: "I SURVIVED!"  
 Rick: "At least we thinned them out a little bit!"  
 Ron: "It was rough out there! The Jean Bart and Andrea Doria gave me a lot of trouble."  
 Jeff: "Stan was my man!"  
 Stan: "MY WATER-TIGHT BOX WORKED!"  
 Tom: "Which proves once again, when pumps work, ships don't sink." (His rotor came off.)  
 Steve: "Can we do it over?"  
 James: "What happened?"  
 Mike: "Didn't see any Allies out there."  
 Dirty: "We won decisively. Sank two ships — a battleship and a heavy cruiser. I thought our guys did real well. It was fun, but hard to watch."  
 Gerald: "The Allies had their chance! My bilge pump froze up on me — they didn't notice. I was 1/16th" from sinking at 5 minutes. Nobody chased me."  
 Fluegel: "It was a magnificent victory! We were sinking them left and right. I'm looking forward to continued success. We're receiving additional reinforcements — Dirty will join us with his cruiser."  
 Bob: "I enjoyed Fluegel's Scharnhorst!"  
 Scott: "Are we having fun yet?"  
 Will: "Naa!"

The second sortie began at 11:20. Danny Schultz sank at 11:22. A few seconds later, voices yelled "War!" and battling recommenced.

By 11:28, Gerald and Fluegel were on 5-minutes. They had changed their strategy. Jeff's ship was grounded on some cinder blocks near shore, and they had tried to ram him off. The Axis took a real beating. (Read more about this in Tuesday, Part II.)



Aerial view of Battle Site.

We all squeezed through the chained gate and trudged off to battle.

The battle ground was a large, 18" deep lake. We were using three sections of the lake, which were connected by waterways under two bridges. The bridges added a degree of challenge to ship control.

The lake was stocked with carp. The adult carp had the good sense to get out of the way when the battles commenced. I was still cautious — minnows had attempted to eat my feet the previous day. Carp have no taste.

As the troops prepared for battle, they were sharing whatever supplies they had with others in need. They were also sharing war stories — historical and scale.

Steve Milholland recalled that the '81 and '82 Nats were nightmares for many because of unreliability of ships, but he had many fine memories of the camaraderie. By 1984, ships had much more reliable pumps and guns.

James Foster was hoping to avoid running into any more posts, benches or trees around the lake while intently focused on directing his ship.

Fluegel was attired in a priestly black shirt with a white collar and black pants. He accented this outfit with a white belt and white shoes — at least they were white when purchased.

After about a 10-minute extension, the battle commenced. Tom Jass's ship sank, followed within a couple of minutes by Stan Watkins'.

Some of the Axis were waiting in the furthest section of the lake while others were sinking ships in the main section. Fluegel laid on his stomach to see under the bridge, apparently hoping to catch some Allies as they passed underneath.

After most of the Allies had been drawn to that side, Fluegel went back to kill any crippled Allies that were trying to hide.

By 10:30 the firing slowed. They were running out of EBs.

Spectators always seem to be drawn to the battle sites. One man nearby heard Mary Hamilton say that the next thing they were going to do was campaign. He said incredulously, "For what?!"

By 10:45, the first sortie was over.

### Japanese High Command.



"We lose one ship for every two we sink...at this rate we will lose."

Fluegel was heard to comment, "I don't think we broke even." Then, OFFICIALLY, he said, "Though we realized we could lose the battle to save our comrade, we decided to go in there for the wife and children back home." (Not sure the wife and kids would appreciate the logic, Fluegel!)

Dan Hamilton said, "I remember one of Fluegel's other comments from past Nats was, 'Don't worry — I can take it!' Now print, Don't worry — he can't take it!" (Come on, Dan — you were all taking it! And later that day, I had to take it, too. We had a captain's meeting regarding campaign strategy. The two supply officers were Ron Thibault for the Axis and Dan Dees for the Allies. I sat in the Allies



meeting since I was to run my husband's Liberty ship as a convoy vessel (no guns or pump). (Thank you, Ron, for the loan of your receiver and transmitter.) I'd been practicing running the ship at intervals. I could steer it okay, and figured out how to put the brakes on so I wouldn't run into anyone — I hoped. I needn't have worried.

There are six million rules to campaign battle. I'm not sure this is the best place for a complete novice to start. I'll skip the rules so I don't lose your interest. As it turned out, the rules didn't matter for me anyway.

The campaign started shortly before 4 p.m. I sunk shortly after 4 p.m. (It had taken Jeff Lide just a couple of minutes to travel the distance and pepper my ship with BBs.) I was baptised. I didn't feel so sorry for Jeff anymore. My husband's ship sunk soon after mine.

Drama was added to the scene of battle by enough thunder and lightning to make Mary Hamilton's heart race. And it rained.

Eventually, the battle spread all along the length of the lake. (about a city block).

During a break, Mary Hamilton showed me how to patch EE holes. It's easy.

Bob said to Steve, "You know what we've got to do? Somebody should just pound the cr\_\_ out of Fluegel."

There was an event rivaling the famous "Malta Run". Carl's convoy ship went dead in the water near home base and was pushed in to the forward base by Dan Hamilton and Danny Schultz. They're thinking about renaming it the SS Ohio.

A little after 5:30, Fluegel's ship sank. This doesn't happen often and attracted a lot of attention. As I stood behind Fluegel wishing I had a camera, I drew this little sketch —



Fluegel Saluting the  
DKM Scharnhorst.

OFFICIALLY, Fluegel said, "We will neither confirm or deny the alleged sink of the majestic DKM Scharnhorst." Fluegel hummed taps as he slowly walked away.

Around 5:30, Dan Hamilton said to Fluegel, "You've only got one ship out on the water." Fluegel's response was, "We figured that would about do it." (The ship was Jeff's.)

Photo by Lirf Goodson



"You didn't sink her, I scuttled her". Fluegel

Then Scott Lide learned that he could launch his ship with Fluegel's encouragement; "Your son needs you, and so does the Fatherland."

It was discovered that Rick Schultz was still in the battle. (I learned that earlier, in an attempt to save his wife, Beth's ship, he may have run her underwater. What exactly happened is unclear. I think Will pelted her while she was being pushed.)

A final assault on Allied targets by Scott and Gerald was defended by Marty and Will — I'm not sure of others. After this, Fluegel got in the water to count the Allied targets and was attacked by Steve Milholland (in the form of a waterfight). Fluegel, as usual, responded in kind — never one to run from a fight.

By 6:30, everyone was wrapping up.

Probably the best part of the Nats is the camaraderie. Some of the finest times are had at the group dinners where combatants relive the day's high points and remember special times from previous years. The hobby attracts a diverse group of individuals whose common goal is to have a good time in each other's company. And they do.

Before I "sign-off", I want to assure recognition of some hard-working women and kids during the Nats — Barbara, Laura and JR, who were Carl's ace supporters and pack horses; Karen who supported Mike; Venetia who not only did a lot of work hauling things for Steve, but probably broke Olympic records running to get great pictures during battles, along with running James video camera; Beth, who was an accomplished ship captain herself; Sally, Leif Goodson's wife, who gave up other vacation diversions to humor him; Sherry Watkins, who along with Renae and Steven, came out to cheer for Stan, and to help make everyone feel welcome; and especially Mary Hamilton, who I think is the heart of this hobby (along with Fluegel) and one of the best organizers I've met. Mary's also a devoted video camera woman. (Dan Hamilton should grow a nice, frizzy beard for this lady.)

Fluegel, I hope I got all the spellings right. THANK YOU ALL FOR SUCH A FUN TIME!

### Comments On The New Rule Ballot for 1990. Dan

This article is in support of the new rule change proposals voted on by the rules committee at the last Nationals. One of the new rules would change our present system of Classes of 8 to 10 ship Classes. There are many reasons for this proposal. One is to give the largest Battleships at the top end of the list some more power. These big ships need more power to make them effective ships in our hobby. The new proposal gives the Yamato Class 8 units and the Bismarck, Littorio, Iowa, and Vanguard Classes 7 units. These big ships need the help this will give them. You'll notice that the weight or combat factors



have been adjusted slightly in the new proposal this is to give all ships a little more equal share of the point pie in Fleet and Campaign Battles. As an example before a Heavy Cruiser got 5/8's or 62 percent as many points as a class one Battleship. Under the new proposal a Heavy Cruiser would get 7/10's or 70 percent as many points as a class one Battleship. Also the ratio is easier to figure as it is based on tenths rather than eights as before.

Also the sink points for ships in class 7 (Light Cruisers) and above was increased somewhat (100 points) while those in Class 8 and below remained the same This is to help a Destroyer be what it was an expendable ship. So that a Destroyer sinking will hurt you but not be a killer to your Fleet effort as it was before and this would get them out on the water more too. The additions of limited spurt guns and 1/2 units in the small ships will help them too. We have a lot of light ships that could be used if they got a little more than just one gun.

The Light Cruisers below 5,000 tons standard are moved down one class in this proposal. These ships are a loop hole in the present rules. Examples of this group are the British Abdiel and the Italian Capitani Romani Classes. These ships are little more than over grown Destroyers Comparisions of them and true British and Italian Light Cruisers will be given. The British Abdiel carried six, 4 inch guns and no armor belt protections. The Abdiel's guns fired a 48 pound shell 18,000 yards,

compared to the British Light Cruiser Arethusa carrying six, 6 inch guns with a 3 inch armor belt. The 6 inch guns fired a 110 pound shell 24,600 yards. The Italian Capitani Romani carried eight 5.3 inch guns and had no armor belt protections. The 5.3 inch guns fired a 70 pound shell 21,800 yards compared to the Italian Light Cruiser Bartolomeo Colleoni with eight, 6 inch guns and a 2.3 inch armor belt. The 6 inch guns fired a 110 shell 27,200 yards. But all of these ships that have been build as models before January 1990 will continue to operate as two unit ships in order not to harm anyone with a ship already built to the old standard. The new standard should help these ships somewhat too in that they now can serve as second ships in Campaign as all of the ships in class 8 and below would. They would also now be allowed to use the two minute rule as well. The new Quadrant rule opens rotate and all four quadrants to the ships that really need it. The ships like the Alaska and the other big turkeys that need help to be competitive ships in the future, Mike Deskin has pointed the way for us here. Bloody good show Mike. An we voted to accept Campaign if it passes the group, the Axis put up a Valiant fight and the Battle went quite smoothly. Well thats about all sailors until next issue. Thanks for your time.

Dan *Don*

# Blow-by-Blow

TUESDAY

## Battle Reports

RC Combat Nats - Tuesday, 7/11/89

by S. Dees

PART II (Subtitled, The Gospel

According To Fluegel)

The Axis strategy for campaign was to use basically the same ideas as last year, but with fewer ships.

There would be two commanders — one in charge of those who shoot EBs (offensive), and one in charge of those who use their hulls to block EBs (defensive).

The offensive commander would try to always have someone at the opponents cups (with EBs) to try to hold as many Allied ships as possible with him.

one could shoot at warships only if they have killer guns (side-mounted and aimed down)

Two or three ships could shoot at opponents' convoy ships.

Defensively, protecting the cups was the #1 priority, and defending the convoy ships was the lowest priority. The Axis had 5-6 warships compared to the Allied's 12. A minimum of three ships was needed to defend the cups. These would be defended by blocking with their hulls.

Fluegel stated that the charm of the whole thing was keeping the offensive segment stocked — warships filled with EBs. When one of the offensive ships used up his EBs, he must tell his commander who must then tell the other commander.

Then the defensive commander sends in one of his ships to swap with the other. The other ship calls 5 minutes and blocks the cups with his hull.

The defensive commander must get his ships into the forward base and get the EBs ready for when the offensive commander needs them.

Fluegel pointed out that they don't have the ability to attack, as they are always rotating the ships in every function. Nobody does one thing.

At the start of battle, 10 minutes of extension time was needed for Dirty's ship. Everyone was in good spirits. Rick's Zara was there as reinforcement. The air was filled with tension. (Keep in mind I've tried to use Fluegel's words as much as possible throughout Part II.)

"The first sortie was glorious. We (the Axis) sunk them left and right. Stan and Dan Dees went down. We won another event and increased our lead," Fluegel said.

With two out of three we were ahead and winning the Nats. Then we had problems. Jeff Lide's Kirishima battle cruiser had no reverse and while chasing poor, defenseless Allies, it got wedged on the bricks. Our strategy of running and gunning with our stern guns and using our superior speed became something you just read about in books.

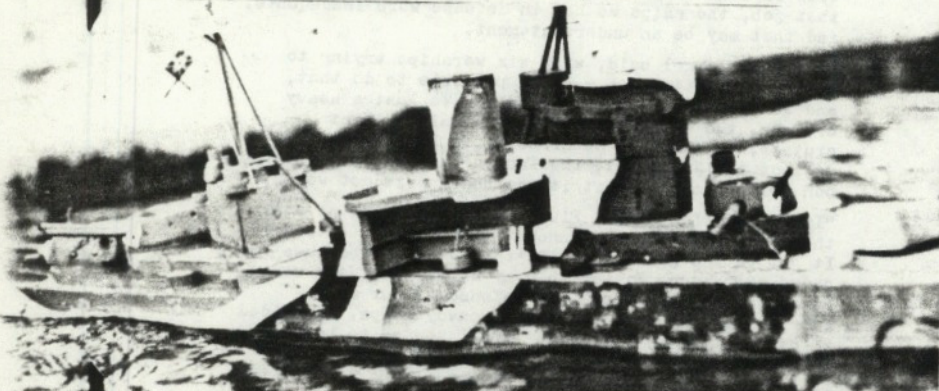
"We were going after our comrade to ram him off the bricks — someone said we did get him off, but he had no reverse and was stuck between the wall and the bricks.

"The EBs sounded like things tearing, or automatics — flying fast — 100s of EBs every minute for 5 minutes. He asked to be rammed — I rammed him three times and was pinned against the wall.

"I thought he'd called 5-out-of-control, until an Ally said, why don't you call 5? — then he did. And I thought, Oh my.

"I'd given up. I couldn't help. I'd emptied my EBs into their ships — more were emptied into mine.

"It would have been better to declare him sunk and we would have won the battle with more points. But, there was some sort of gutsy manhood throbbing through our veins saying, let's go in there, pull him out and we'll die doing it. And we did.



A Queen Elizabeth Class limps in.



At this point on Fluegel's tape of the day's events, Gerald said he had to get on Fluegel's case. "Jeff was on the bricks," began Gerald. "Fluegel brought his capital ship between the bricks and wall with three to four cruisers hanging around the vicinity.

"His ship was pinned in — he took 1,100 points damage and Jeff had 1,600. I think Fluegel maybe should have stayed on the outside instead of getting pinned in with South Dakotas."

Fluegel protested, "On the radio, the flash went out from this Jap on the bricks, and said, 'Help me, somebody!' Well, here I come and I asked, 'How can I help you?' And he said, 'Hit me from behind and get me off the bricks!' And, you know, was I to tell him, no, you dog, DIE! Or, was I to help him the way he told me to?"

"With restricted maneuverability," stated Gerald, "You couldn't get in the area. What good did it do?"

Fluegel replied, "I backed up and rammed and hit him — and you ask him, I hit him hard with a big, heavy ship three times — not with a little ship that can't even make the front of a ship turn or do diddlely-squat. (Come on, Fluegel — ease off on the technical jargon, please!) With power did I hit him and knocked him off the bricks."

"Just as the Kirishima got on the bricks, the Tone hit him and knocked him off — before he settled down too far on the bricks, where he was actually lodged between them," said Gerald. "He was there for a minute — I didn't realize he had no reverse, and therefore, I just stood off in back and tried to pound the Allies who were pounding him, shot for shot — but to stay in open seaway where I still could have maneuverability."

"Clearly he had false intelligence," said Fluegel. "He did not know the ship had no reverse. I knew it had no reverse. I knew it had to be hit hard and drug over an additional brick — not the one it was standing on — getting it off was easy, but it had to be pushed over another one. Who was equipped to succeed at such a mission? Was it a cruiser or was it a battle cruiser?"



Technical problems kept Gerald's secret convoy-ship from action.

Gerald replied, "I agree that it did take weight to push him once he'd settled on the bricks. With his stern pointing away from the bank, it was almost a hopeless cause. Even though he is a fellow Japanese, his fate was more or less doomed. All we could do was try and keep the damage low and not let ourselves get hit too bad — minimize the loss."

Somberly, Fluegel stated, "Indeed, Gerald speaks the gospel truth in this issue. We should have just said the heck with you, and went away. But, in our veins we couldn't do that, and we all gave it our all, with whatever we could bring to the battle."

"Well, the gospel as it pertains to Luke — no," laughed Gerald. "I did not want to run away — I just wanted to stay in an open seaway and pound BB for BB — but not just run away and let him wither on a vine."

"So, the controversy rages," said Fluegel. "It is peculiar in the context of the fact that I was using these same lines against him (Gerald) last year. It's difficult to argue with himself and myself. Yes, I may have done wrong, however, had I pushed him out, I would have been a hero and we needed a hero. I said to myself, there are many fine men about me — is there a hero amongst? Step forward. And I did."

Gerald said, "The moral of this story is, a Japanese captain does not outrank an admiral in the Krieg's marines. So an admiral is always right."

"Gosh, this guy!" said Fluegel. "He is so correct! Like I said, believe what he said. Whatever he said, I agree with."

Then Fluegel turned to Dirty Dave for a discussion

about campaign. Dirty said, "Initially, we had the strategy of attacking them on all three fronts — targets, convoy ships and put pressure on them to attack us. So, we had a three-pronged strategy."

"The problem that surfaced was that we were not physically able due to the number of ships and captains to do all three of those effectively. As a result, we were more or less piecemeal at each point and when that happens, you can't do any job good. You can't attack their convoy ship — we couldn't escort and run ours."

"So, we started today numerically disadvantaged due to ships and captains."

"We had captains who had warships and convoy ships. The problem is that you can't run both at the same time. So, to run a convoy ship, we'd lose one or two warships. It was impossible to carry out the task that was assigned to each person. While they did do an excellent job carrying out their duties, it was a losing battle — no pun intended."

"We lost at the very beginning — within 15 minutes of the start of campaign — a heavy cruiser and a convoy ship in defense of targets. Immediately we were down on our defense and offense. We lost a warship — that put more pressure on the other ships who were greatly outnumbered. They had taken damage. We hadn't made a supply run. We had to use BBs from the sunk cruiser put into a battle cruiser, into the Scharnhorst, and we were still without a convoy run."

Fluegel said, "We had seven warships — four on defense, three on offense. And Scott couldn't get his out so we had six. Then Dirty sank so we then had five. How do you do four things at once with five ships?"

"Boy, it went from real slim to embarrassing. By the way, I used Dirty's BBs that he got me from his sunken ship — what a pitiful thing — I used his BBs to shoot their cups. And I must say with some embarrassment, when I used his 100 and probably 100 of my own, that I knocked out probably 2 cups. I put a lot of holes in cups, knocked one off its screw and made them dance, and I don't think hardly any of them weren't hit — but they weren't hit in the tape. 1

was pretty much firing too high, that's something I need to correct. But, his BBs, that he died with, were poorly used — wasted."

Dirty said, "Probably it was obvious there was a different strategy with the Axis and the Allies in that, on my end of the lake — that's the forward base target area — the ships that were sent by the Allies were not, in fact, just sent there to shoot the targets, but their additional assignment was to destroy the ships that were guarding the targets. And with capital ships — five and six-unit ships sent for that job, the ships we had in defense were inadequate. And that may be an understatement."

"But, as Fluegel said, with six warships trying to cover four duties, it was not possible to do that, and we paid the price ultimately. We lost a heavy cruiser, the Suzuya, we lost an Italian light cruiser, we lost the Scharnhorst, a battle cruiser, we lost the Jean Bart, the French battleship — so you can tell from the start it was bad and it got worse."

"It was pitiful," said Fluegel. "There were so many things to do. The Scharnhorst had real low batteries. It got to the point I couldn't even escort because our cargo ships were faster than my warship. There were cups to be shot. There was defense of our cups. Everywhere they were launching convoy ships. I needed to attack them — it seemed like I needed to be doing everything. It got to the point where my ship's batteries were so low that it started circling and the pump couldn't keep up. I think I was ramed while I wasn't watching. Low batteries, And she settled down — the first time in three years. "That's how Peter's Scharnhorst sank last year. The



only time it ever sank was in a losing campaign. It seems like when you lose in campaign, it's a Texas death match — part of it is you sink in campaign, which is probably scale."

"The ships in charge of attacking convoy ships, I might add," said Dirty, "did a real good job. The Kirishima of Jeff Lide, the light cruiser of Gerald Roberts and Rick Schultz's Andrea Doria really did a fine job. I think they ran three ships initially and I think our guys sank two of them on the first run (I can vouch for that myself, Dirty!), and they were heavily outnumbered. The Allies had capital ships defending and we were attacking each with one — we had two battle cruisers and a light cruiser. They did an excellent job."

Fluegel added, "Unofficially, Dan Hamilton told me last night that we sank eight of theirs and they sank six of ours. When you realize what huge ships they could send to attack our ships, I'm proud that we were able to function. Even at the end. It got to the point where it was almost a clean sweep and we had nothing on the water except Dirty's convoy ship, which was put out for the express purpose of being a ship on the water. Even after that, we were able to put two or three ships out there — some with BB's! — and launch an attack on their cups, knocking out two of them. One had 150 BB's so we decreased their points."

"We were not pushovers," said Dirty.



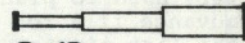
Foster or Milholland  
"Ranging in" on  
Haynes' Suzuya.

"Right," added Fluegel, "We fought and it looked slim and we could have given up, but we don't know the word. Another problem with our strategy was that we would defend our convoys and our cups with our hulls. Last year that was okay because they only had a couple of battleships with a side-mount (killer) gun. But this year, they had six or seven such ships and we just can't take that beating. Well, we took it and we went down with it. It didn't seem like we could survive very well."

"That's a modification," continued Fluegel. "We had two admirals — Jeff was in charge of offense. He was supposed to attack the cups and convoys. Dirty was to defend our cups and convoy. I gave him, of course, himself, myself and two other capital ships — Rick Schultz and Mike."

Fluegel closed with, "As Gross Admiral Von Rader said when he received the word that England had declared war on Germany, he threw the paper down and said, 'Once again, we shall prove that we can die with dignity.' That was what happened at campaign — though we gave them a scrappy fight!"

# Observations of the Founding Father



Wow it was like a dream come true! They came to my town from all over America and my team won BIG! I wish I could have helped. It seemed like it was a less tense and hostile adversarial situation. I admit it, I was the bad guy. I didn't set up the banquet. I sure want to thank Mary Hamilton for setting up the banquet. Thanks Mary. Next time I'm in Decatur I'll buy your supper. My most enjoyable time (other than the being with old friends) was when I finally gave up on trying to make my Futaba Conquest radio work in my ship and borrowed Shirley Dee's Convoy ship during Campaign battle. Thanks Shirley for letting me play with your boat. Convoy runs can be fun. They are more fun when you complete the run and have the right supplies. I want to thank Rick Schultz for taking his nice pills every day. Everyone I talked to was very impressed with your considerate friendly attitude at both the Decatur Spring regionals and the Nationals. I am happy to call you my friend. I am sorry about my error in communications of where the dreaded "Rules Change" meeting would be. Several times during the week we had communication problems about times or places where meals would happen. We need to work on that to make sure everyone who wants to go knows where the other Combatants are going. We sure had fun on Wednesday afternoon fighting the rain and wind. It was also fun watching Will Montgomery's Salt Lake City fight Lief Goodson's Houston (through the Sunsphere Telescope 265 feet above the lake). It was pretty wild battling all week in that narrow lake. I think, as a result of the Nats here, I will now have a new battling friend in Knoxville, you remember the guy with the paddle wheel river boat, Don Slaninka. He is purchasing a Prinz Eugen from Skunkworks. So far in all my life I have only sunk 3 Prinz Eugens (Fluegel's by Wichita, James West's by Salt Lake City, and Billy Gainer's by Oregon City) maybe I can get a forth by Oklahoma City II before he gets me. Win or loose it's someone to battle with, and I really need that to sharpen my puny skills. We do have a good lake to fight in! Until the next issue, GOD bless you and keep you and

Let's Battle!

Stan

## Calendar of Events

### General Quarters

All hands man your Battle stations this is no drill! Nationals is over but the combat season isn't. Announcing the Fall South Eastern Regionals to be held on October 21 st. and 22 nd. Saturday and Sunday in Decatur Alabama at the Albany Landing lake. All combatants are invited to attend. The event as announced in the last February issue of Hullbusters will be R/C Warship Combat Club sactioned and N.A.M.B.A. sactioned so you must be members of both and your ship must meet Club specifications to compete. If you plan



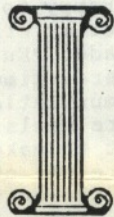
to attend the entry fee will be \$10.00 this will cover the cost of Trophies, Ribbons, Lunch at the lake both days, sanctioning fees, and other items needed for the Regionals. This entry fee is due by Monday October 2nd. or a \$5.00 late fee for a total of \$15.00 will be charged for entries received after this date. We know sometimes it can be very hard to make plans in advance but it can be very hard to plan and set up an event this size in advance if a lot of people show up unannounced at the last minute, so please let us know ahead of time. We are planning one Fleet Battle on Saturday morning followed by one Campaign Battle on Saturday afternoon. Sunday will be all Fleet Battles. As usual Banquet facilities have been reserved for each night for all to be together and swap old sea stories as well. An entry form with additional information concerning the Motel, Directions, Lake, and Battle will be sent to you upon receipt of your entry fee. Please enclose a self addressed envelope with your entry fee so that we can send you this information and have your address to send your awards to after the Regionals. For entry fee payment, entry forms, or other information call or write Dan or Mary Hamilton at Route #3 Box 558 Decatur, Alabama, 35603, 205-355-1563. We look forward to hearing from you.

Rule Britannia

Dan

*Dan*

## President's Column



By Tom Jass

Request permission to come aboard!! As your president for the 1989-90 year I come into this new office as I came aboard the USS CORAL SEA (CVA-43) in 1963 -- with a sense of excitement concerning the challenges ahead and a sense of history and tradition concerning the past club officers and members who have contributed to the present, health and activeness of our club. Thanks to the past Executive Board for all their time and efforts during the year -- our club is at an all time membership high and the quantity and quality of the battling captains and ships at the 1989 Nats is ample proof that we're progressing!!

In this initial column I wish to set forth the agenda of problems and concerns that I feel will be the major focuses of your Executive Board during the next year. I see four areas where we will concentrate our efforts:

1. I will set up and maintain a master Club 1991 Frequency List so that members who purchase 1991 compatible radio equipment during 1990 can spread their equipment throughout the 30 surface channels that will be available in 1991. This list will be updated and periodically published in HULL BUSTERS so that we do not all purchase new equipment on identical channels. We will also publish in HULL BUSTERS information concerning the effects of the 1991 frequency changes on all of us -- and they will have a MAJOR effect!

2. The Executive Board will examine in depth the entire question of penetrable hull area

for ship classes and make a Rule Change proposal (if warranted) at the 1990 Nats. At the 1989 Nats Rules Meeting we spent considerable time discussing the still open issue of casement guns, and this in turn led to the broader question of not only penetrable hull length, but some scheme to equalize penetrable hull AREA (similar to the rules that the Skunkwork's ships are constructed to). We didn't feel that we were prepared to offer rule changes at this time, without further substantial thought and discussion. I'll be publishing my thoughts on this subject in the October HULL BUSTERS to kick off the discussion. Think about this issue and form some thoughts. Such a change to our rules would be as far reaching as our speed rules and the move to single shot guns -- but both of those changes benefited the hobby, even if they may have been to the detriment of particular ships.

3. The Dick Hargrave articles in "U.S. Boat and Ship Modeler" have really given our hobby a boost in attracting new members. We need to write and publish more articles in this magazine to keep R/C Warship Combat at a high profile. If you like to write and would like to see your article in a national magazine, begin to turn some ideas around in your mind. I will contact the publishers and get their ideas about what type of articles they prefer. Keep sponsoring the Mall Shows that some of our regional clubs have done during 1989. While we don't want to necessarily grow to the 250,000 member size of AMA, we do need a constant (6-10 new members per year?) influx of active new members.

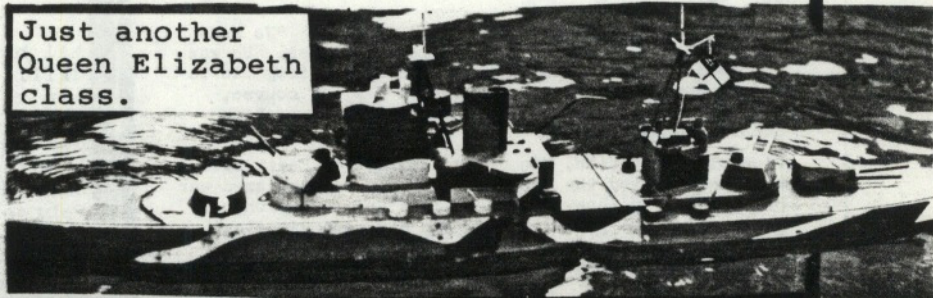
4. I favor close cooperation and constant dialog with our fellow battlers in the Northwest and those who purchase ships from Milholland and Foster through their "Skunk Works". I don't propose to "give away the store" and convert our rules to theirs, but I strongly feel that we can all strengthen each other through cooperation rather than taking the approach of all out competition. "Skunk Works" can be a valuable supply depot for our present club members and our new recruits. The products that I personally have purchased and used from them (gun systems) are very reasonably priced and are of excellent quality.

Your new Executive Board wishes to truly represent you during 1989-90. Please feel free to call me (not collect, however) at (312) 620-5835 or drop me a letter or cut me a 30 minute tape to express your concerns and opinions about our club, our problems and where we're going. The more we talk the better we'll be; stop rumors and get the "straight scoop" -- pick up the phone or the tape recorder and talk with each other.

See you in 1990 at Annapolis for the best Nats ever!!

Tom Jass  
312 E. Circle Ave.  
Lombard, Ill 60148

Just another  
Queen Elizabeth  
class.





# Blow-by-Blow

WEDNESDAY

## Battle Reports

WEDNESDAY AT THE KNOXVILLE NATS

By Stan Watkins

This day of battling took place on Wednesday July 12, (and as Fluegel would say on a tape) "Nineteen hundred

.....And Eighty Nine. Giggie snicker.". Gotcha Fluegel!!! The Axis Gross Admiral (aren't they all!) was gracious enough to provide the results of all of the Wednesday one-on-one battles on cassette tape. Knowing Fluegel, I question the accuracy, but here goes. After all, Wednesday was the turning point when the Axis gave it their all with their reserves (the small ships).

Quotes from Fluegel's tape: "An ah, Darnit, I apologize for not givin ya this tape recorder, I jist, I found, I'd left it in Outfits, deal an da da di da da di da, anyway I got it now and I'm makin good, an let me tell ya for your own recollection for writing your article some things that I thought had happened or heard had happened. One thing, there was a battle between two rookies, er maybe I shouldn't call them rookies, I don't know how experienced they are. Ron .....what's Ron's name with the Zara? Tabloy or somthin, I don't know, ah against the guy with the American Cruiser....Lief Goodson. Ah what, What is his American Cruiser? Houston (Fluegel was getting some help here from an unidentified assistant) Houston. Houston, OK, Thought it was a Cleveland class, right? (More much needed help, it sounded like Dirty Dave who is luckily is one of the foremost Axis authorities on American Cruisers) No, that's a Chester class. Chester class right. OK, cause I'd recommended him to build that one. I don't know if that was a good recommendation. but I had recommended it and he took my word! Uaaahya! Houa, hope so. A anyway they had a battle and it was a one- on-one....." Like I said the accuracy of this report is somewhat in question. After the first sortie Lief told Flueg that he had learned that standard Rookie lesson. Having a gun aimed too high is like having no gun. But Ron Tabloy (sorry Ron that was Fluegel's last word on the pronunciation of your name) had hit Lief for 1 below and 8 or nine in the hull. Fluegel interpretation, We had really worked him over. Second sortie the American had his gun aimed down a little bit but his rudder came loose. Ron being a good wholesome Ally at heart said "I can't shoot a defenseless ship, bring it in." Fluegel said "Oh me, I would say "Und Smash em!!" (and much more aromatic guttural Germanic run-on-word bashing exclamations of disbelief and disgust at such chivilrous behavior). Clearly Ron has not yet been to the D. W. Fluegel school of Axis Charm. Also summing it up with the ultimate denunciation, "I don't know, I thing there's gray in that man's heart. Anyway, I considered griping him out." Apparently that was the only One- on-One before 2:00 pm because the small ship was scheduled for 2:00. But at 2:00 Fluegel reported that the storm hit. I was there yes I know that God had other plans. Fluegel reported the storm that hit both Allied and Axis dock yards as being "sure there". It was not Allies and Axis it was all of us fighting together against mother nature. All structures not manned collapsed. Jeff Lide was gritting his teeth in his anxiety at not being able to get into small ship battle.

By the way Jeff I (Stan) was very impressed with the performance of your Araki. Wow, the O'Bannon needs a MAJOR overhaul if she is going to hang in there with your Jap DD.

There was another battle between Will and Milholland. Will had stringers at the first two or three ribs of his Pensacola. Fluegel asked Milholland to chit him but Will said you think that's bad, you should see the Queen Elizabeth. Fluegel said the battle was uneventful. Fluegel was having watertight box problems and could not get into any one-on-one battles. Fluegel has no report at what happened in small ship battle. Fluegel did report his major accomplishment as being a rock that had somehow gotten into his foot. It was reportedly from the Chatanooga shale (a rock of fissile or laminated structure formed by consolidation of clay or argillaceous material) formation (devonian in age) but with a new exacto blade and monkey blood and bandaide he had performed an Axis blood transfusion and now felt much better. Thanks for the help Fluegel!

Dirty Dave now took over the Battle reporting stating that Bob Ammend and Foster had had a battle and Ammend was defeated about 900 to 700. Sounded like a rough battle. Bob had reported that it was the Massachusett's two stern guns that had done the damage to the Queen Elizabeth.

Irzigu Roberts reported on the small ship battle. He stated that we were all milling around shooting each other and, Stan, you took one or two hits didn't you? (I can neither confirm nor deny the results of this battle, but I have been asked to resign my command of the O' Bannon, but since I own it, I just took it home.) He reported that the Atlanta took about half a dozen hits. (Those Axis! The Atlanta wasn't even in the battle.) Typical Japanese "Tokyo Rose" reporting.) We were all circling around and me (Gerald/Abukuma) not being used to my reverse I ah, RAMMED you (Stan/Obannon). Of course I don't think there was any damage to your ship, except that your superstructure was being pulled behind it like a skier (more like a hugh sea anchor) . Which seemed like you lost forward speed and wasn't able to get back to the bank. So the sortie ended with me being penalized for ram damage on your superstructure being pulled off. (Gerald no penalty was assessed against your ship or fleet.) And the Axis were without any damage, not one hit. In the second sortie I (Gerald/Abukuma) had only one gun working so I went out with just one gun. The Capitani started having some gun problems but got them worked out. Gerald and Rick and Jeff were shooting at the (non present) Atlanta. The Atlanta had pretty good maneuverability and was able to evade most of the BBs we were throwing at her. Dan did a very good job of evading the superior forces that were upon him using very good tactics and long range hit and run tactics. That way he would only take on a few of us on at once. Instead of milling around at close quarters and letting us pick him off he stretched the battle out the length of the lake which was a good tactic on his part. Dan ran out of BBs and started under #2 bridge and hung up in a baggy and the Capitani and the Abakuma were there to take full advantage of his situation. His ship drifted over to the side and the Capitani unloaded the rest of her stern gun rounds (10 or 15) and the Abakuma unloaded the bow guns which were about 10 rounds left and all of these rounds hit home, since he was a sitting duck there. (Sorry, Gerald there were only 11 new holes in the OAKLAND after that sortie) The Capitani and Abakuma were using the thrust from their props to put a greater amount of hull pressure on his hull and try and wash more water into it before his time was up. They were pushing him around so much that he was



pushed around in a circle. When the Capitani and Abukuma coordinated their thrusts the Atlanta would be completely covered with water. We did this until his time ran out, to no avail, he made it through it but he was getting close to sinking. His deck was probably about a quarter of an inch from being down. So it was a good try but didn't quite pull it off. Participants were Jeff Lide, Myself and Rick, and Stan and his destroyer and the Atlanta which Dan Dees operates.

For night battle Marty tied up the Axis fleet at Calhoun's by payola. Good tactics Marty. When the waitress slipped the Axis their food the place finally went quiet of Axis gloating. This is the excuse the Axis fleet gave for their late arrival at the night battle. For the night battle report Fluegel stated that I (Stan) might not feel it (My OKCII lost control again and was pounded by a majority of the Axis Fleet units till she sank) but that it was a wonderful victory for my (Stan's) team. And that I should be of great cheer. Fluegel reported that the OKCII shot the Scharnhorst immediately after Fluegel declared war and called me Stan, a dog. The next report was that Carl Schaffer was going about 100 miles an hour but that Fluegel decided to chase him because Carl probably couldn't keep up that pace for long. So "Me and the Frog was shootin at him". Then Dan Hamilton came down there and it was us four. And we all drifted toward the mob and the Frog was already pumping nonstop a stream taller than me. And I was thinking he had to get rammed. I was thinking it was Carl Schaffer but maybe it was Dan. I don't know that but I wonder what in the world could have happened. From my point of view I just went around and there were plenty of shots and I took 'em. Then I thought were's Carl, and I started looking around and I heard hisses from the stern and I thought he's going to go dead. Then I saw this little ship go under the bridge and it was that rookie guy Lief and I asked if he was on 5 and he said yes that it just started. Fluegel chased him down the lake but Lief was faster. Still Fluegel got off a few shots. Then Lief spotted a target and was maneuvering for a shot. (Lief, if you were on 5 why were you maneuvering for a shot?) Fluegel

got about 5 or 6 shots at him and then Fluegel's bow gun was empty and Fluegel called 5. Then Fluegel ran off in the very very corner behind a tree and let his 5 run out. He returned to a rather dejected Axis team. He was somewhat surprised since he had heard hurrays from both teams and had thought it was more or less a tie. The Frog had sank and then Dirty had sank (The old loose stern deck-back-up and sink yourself trick). Fluegel had also heard that the OKCII had gone down because of a big hole in her bow. On counting holes it seemed like a light action. Sinkhorst had only 3 holes and Lief had only 10 holes. Marty had maybe 12 holes.

Gerald now took the mike and told his version. His ship was dark and hard to see. Gerald engaged Dan and didn't have much luck then he went around the bridge and went after Bob Ammend. Dees with the Oakland came near Dan Hamilton who thought the Oakland was Gerald's ship and pumped a good 10 or 15 rounds into the Oakland. Gerald was much amused. Then Gerald ran out of BBs and ran to the other end of the lake and that was about it as far as he could tell. Dirty then stated that he had 12 above 1 on and 4 below (345 points) but his sink was because he had left a screw out of the very stern and that he had helped the Allies by a rookie sink. Bob Ammend had chased Dirty around alot which helped him sink. As the tape ran out Fluegel was telling a story about how Will had run his ship backwards into the bank and sank himself before a battle had begun. Fluegel felt that the Allies had definitely turned the tide with the night battle victory. He even added his congratulations (Fluegel is a much better loser than winner, let's help him be nice next year too). Thanks very much Fluegel for the information, I was a bit busy with recovering my ship and hauling it back to the US Pavilion to really know what went on at the night battle. Well it is Jeff Poindexter's birthday so I guess I'll close and give him a call. Until the Fall Regionals I'll close and then

Let's Battle!

Stan *Stan*

Der Fuhrers Bunker  
3524 Gray dr  
Mesquite Tx  
75150

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