



**Introduction**  
By Fluegel

Isn't it wonderful, I asked for articles and the generous contributors came out of the woodwork! Thanks! This issue marks the tenth anniversary of Hull Busters. So, in this time of festivity, I encourage you to dust off your party hats, party swastikas, and slip into a mindless stupor, it's time to digest another splendid, full issue of Hull Buster, the second decade.

**" THE BUCK STOPS HERE "**  
by Danny Schultz

Everybody says "it will cost quite a bit of cash to build a Battleship". So how much is Quite a bit. 560 Dollars!! That is for the ship and radio. It does not include entry fees, dues, or supplies (to keep the thing running).

My price is based on building a MARYLAND size BB. Not everybody builds the same. Some people think that a 4.8 at 6 volts can push a battleship around all day. I do not. Poppet vales can be used instead of selaniods ( they are quite cheaper) and you can always make your own props. Surplus batteries can also be found. So I'll amit that price can go down.

Just to give a idea on how I came to this figure (\$560) I'll give you a basic run down. There's more invested than listed but I'm talking about a basic ship. No luxerys like lights, smoke, latters and such. Also note that time to build or to construct has not been added in because it subposly was done in "spare time" which means free ( unless somebody pays himself ).

Let's get started, first we will start off with the engines. 2 dumas 12 volts cost about \$30 apiece. Then we have the seloniods 4 of them at \$30 apiece. You need a whole bunch of micro switches lets say a half dozan at \$1.59. 4-1.5 inch 5 blade props at \$5 apiece. 4 freon tanks and air harness at about \$10 each. This is complete asssembly with needle vale, fittings (costly) and hose to seloniods. Guns can be built for about \$7 apiece and you'll need 4. A good pump will cost \$10. \$40 for glue, kicker, paint, and

brushes for building it. Balsa wood will cost \$2 a sheet and you need four sheets just for the sides. Ply wood for the deck, ribs, superscructor would cost around \$15. Varity of brass strips and rods \$15. \$5 for the fiberglass in the bottom. Battires \$30 for one 12 volt and two 6 volts.

Did I leave out anything? Oh yeah the radio! mine cost me \$180. I understand that in the near future 4+channels are going to get real exspive.

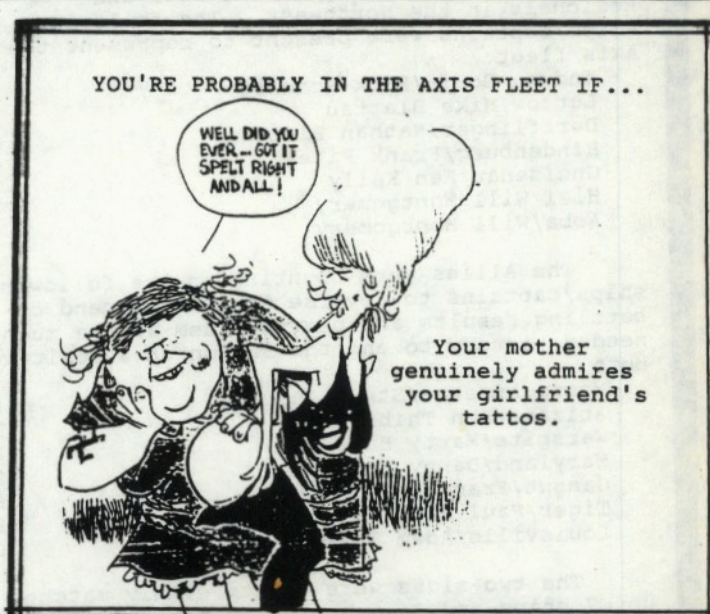
Now that are boat has cost \$560 (just for material) So that's a big chunk to budget for. But by shaving a few corners you could knock \$200 or so off. Not wise but if you want a battleship for one year go for it.

Essentail operating supplies will run you another \$200. ( A spare set of batteries and props \$50. A charger will cost \$20 Nessarly tools can cost \$130 easily.)

Yearly operating cost \$500 min. This would inculed: Entry fees for nats and regionals plus motel-food, gasoline, Freon, NAMBA, BB's, Hullbusters, and a bunch of other little things. Again you can cut corners like removing Nats or sleeping in your car. But just to be able to battle one battle a year will cost you over \$50 in just dues.

So we are looking at almost \$1300 for the new guy to spend on his first year in are hobby. ( remnber that he gets to spent 20 days of battling [ 4 regionals and Nats ].

Compare my boat with my friend Tom's R/C Monster truck. It cost him \$800 for his special truck ( aluminun frame, gas shocks, Tires etc.) True he can run his 365 days a year and not worry about a rule book that wieghs a t.....



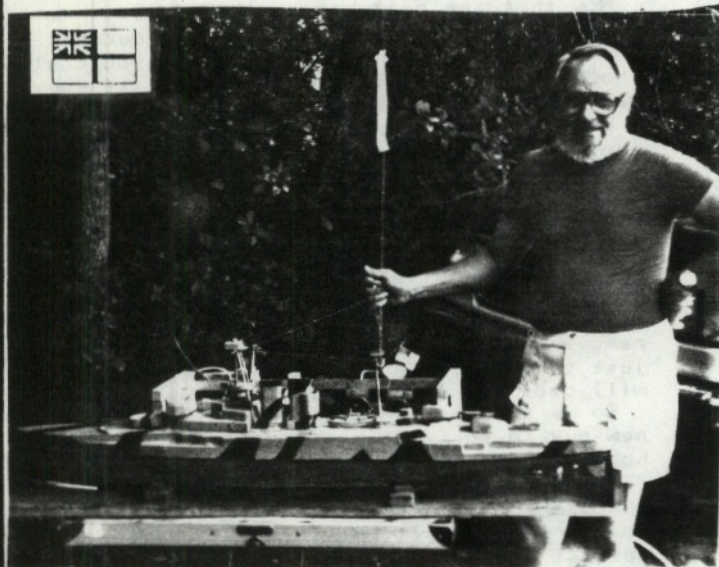
**Blow-by-Blow**  
**Battle Reports**

**FALL NORTHEAST REGIONALS**

By: Ken Kelly

The battling season came to an end for those of us in the Northeast as the Fall

regionals was held on an ever diminishing Patuxent Pond. The unseasonably dry weather encountered in Maryland this year provided us with even less water than there was at Nationals (hard to believe!). There would be no sailing on the Allied side of the pond and all battling took place in the Axis home waters (the water was so low you could walk out to the furthest middle island without getting your feet wet). Water or no water, all captains were ready to get one last good battling session in before the winter building months.



The Axis captains present were hoping to carry the years momentum through the weekend and make a clean sweep of the Nats and Regionals in the Northeast. The following ships/captains were present to represent the Axis fleet;

Andrea Doria/Rick Schultz	BB
Lutzow/Mike Blattau	BC
Derfflinger/Nathan Blattau	BC
Hindenburg/Frank Pitelli	BC
Gneisenau/Ken Kelly	BC
Hiei/Will Montgomery	BC
Aoba/Will Montgomery	CA

The Allies were counting on the following ships/captains to reverse the years trend of battling results and provide them with a much needed victory to end the season on a positive note;

Massachusetts/Steve Andrews	BB
Arizona/Ron Thibault	BB
Warspite/Marty Hayes	BB
Maryland/Danny Schultz	BB
Gangut/Francis Rogowski	BB
Tiger/Paul Broring	BC
Louisville/Adam Thibault	CA

The two sides were pretty evenly matched up, 7 ships and 34.5 units for the Allies and 7 ships and 30.5 units for the Axis. Each side sailed 6 ships per battle though as Will captained the Aoba in Fleet 1 and then the Hiei in Fleets 2 and 3 while Adam sat out Fleets 1 and 3 while Ron sat out Fleet 2.

As this is my first "battle report" and I am going by what was on tape (thanks Will for the tape!) please forgive me if I mess up any of the important facts or miss some of the significant action. Next time I'll be smarter and bring a tape recorder with me to quickly record important events and comments.



## FLEET BATTLE #1

The first sortie started out pretty slowly with Will's Aoba sailing into the Allied side of the lake to battle Arizona and Warspite (that's Will, always aggressive no matter what ship he is driving). Frank quickly encounters radio problems and the Hindenburg drives itself far up onto shore with much venting of Freon. Many Allies are heard shouting "Fresh Meat, Fresh Meat" and quickly rush over to the unfortunate Hindenburg. Will bravely places his cruiser between the beached Hindenburg and the attacking Warspite and Tiger. Frank is eventually able to get off land and back into water with a minimal amount of damage.

Meanwhile, Steve's Massachusetts goes on five pretty early in the battle (mechanical problems?) while the Gneisenau and two Derfflinger's (it's awful hard to tell whose Derfflinger is whose on tape) catch the Warspite in a three way crossfire. Most other Allies have already expended their ammo and have gone on five. Marty's Warspite, sitting low in the water, pumps hard but eventually rolls over and sinks. The sortie winds down as Danny's Maryland and Ken's Gneisenau try to unload their remaining ammo into each other. Off camera you can hear Steve scramble as his Massachusetts starts producing smoke for some unknown (and unwanted) reason.

Tallying up the damage revealed that the Axis had won the sortie by a score of 3285 to 745. More than a 4 to 1 margin! Things were looking good for the Axis...

The second sortie started out with Rick's Doria being the aggressive one and wandering into the Allied side of the pond to battle



Steve's Massachusetts. Nathan wanders over with the Derfflinger to pound the Massachusetts with his unbelievably quick broadside gun (you just have to see this on tape, it's very impressive!). Will then takes his turn by spurting Steve with the Aoba's stern spurt gun tearing a 1/4" by 1" hole in the Massachusetts' side. Things are looking grim for Steve as he declares five and tries to extract the Massachusetts (which is pumping hard) from the battle scene.

Elsewhere on the pond, Ken's Gneisenau can be seen fighting Danny's Maryland and Doc's Tiger. Rick, hit early in the battle by Steve,

has run to the far end of the lake where he informs everybody that the Doria (pump not working) is about to sink, a very courteous gesture on his part. A Derfflinger then rams Doc's Tiger tearing a large hole in her side (visible from shore). Looking back over to the struggling Massachusetts (now on 30 second moss) we see Nathan sail up along side to empty a magazine full of broadside BBs (again, an unbelievably quick rate of fire) into the hapless Massachusetts waterline. Steve cries out "Allies, I'm in trouble here, I need help!" (a gross understatement). Francis sails the Gangut over to push the Derfflinger away from the Massachusetts but it's too late, the Mass sinks with less than a minute left of its five.

The battle then revolves around the rest of the Allies chasing Frank's Hindenburg about the pond. The Hindenburg was pumping hard and looking low in the water so the Allies were hoping that the damage Frank took while aground in the first sortie plus a little more in this sortie would be enough to drive him below the surface. The Hindenburg is a stout boat though, and Frank was able to sail her out of trouble and keep her afloat. The battle winds down with Doc, back on the water now after repairing the ram hole, and Ken dueling on the center of the pond.

The damage counting at lunch time revealed that the Axis had won the second sortie by a score of 4470 to 2395 and the battle by a score of 7155 to 3140 (after ram penalties).

Individual damage was as follows;

Ship	Pen.	Sortie I	Sortie II
Andrea Doria		75	950 sunk
Lutzow	600	140	295
Derfflinger		160	290
Hindenburg		155	440
Gneisenau		125	400
Aoba		90	20
Massachusetts		0	2405 sunk
Arizona		300	260
Warspite		1745 sunk	
Maryland		630	1000
Gangut		140	235
Tiger		200	370

Bob Amend traveled down from PA to say hello and was nice enough to film this battle for the captains. Bob, to the disappointment of his wife, is getting ready to battle again and should have his Haruna finished in time for Spring Regionals, 1992. I think all of us Captains would like to extend a hearty "Welcome back!" to Bob.

The first sortie of the afternoon battle began on time with the Allies minus Steve's Massachusetts (out with mechanical problems I think). Most of the Allies concentrate on Rick's Doria early in the fight. Kind of their way of saying "Welcome back to battling, Rick."

Marty was being very aggressive with the Warspite and pressed home the fight with a number of ships. Unfortunately for Ken, he eventually decided to concentrate on the Gneisenau and was captured on film putting a number of holes in the Gneisenau with bow and stern guns (I constantly get suckered into trying to turn and fight with that small ship and always end up on the short end of things). Things went from bad to worse then as the Gneisenau encountered radio problems and Marty's Warspite made the most of it. Ken eventually regained control of the Gneisenau and tried to give the Warspite some BBs back.

Closer to shore, the Gangut was being chased by two Derfflingers and settling lower in the water. Francis was having pump problems and was trying to last out his five minutes and avoid the bothersome Axis. It was a close one but the Gangut eventually sank by the bow with 10 seconds left. At the same time, Marty pursues the Gneisenau a little to closely and rams her for a 300 point penalty. Both ships leave the battle until Ken repairs the hole (you have to hate those WW I British bows!).

The shortage of Allied boats on the pond at this time is bad news for Danny's Maryland. Will, Mike, Nathan, and Rick hammer the Maryland with constant broadsides as Frank's Hindenburg and Doc's Tiger duel out in the center of the lake. The Gneisenau (ram hole repaired) and Warspite go back out onto the pond as most other boats declare five. The sortie ends with Marty and Ken dueling inconclusively.

The second sortie begins with the Allies again concentrating on Rick's Doria leaving some of the Axis to chase after Adam's Louisville. Both Danny's Maryland (hurting pretty bad after the first sortie) and Steve's Massachusetts go on five early in the battle, both in sinking condition. Maryland goes down first leaving its superstructure floating on the surface. The Derfflingers and Will's Hiei blast the Massachusetts close to shore as Steve tries to last out his five. The Doria then sinks out in the center of the pond, nobody knew it was in that bad of shape.

The Tiger comes close to shore to aid the Massachusetts and runs itself aground. As it pulls itself off of land it rams a Derfflinger (either Nathan or Mike's) with its pointy little stern for 300 penalty points (a nice sized hole). The Massachusetts then sinks with 20 seconds left of its five minutes.

The final stage of the battle finds all remaining Axis gunning for Marty's Warspite as Doc goes on five and Adam wisely stays out on the far side of the lake. Warspite soon gets sandwiched by two Derfflingers and Will's Hiei and takes a beating. Marty goes on five,

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pumping fully, with an slowly climbing waterline. As all the Axis chase him he eventually rolls over in a turn and sinks, thus ending the battle.

822

The damage totals for this battle, to say the least, were quite one-sided (Much to the joy of the Axis and dismay of the Allies). The scores were 10035 for the Axis and 3935 for the Allies (after ram penalties). Someone pointed out on tape that everybody related to Marty sank during this battle. What a coincidence...

Individual damage was as follows;

Ship	Pen.	Sortie I	Sortie II
Andrea Doria		535	1185 sunk
Lutzow		230	140
Derfflinger	300	530	140
Hindenburg		530	540

Gneisenau		0	525
Hiei	100	50	130
Massachusetts		0	2920 sunk
Warspite	300	655	1365 sunk
Maryland		920	1780 sunk
Gangut		1125	sunk
Tiger	300	415	785
Louisville		270	200

Saturday's battling ended with a one on one fought between Doc's Tiger and Ken's Gneisenau. Doc had the advantage of better acceleration/deceleration, tighter turning, shorter ship length, and better down angled broadside guns. Ken had the advantage of an extra pump (I generally need it as Doc tends to put nice below the waterline hits in the Gneisenau). This is always a fun battle for

## Cooperative Purchasing



Frank Pittelli



One of the advantages of a national club is the potential for purchasing common items in bulk at a substantial savings in cost (usually 50 percent). Such savings are possible because large retailers, like Radio Shack, cater to individual consumers, who buy one or two items at a time. Consequently, the retail store has to package items separately, which costs money, and has to stock only those items of general interest, which limits the types of things we can buy. Bulk purchases, on the other hand, require little in the way of packaging and postage, provided you know where to get the items. In short, if you know what you want and are willing to purchase more than one item at a time, it is usually possible to save a significant amount of money on your purchases. Translated into our hobby, that means that rookies will be able to get into the hobby for less initial cost and veterans will be able to build more ships for the same amount of money.

Unfortunately, it isn't always easy to determine where items can be purchased in bulk. There are, of course, a number of distributors, like American Design Concepts, that buy excess lots of items from manufacturers and sell them through a catalog for reduced prices. I personally like such outfits because some of the bargains are really great and they mix products from different areas, such as computer components and electronics. Such organizations, however, may have one or more of the following drawbacks:

- 1) Limited supply of parts
- 2) Parts may be defective
- 3) Small orders pay relatively high postage

On the other hand, you could deal directly with the manufacturer or distributors of specific products. This guarantees a steady supply of new parts, but most distributors won't deal with individuals and almost always impose a minimum order level of around \$50.

The solution to all of these problems is COMMUNICATION. That is, by pooling our requirements and resources together it is possible for a single order to be placed with a given distributor that is large enough to provide us with a savings in cost, even if the order has to be split up and sent to each buyer. For example, for the last year or so, I have served as the 'plywood czar' for the Maryland Attack Group. Specifically, I maintain a supply of quarter panels (1x4 feet) of plywood in various thicknesses (1/32, 1/16,

1/8, 1/4). Whenever anyone needs plywood, I supply them the necessary pieces at roughly half of the cost charged by hobby stores. Periodically, I order a large box of wood from Balsa, USA to replenish the stockpile. Note, Balsa USA will sell you one piece at a time, if that's what you want, but because I buy 20-30 pieces at a time, the postage/handling is relatively cheap.

Given that communication is the key to saving money, I encourage all of you to form local cooperative buying groups. This is relatively easy for any group that meets periodically. For example, the MAG has a meeting every month, during which we exchange parts, money and potential sources. Even people who live a few hours from each other can pool together their orders and save money. Besides, it gives you a good excuse to drive over and see another captain.

I also encourage everyone to send me a list of the items that you have found and the names of the suppliers. Given that information, I'll compose a master list of suppliers/parts/cost and publish it in HullBusters. Such lists should be sent to the following address (or you can call me):

Frank Pittelli  
33 Wilelinor Drive  
Edgewater, MD 21037  
410-266-8498

Each entry should include the following information:

- 1) Item Description
- 2) Supplier Name, Address and Phone Number
- 3) Cost per item
- 4) Shipping Information
- 5) Point of Contact

For example, the following entry provides information about micro switches:

- 1) Micro Switches, roller arm, 10amps
- 2) American Design Concepts, 800-776-3700
- 3) \$0.70/switch
- 4) \$3.00 per order + 10% of total
- 5) Frank Pittelli, 410-266-8498

Remember, the easiest way to save money is to combine purchases into one order and all that takes is a little bit of communication. So before you run out to Radio Shack to spend \$1.79 for a micro switch, ask a fellow captain if there's a cheaper supplier and don't be surprised if he says 'yes'.

BARGAIN OF THE MONTH: I found a place that sells Molex .093" 2-pin connectors (great for batteries) for \$0.20 a piece, that's 60 percent off the price charged by Radio Shack.

Doc and I but generally boring to the kibitzing crowd. I faired slightly better than usual because Doc's broadside gun jammed halfway through the battle but Doc still won by a score of 265 to 200 (Gneisenau had 9 above, 1 on, and 3 below, Tiger had 20 above).

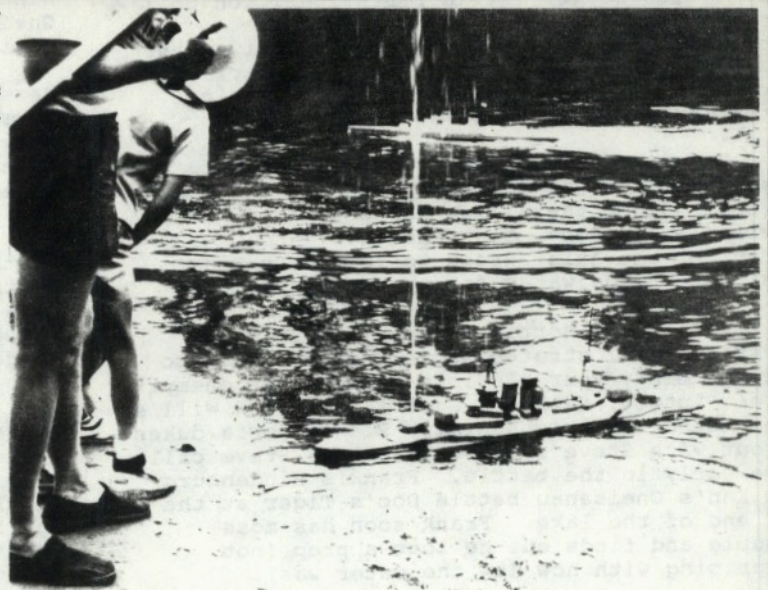
### SUNDAY'S BATTLING

#### FLEET BATTLE #3

The last of the three planned fleet battles took place on Sunday morning. The Allies started the battle outnumbered with the absence of the Gangut (Francis was unable to attend Sunday's battling) but were determined to make the best of it. Being the final battle, nobody was holding anything back and all boats engaged in the center of the pond firing at any enemy within range.

Early in the First sortie, Doc's Tiger got caught close to shore while pressing an attack on Rick's Doria. The Doria shot many broadside BBs into the sides of the Tiger while Ken's Gneisenau unloaded it's twin stern guns into the Tiger's hull. Caught between these ships and the shore line, Doc had to back the Tiger out past all the other Axis captains who, in turn, pumped BB's into the Tiger. By the time the Tiger was clear she was down by the stern and sinking fast (a 1/4" by 3/4" hole above the waterline in the stern sucked the water in while Doc was running in reverse).

After Doc clears the Tiger out of the water a Derfflinger (Nathan or Frank) and



Will's Hiei can be seen chasing Steve's Massachusetts around the pond. Steve calls five out of control soon after that (radio problems). Mike's Lutzow and Ken's Gneisenau sandwich Danny's Maryland with broadsides. The Maryland goes dead in the water far out in the middle of the pond and every axis captain takes his turn shooting holes in her. Marty, with the only Allied boat not on five, shoots at the Axis who are crowding around the Maryland (the

### The Tri-Pact Team Trophy

**Frank Pittelli (TD)  
Will Montgomery  
Nathan Blattau  
Mike Blattau**

We hereby challenge all captains to compete for the Tri-Pact Team Trophy during the 1992 battling season. The tournament is intended to promote the development of team strategies and tactics within the R/C combat hobby. The tournament rules are as follows:

- 1) A team consists of any four current IR/CWCC captains and must be registered with the Tournament Director (TD) by April 1. No captain may be registered with more than one team. Registered teams will receive a list of all registered teams by April 15.
- 2) There is no restriction on the nationality or types of ships used by a given team. Furthermore, the actual ships used by the team may vary from one battle to the next if desired.
- 3) Tournament battles will be conducted between two teams, will consist of two sorties and will be conducted in accordance with IR/CWCC Rules. Tournament battles may be held anywhere and at any time throughout the year. Coordinating the exact time and place for a tournament battle is the sole responsibility of the two teams involved.
- 4) Scores for each battle must be forwarded to the TD within 10 days of the battle to receive credit. Scores must include (for each ship) the number of BB hits (ABOVE, ON and BELOW) received and any penalties assigned (including sinks). Each winning

team will be granted 2 BATTLE points and BONUS points equal to the difference between the battle scores. A losing team will be granted 1 BATTLE point and no BONUS points.

- 5) The Tri-Pact Team Trophy will be awarded to the team with the most BATTLE points at the end of the year (assuming that they won at least one battle). If there is a tie between teams, the team with the most BONUS points will win. In all other cases, the TD will be responsible for selecting a winner.
- 6) It is the responsibility of the previous year winner to send the Tri-Pact Team Trophy to the current winner.

YOU'RE PROBABLY IN THE AXIS FLEET IF...

You've ever been arrested for relieving yourself in an ice machine.



competition to get into a firing position on 824 the helpless Maryland was fierce). The Maryland takes lots of damage but survives her five and Danny wades out to retrieve her. The sortie ends with the remaining Axis chasing after Marty who is on five.

Danny's Maryland was so badly holed he wisely decided not to participate in the second sortie. Since the Allies had only three boats available (Arizona, Massachusetts, and Warspite) the Axis agreed to let Doc's Tiger back out on the water for the second sortie.

The second sortie was similar to the first; no real strategies or tactics, just go out and empty your BBs into the nearest enemy. Mike's Lutzow, Nathan's Derfflinger, and Will's Hiei hound the Arizona while Rick's Doria duked it out with Steve's Massachusetts. Steve calls five early in the battle. Frank's Hindenburg and Ken's Gneisenau battle Doc's Tiger at the far end of the lake. Frank soon has moss trouble and finds out he lost a prop (not surprising with how low the water was).

Halfway through the sortie, Ron's Arizona sinks out in the middle of the pond (off camera) thanks to the ever tenacious Will and



Nathan. Marty's warspite gets rammed by somebody (also off camera) and has to be taken out for repairs. Mike's Lutzow can be seen chasing the Massachusetts as Steve's five minutes end. Marty, back on the water after repairing the ram hole, is chased by Mike, Ken, and Rick. The Warspite soon begins to pump and list and Marty declares five. Marty survives his five minutes but the Warspite, sailing for shore, sinks by the bow before he can touch it.

The only Allied boat on the water at this point is Doc's Tiger (on five). Doc mosses up and brings the Tiger in to clear her props. The entire Axis fleet sets up ten yard out waiting for her. Doc is able to get through the Axis blockade and finishes his five without sustaining significant damage. Thus ends the second, and final, sortie.

The third fleet battle ended with the Axis again winning by a better than two to one margin, 7970 for the Axis and 2880 for the Allies. The total points for all three battles were therefore 25160 for the Axis and 9955 for the Allies. Wow...

Individual damage for fleet battle number three was as follows;

Ship	Pen.	Sortie I	Sortie II
Andrea Doria		145	165
Lutzow		375	435
Derfflinger		255	110

Hindenburg	220	335
Gneisenau	50	550
Hiei	220	20
Massachusetts	585	655
Warspite	70	1050 sunk
Maryland	1700	withdrawn
Arizona	595	1260 sunk
Tiger	1365 sunk	440

Since there was still plenty of time left in the day everybody agreed to participate in another battle. It was agreed that another Axis vs. Allies confrontation was pretty senseless so the two sides were drawn from random.

Fleet A (orange flags) consisted of Massachusetts, Maryland, Tiger, Lutzow, Doria, Louisville, and Gneisenau (Bob Amend's old German BC under the command of Mike Poli, a new battler from PA). Fleet B consisted of the Derfflinger, Hindenburg, Hiei, Gneisenau (Ken's), Arizona, and Warspite. I'm not positive of these sides as this battle was not recorded on tape and my memory is too poor to trust entirely.

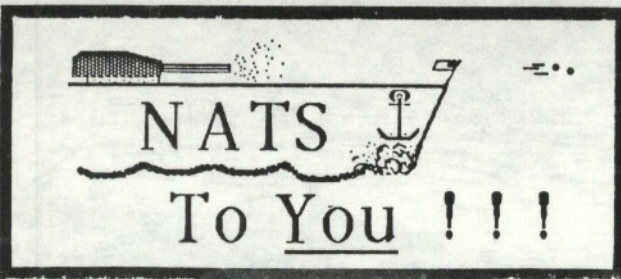
The only significant events in this battle that I can remember were when Mike Poli's Gneisenau ran aground on one of the new islands (in the far end of the lake) and Mike Blattau's Lutzow, there to defend him, ran aground on another. Frank's Hindenburg shot up Mike P.'s boat while Ken's Gneisenau double stern gunned Mike B.'s boat. Both Mikes quickly, and wisely, declared their respective boats sunk. Much to the dismay of Marty, who rather enjoyed being on the winning side for once, it was decided to skip scoring this one sided battle.

Numerous other (unscored) one-on-one and group battles took place afterwards but I was unable to watch them as I was preparing to drive home. The only one I can remember was the one that I participated in; the Lutzow and Gneisenau (Ken's) vs. the Hindenburg and Tiger. This was an unfortunate battle for me as the Gneisenau got caught between the broadside guns of Frank's boat and Doc's boat, got holed, and then sank when the pumps would not work (broken pump turn-on switch). Unfortunate, but at least it did not happen in a fleet battle.

I would like to take a little space here to write a couple words down about the wonderful comraderie I have seen expressed by the Maryland battlers. When Mike Poli showed up Sunday morning with his as yet untried, and untested, Gneisenau nothing worked for him. You name it, it didn't work (freon tanks leaked, radio interference, throttle switches inoperable, pumps inoperable, guns not firing, hull leaks, etc., etc., etc...). All the Maryland guys, Axis and Allied alike, set up a shipyard and worked with Mike on his boat for hours trying to get it into Sunday's fleet battle (we even delayed the battle by an hour). When Mike couldn't make that battle everybody (after the battle) worked like crazy so that Mike could participate in the pick-up battle. This was a wonderful way of welcoming Mike to the hobby and shows off the true friendliness of the MAGgot personel.

**" INTO THE FUTURE "**

Nationals could be replaced by a 168 hour ( 7 days) campaign. That would include night battling, night patrol, dawn landings, evening assaults, or even sinking a axis over lunch. the fleets would be subdivided. each fleet would have a multitudes of several ships.



By Tom Jass

Boy -- am I late in getting this column started. Must be that my duties as editor of the Number 1 battling periodical (the Allied newsletter "Victory at Sea") is taking up too much of my time. But 1992 is here with us and I need to get the word out on Nats in 1992 -- in the Land of Mickey Mouse (Orlando, Florida).

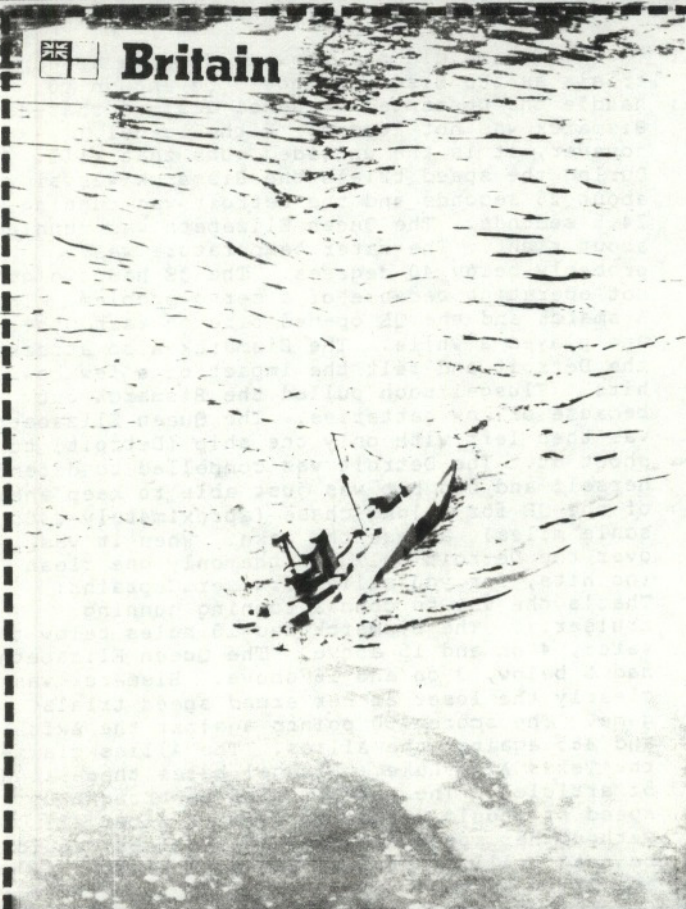
First, let's get the date straight -- Monday, July 27 through Friday, July 31. We will be using the huge lake in downtown Orlando where the 1991 Spring and Fall Southeastern Regionals were held. The lake is more like Decatur, Alabama than Maryland -- the water can be bathtub calm or rough and rolling. Freeboard is a good thing to have in Orlando. There is no moss whatsoever on the water surface, but local legend has it that there is an alligator (about 5 feet long) who inhabits the lake and is partial to sweet Axis meat!! The motel is in Altamonte Springs (where Greg Wilson lives) about 20 minutes by car from the pond. There are numerous eating spots (of various price ranges) close to the motel. The pit area is all grassy underfoot and there are several tree shaded areas to set up our work tables under. We can park our cars right on the

street in front of the pits and walk across the sidewalk -- a distance of about 10 feet.

Our battling format will be the familiar one -- fleet battles on Monday AM and PM and Tuesday, Thursday and Friday AM; Campaign tentatively on Tuesday and Thursday PM; small ship and individual battles on Wednesday and the always popular Night battle on Wednesday night. The banquet and marathon Rules Meeting will be held on Friday evening (Saturday morning) in an air conditioned room. We may have to use the four fleet format if the number of entries result in frequency conflicts. We were barely able to keep to two fleets at Maryland and we will have the entire Florida battling bunch to add to our numbers in 1992.

I will be sending out entry forms to all of you in May; please fill out the ship data sheets when you send in your entry form. Each ship will be speed tested on Sunday (or prior to battling on Monday). YOUR SHIP(S) WILL BE WEIGHED AND MEASURED FOR LENGTH AND BEAM; I (AND THE FLEET ADMIRALS) WILL ALSO BE CHECKING FOR ADHERENCE TO VARIOUS CONSTRUCTION RULES -- NUMBER OF RIBS, SOLID AREAS, ILLEGAL STRINGERS, ETC. Any rule violations will be corrected before you will be allowed to battle during the week.

There are numerous activities in the Orlando area for family members who come along. The Florida host for the 1992 Nats is Don Cole; give him a call on (407) 277-6590 if you want information about the Orlando area and accommodations. The heat in Florida in July will be similar to that in Springfield, Mo. or Amarillo, Texas or even Maryland -- don't let the thought of a warm day keep you from attending Nats in 1992. See you in Orlando.



### SPRING NORTHEAST REGIONALS

I just got a hold of some pictures from recently developed film and thought I would send them to Hullbusters for printing. Mike Poli was the photographer responsible for these outstanding pictures from the 1991 Spring Northeast Regionals. These three pictures pretty well summarize how that weekend went for the Allies.

Photo #1 is Marty's Warspite finding the lowest state of potential energy. After seeing this photo, another new club member (will be sailing for the Axis in the spring) who also attended the Fall Northeast Regionals commented on how often the Warspite seems to sink (at least one sink in the spring, three sinks in the fall). Marty's newest version of the Warspite, due to set sail in early 1992, will hopefully reverse this trend.

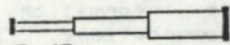
Photo #2 shows Will's Hiei and two of the Tri-Pack's Derflingers (either Frank Pittelli, Mike Blattau, or Nathan Blattau) pounding on Paul Broring's Tiger, which is dead in the water on "out of control" five minutes. Where are the rest of the Allies? They outnumbered the Axis by better than 2 to 1 in number of ships yet nobody lent Doc a hand. Where's the teamwork Allies?

Actually, most of the Allies were on the other side of the lake chasing a lone rookie Axis battlecruiser (DKM Gneisenau, with only one gun working). Their attempt to rack up points against this rookie boat ended when the

Gneisenau ran out of receiver battery power (BIG rookie mistake!) and, after numerous uncontrolled turns, drove herself into the weeds. I declared the Gneisenau sunk to avoid the same type of damage that Doc was getting on the far side of the lake. This turned out to be a smart move as the Allies got 1450 points for my boat while Will, Nathan, Mike, and Frank scored over 2500 damage points against Doc's Tiger. The Damage the Tiger received is avidly demonstrated in Photo #3. I was glad I didn't have to patch that damage!

These photos are really "top notch." I think the picture of the Warspite sinking is probably the best photo of a combat sink that I have seen yet. Mike P. sure seems to have a photographers eye and sense of timing. Looking at these pictures gave me the idea of having a yearly IRCMWCC photo contest. At the end of the battling year everybody could look through their photos, choose their favorites, and send them (with or without a short written explanation/action report) to Fluegel who would choose the best ones and publish them in Hullbusters. This would help produce some interesting and fun material for Hullbusters during the "lean" winter months. What do you think D.W.?

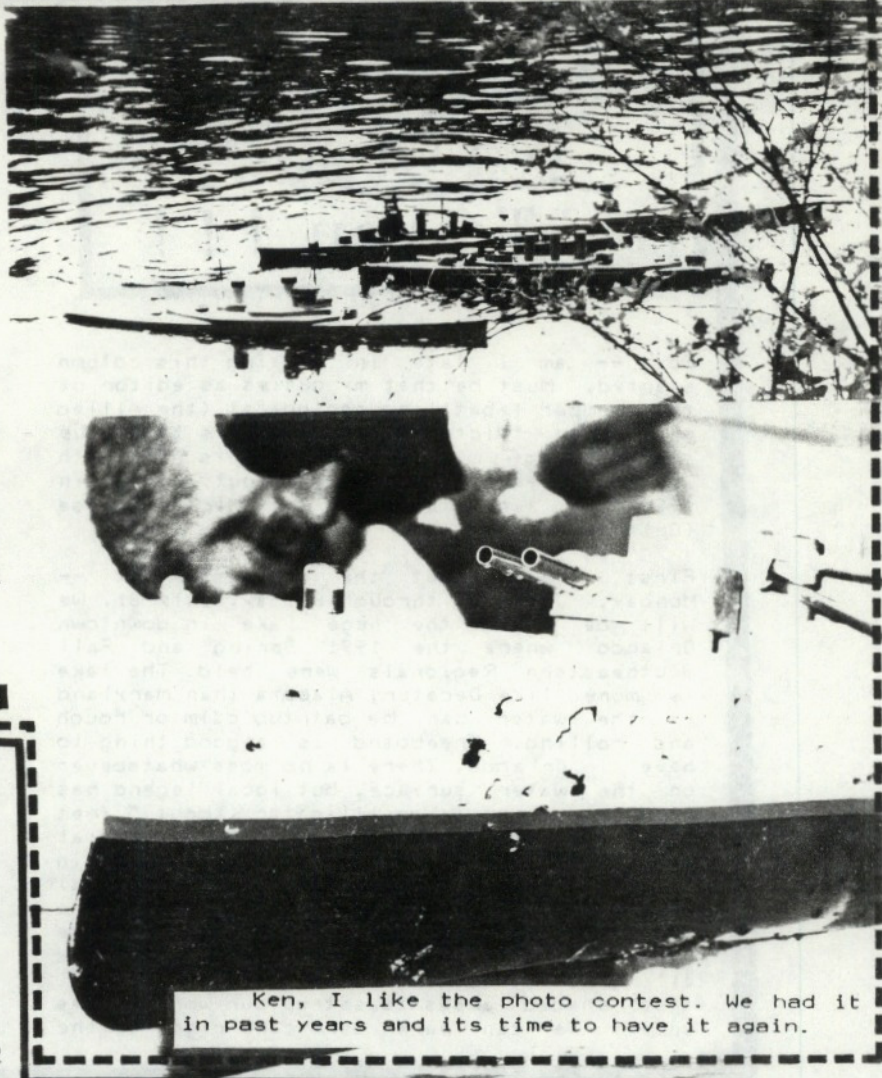
## Observations of the Founding Father



### OBSERVATIONS OF THE FOUNDING FATHER "REMEMBER THE PALOS VERDES!"

by Stan Watkins, 1/12/92

Greetings Combatants! The USS Detroit and the rest of the Stan and Sherry Watkins family ventured to Dallas again for the Christmas holiday season in 1991. The weather looked like it would cooperate for a few days of battle and Chris Pearce and the Queen Elizabeth had just moved to Ft. Worth and wanted to participate in one of the infamous Dallas winter Micro-mini-Nats. Jeff Lide with the Kirishima would also get to participate in the activities with Fluegel and his Bismarck. But first there would be Fluegel style speed trials (guns loaded and freon tanks filled). The Bismarck had maintenance involving the installation of a Chris\Foster\Piston Tee. The Detroit had been modified with the addition of two light weight guns and a 15 BB spurt gun. The Queen Elizabeth was as in the Orlando regionals. The Kirishima was typical of her usual deployment. The date was December 30, 1991. The lake was the Palos Verdes lake near the Lides house. Its Spanish name reminded Stan of the time some 150+ years ago when Davy Crockett had come to Texas with 10 of his Tennesseans to help Texas become independent from the Mexican (axis). In this case it was the Detroit from Tennessee trying to help the new Texas Ally (Chris Pearce with the Queen Elizabeth) win Texas back from the Axis infestation of the German Bismarck and the Japanese Kirishima. The battle would not happen at the Alamo but at Palos Verdes lake. Fluegel reminded Stan of the outcome of the Alamo.



Ken, I like the photo contest. We had it in past years and its time to have it again.

Monday December 30, 1991 ARMED SPEED TRIALS

The Kirishima did not show up for the speed trials as the Bismarck should be enough to handle the upstarts. Fluegel claimed that his Bismarck was not loaded. With Fluegel, however, it is the unloaded guns that kill. During the speed trials the Bismarck was slow about 26 seconds and the Detroit was running 24.5 seconds. The Queen Elizabeth was running about right. The water temperature was probably below 40 degrees. The QE had two guns not operating because of a servo problem. The Bismarck and the QE opened fire on each other and played a while. The Bismarck also attacked the Detroit and felt the impact of a few bow hits. Fluegel soon pulled the Bismarck out because of low batteries. The Queen Elizabeth was then left with only one ship (Detroit) to shoot at. The Detroit was compelled to defend herself and did but was just able to keep ahead of the QE for a long chase (approximately 2400 scale miles) across the lake. When it was over the Detroit hull was the only one clean (no hits, for you allied Cruiser Captains: That's the way to conn a running gunning cruiser.). The Bismarck had 10 holes below the water, 4 on and 15 above. The Queen Elizabeth had 5 below, 3 on and 16 above. Bismarck was clearly the loser at her armed speed trials game. The score 750 points against the Axis and 485 against the Allies. The Allies claimed the Texas Axis Lake. Fluegel hates these kind of articles. The Detroit must be brought up on speed or should refuse to fight. After all, without her speed she (and any cruiser) would be dead. Allied cruiser Captains please pay attention to this.



**NOW IT'S TIME TO HAVE A NAVY  
NICE DAY IN GEORGIA**

That's right! The Southeastern Spring Regionals will be in Georgia in 1992. April 25-26, 1992, is the date, Baxley, Georgia is the place, Bart Purvis is the site host, and battling and fun are the objectives. Send your \$12.00 entry fee and your radio frequency to Bart at Route 7, Box 465, Baxley, Ga. 31513 for an information packet and maps.

Get that new construction finished or the refit completed on your present beauty and see how she stacks up against the competition this spring.

Ya'll c'mon down, up or over as the case may be.

The Detroit's shafts were greased and hopefully she would be faster (with the same motors, batteries, and props she had run her 23 seconds at Orlando). A "Lion" flag was flown from her main and a picture of a Lion on her deck movie screen. This was to irritate Fluegel whose Dallas Cowboys would eventually play the Detroit Lions in the Playoffs. As with the battles, so would go the playoffs. Prior to the December 31, 1991 (last of the 91 battles) Fluegel proclaimed the Bismarck to be "as ready as she has ever been....".

**Tuesday December 31, 1991 The Big Axis Day!**

So the Detroit immediately proceeded to run speed trials. The Kirishima was going to participate and wore her repulsive "Beware the Dog" yellow Japanese writing on the hull. The Detroit was running about 25 seconds. With a 24 second Kirishima on the water she must refuse to play or lose big points for her team. Allied Cruiser Captains pay special attention to this. Even though he really wanted to battle, Stan withdrew her and proceeded to Fluegel's house to change propellers. So it was the Queen Elizabeth versus the Kirishima and the Bismarck. As narrated by Jeff Lide, "Big Gun Fluegel and Jeff the hammer Lide fought Chris the marshmellow Pearce. It was a pound-a-thon, slauber-knockin R/C warship combat!" (Just the facts Jeff, Stan cautioned.) "Back and forth, forth and back with brute power, toe to toe turnin and shifting. After 13 minutes Chris called 5 minutes." Jeff called 5 and proceeded to block the Queen Elizabeth. "The tripack-duo was born." It was then obvious that the QE was in trouble. She was pumping steadily but the list was increasing. She went down with a port list by the stern. An real Axis victory that Chris attributed to Fluegel's illegal spurting gun in the Caesar turret. But we would battle again!

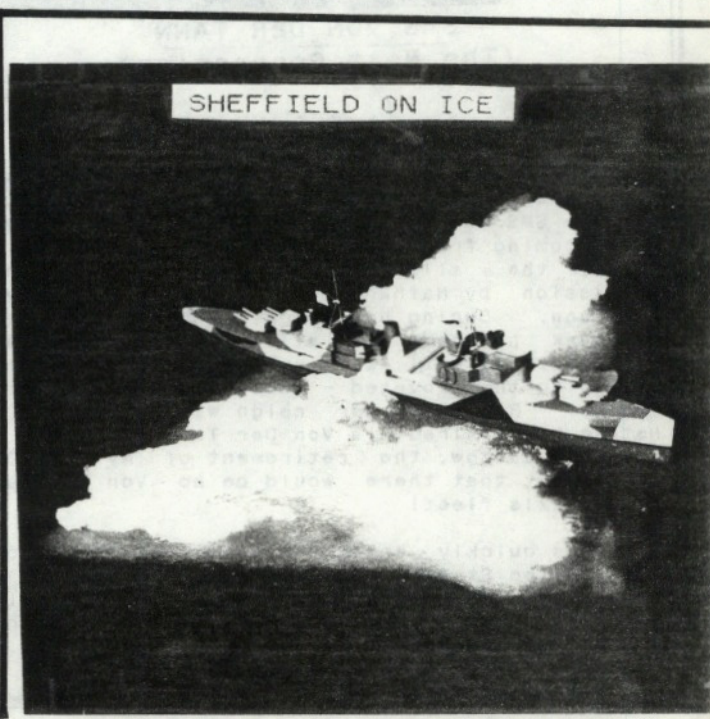
**The Big Battle 12/31/91**

The QE was refloated and patched and the Detroit modification was complete. New exact miniature props were added and the shafts were bushed with thrust washers. One more sortie that day. The Axis plan was to concentrate on the QE, but right off the bat it was the Kirishima and Detroit stern to stern and the QE and Bismarck toe to toe. (So much for the myth of superior Axis team work and strategy). Then the Bismarck and the Kirishima were both picking on the Detroit. A total defection from the plan. The Detroit gets some shots on the Bismarck and you just can't miss that target! The Detroit had a newly modified set of batteries and it looks like she is slowing down. Five minutes! Then Stan asked Chris for

some help. But it is too late. The Detroit's batteries are completely dead, no pump or motors. She would sink. The Kiishima and Bismarck smell blood and close for the Feeding Frenzy. Numerous shots ring out from both the Bismark and the Kirishima. It must be tremendous carnage! The QE is valiantly trying to help but seems ineffective at aiding her dying ally. Total hits were only 6 above from the mighty Axis Battlefleet on the helpless Detroit. So much for the myth of Axis awesome gunnery. She sank in about 5 feet of icy cold water. Even though about 50 feet out, the Detroit was recovered quickly with God's help and Scott Lides' excellent observation of distance and landmarks. The battle then continued and Chris was holding his own pretty well. The Bismarck was hit for 850 points, 500 points below 100 on and 250 above. The Kirishima had a total of 115 with 40 points above 25 on and 50 below. The QE had 600 below, 100 on and 260 above for 960 total. The Detroit had 60 above plus 400 for a sink for a total of 460. The Axis won with total damage taken of 965 to 1420. But the axis did not formally reclaim the lake. Both QE and Detroit had gone down that day. Dead men don't surrender! In honor of the gallant dead who did not surrender, but won time for repairs a new slogan was voiced.

**Wednesday January 1, 1992, "Remember the Palos Verdes"**

Fluegel stated that the battling on new Year's day would be like the whole 1992 year. Chris said it was the year of the QE. Fluegel asked if we wanted to battle him for two sorties or one in the first battle. Thinking of his possible battery problems (like the Detroit) we opted for two sorties. Stan put his other set of batteries in the Detroit and patched his six holes. The Kirishima would not be there to help Fluegel. Stan predicted that 1992 would be like 1942, the turning of the tide to the Allies favor. But the revenge would be sweet. "Remember Palos Verdes" rang out. It was a muddy cool day. The Bismarck was setup for two pumps because of the two sorties. This meant one fewer gun. The Bismarck was too fast running 20.5 seconds. Fluegel taped a Bud Dry bottle to the bottom of the hull to slow her down. This did the job.



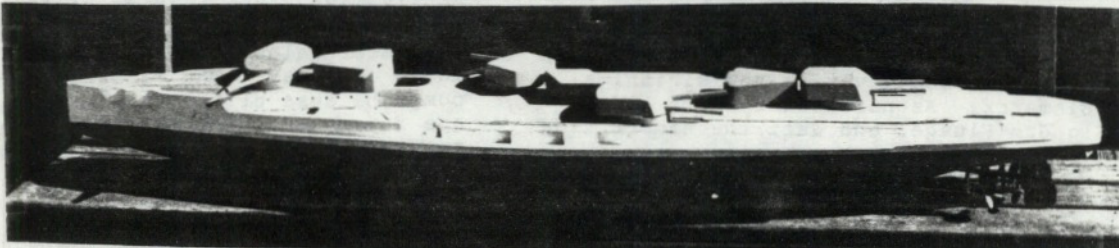
**SHEFFIELD ON ICE**

Sortie 1

The Allied plan was to work over the Bismarck as a team and exhaust her questionable batteries in the first sortie and catch her slow in the second sortie and hammer her. The Detroit used both of her guns harassing the Bismarck, while Chris with his superior firepower hit the Bismarck much-much harder. Fluegel described the first sortie of the battle this way. "Stan was still illegally fast but did I bring that up? Pssst, No-o-o. We were happy campers, we had our Bud strapped to our bellies and we were ready for blastin! I went out and I didn't want to get trapped, but a number of times they worked as a team." (So much for Allies not working as a team.) "Mostly Chris holding me stern to stern and Stan harassing me. And they, I think were getting some advantages on there. My ship, though seemed to be handling just too sluggish.

It was odd, not right and Stan had called 5 and I was out of my Caesar guns. I had every thing else and ah, and so I thought well, I'm ahead now and there's another sortie and I don't know, it just didn't feel right. So I called 5 and headed out. I went as far as the shore would allow me to walk and I was in deep water, and Chris was faster than me. So I kinda got in a little song and dance and I remembered Stan's sinking and how deep it was. So I thought, I probably better stay close to the shore for the remaining minute and a half. And ah Chris, ah drew up on me and shot me, probably 10 holes or somethin, and a I was very relieved when ah. I was probably goin a hundred feet in 60 seconds. And the pump was dribblin out and it was low and I was a happy camper to get it out. I pulled her out and it wasn't long after I pulled her out that smoke started coming from just back of Bruno turret. Sure enough there was a fire in the magazine.

The 380 pump died a firey death. I don't know why she failed but she did and I was so heartened, I was discouraged when I asked the guys if I could change batteries and they said I couldn't." (The Allies maintained their strategy at the negotiating table.) "That was the peak of my despair. My pumps would not turn on. Something went diddly in the microswitch. I unplugged the burning pump and the stern pump just kicked on all of the sudden. Like it had batteries. And it wasn't a great pump and it wasn't great batteries but it was batteries. And I started rising and I didn't think I could declare a sink, ah probably because of an article, so I thought I don't want to do that. Ah, I decided that they couldn't do as much as 1000 points with their BBs. I figured they would probably put another 400. But I didn't know if I wouldn't go out in a minute and be sittin dead in the water. I then decided that I would ask them to go in first and be behind me with open water and I would push it forward and call 5." After the sortie when Fluegel removed his superstructure smoke was observed from his forward pump. This had helped run down his batteries. In the first sortie the Bismarck was hit for 27 above and 1 on and 1 below or 345 points. The QE was hit for 17 above 0 on and 0 below for 170 points. The Detroit with no excuses (batteries working) again received her usual 0 above 0 on and 0 below running gunning damage score. In the second sortie the gracious, generous Allies allowed Fluegel to remove the "Bud Dry" bottle. It was to be an exciting sortie for all. Would Fluegel sink? Would the Detroit have a glitch and help snatch defeat from the jaws of Allied victory? Would Chris ram sink Fluegel or the Detroit? Who could say. Fluegel could be much faster now without the Bud Dry bottle and the load of the shorting pump motor but we didn't want him to withdraw. Fluegel launched the Bismarck aas requested and



SMS VON DER TANN  
(The Next Generation)

by Lief Goodson

When I announced at the Fall '91 South East Regionals that this would be the final battle for the SMS Von Der Tann, a sigh of relief was heard coming from the allied fleet. For three years, the allies had been pounded into submission by Nathan Blateau's and/or my Von Der Tann. During her reign, the Von Der Tann had sunk hundreds of allied merchantmen and warships, as well as winning numerous awards including the coveted - South East Travelling Trophy. But now, her reign was ending. As Nathan had retired his Von Der Tann in favor of the SMS Lutzow, the retirement of my Von Der Tann meant that there would be no Von Der Tann in the axis fleet!

The news quickly spread among allies throughout the United States and Canada. "At last, we have a chance to win (sigh)!", "I can finally sleep at night", and "Our allied fleet has new hope!" were some of the quotes heard coming from the downtrodden allies.

Unfortunately however, the latest news flash from Australia will shatter the allies' dreams of victory. As shown in the photograph, the next generation of the SMS Von Der Tann is nearing completion at the secret axis dockyard in New South Wales, Australia. Built by the Futschik Dockyard, the new Von Der Tann has several major improvements over her predecessors. Specifically, these improvements include acceleration to top speed in .00000000001 seconds; a pump capable of pumping 3.87 gallons per minute; guns firing at a rate of 22 BB's per second, capable of penetrating two inches of rolled homogenous steel.

This ship is expected to continue the complete domination of the weak allied fleet at the 1992 Nationals under the command of the veteran captain, Peter Futschik. The axis admiralty was quoted as saying that they delayed the public release of this information so as not to ruin any of the allies' Christmas.

This has been a public service announcement sponsored by the Ministry of Propaganda.

as her bow hit the water yelled 5 minutes and sailed for the far bank. It was a valliant run for France. It was also a physical foot race. As Fluegel ran around the shore of the lake so he could see but the Allies could not. The Allies became aware of this plan after about a minute and a half. Chris and Stan began running around the lake on foot in pursuit. Stan's transmitter cord came unplugged and it took him a few precious seconds to get that situation resolved. Chris was after Fluegel but it took several minutes to catch the now slowing Bismarck. The QE finally caught the anemic Bismarck and proceeded to fire on her landing some good hits from each broadside gun. The Detroit was also closing for the kill when suddenly the 5 minutes had expired. The Bismarck had survived her run. Fluegel stated: "The ship was starting to list starboard and was almost decks awash. It looked like it was half pumping probably because of the batteries. She was slow probably 40 seconds or slower. Another minute and she would have sank. So it was a close shave but yet another Axis victory." So much for Fluegel's analysis. The final scores reveal a different picture. Damage to the Bismarck was 795 points (32 above, 5 on, and 7 below). Since Fluegel couldn't fire the QE maintained her first sortie hits of 170 points (17 above) which was the Allied total damage. So much for the "yet another Axis victory". A convincing Axis defeat. But who will tell the Furher and the Imperior. Fluegel's sneek around the lake had probably saved the sink but could not win the battle. The new Texas ally with just a little Tennessee Volunteer help, has rescued the Palos Verdes Lake from the Axis hands. Allies Remember the Palos Verdes!!! 92 is the year for you!!

Let's Battle Safely!



*Stan Watkins*  
Stan Watkins

FAT RUDDERS

By Danny Schultz

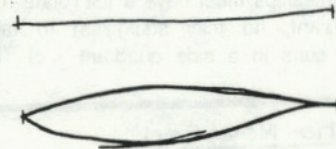
Over the past year a new ( well not really ) idea has been presented to the club. Fat rudders. I have nothing against fat rudders just as long as they are legal.

In other words: It is very easy to break the rudder size rule.

How can I say that? I did it. I was in fact able to increase my "total surface area" by one full sq. inch. ( this of course was done on the test bench only axis cheat ).

How did I do that? I took the rudder on my ship now (3sq. inches) and just fatten it up.

Yes!! I'm goin to make a big stink about this. The rules say "total surface area" and by making a airfoil (so to speak) your are adding surface area ( check out pictures ).



Use a ruler and you'll get the ideal. There's a quick and easy method for handling this problem. Use a template (graph paper ?)

That way you can wrap the template around your rudder and shave off any excess.

Maybe that's why you spin better: that little extra inch or so.

As just a idea, maybe we should say flat rudders only and give all ships a 25% increase in rudder space so we don't see any argueing or abusive rudders.

" CARRS YARD "

by Danny Schultz

Ricky got tired of one person dictating ship classofcaesing. The ship list as we know it was constructed and put together in such a manner that some ships got the short end. ( In my JANE'S Fighting ships of WWII it states that the armor on all battleships built after the MARYLAND was 16" not 12" as the list states). OK Danny the IOWA had 16 inch armor but that still doesn't change anything. Plus you still have to find "2" more differant sources that says that before you can do anything about it. But even if you get all that information you still have to get the executive board to approve it.

But how many sources were used to predicted the ship list? Does the club posses such resources? One year the ship list stated the Q. ELIZABETH and REVENGE had 4-15" guns. This year they have 8. The fact that they both do have 8 guns is not the point but was the proper channels and orders used to change

the list or was it taken for granted and just changed. I'm not argueing the fact that they don't have 4 because I came across this typo a long time ago.

If it takes so much hassle to change something on the ship list why wasn't something said to the public. Just a "typo" is not a good enough reason anyway. A full scale investagation is asking a little too much. Copies of proof would be good. Matter fact why not. Like once a year make amendments to the ship list as we do with the rules. If a ship is in error due to any reason the whole clud should decide what's right for the list not the leading party or the poor guy who put the whole thing together in the first place. The ship list is as secarite as our rules. The AXIS could change the list to the point that a LUTZOW carries 7 units. A bit far fetched but just to get a little advantage some people will do just that.

The club should take action now. So that something a larger scale doesn't cause any problems. Everybody likes playing politician and stracting,bending or making rules to benefit yourself is normal. No question about it.

.....

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1992 ISSUES.MAIL TO FLUEGEL.

COMMANDER'S COLUMN

Feb. 1992

Hello, you fellow combatants. Just a short letter this time as I am not feeling all that well at the moment. I have the flu

Two major topics this month - first, Ron Thibault, National Treasurer, has moved to South Carolina. He is now working for Savannah River, a nuclear facility on the South Carolina/Georgia border. His new address (for the next six months) is: P. O. Box 159, New Ellenton, S.C. 29809. He is ready to receive and process your applications for membership for 1992.

The second topic is that I promised a ruling on the rotating turret rule for this issue. So here it is: a) multiple rotating turrets can be employed so long as the other rules such as guns per quadrant rule are met. b) A rotating gun is defined as a gun which moves from one quadrant to another. Note: large battleships must have a full rotate (i.e. must leave one quadrant, no mini squiggles) to take advantage of the two guns in a side quadrant. c) The

statement "one gun" in a rotating turret is defined to mean that only one operating gun can be operational on a particular side quadrant when the turret is facing that quadrant, multiple guns can fire fore and aft. All other gun rules are unchanged.

The board was not unanimous on these rulings and the decision was rather one of majority rules. Other points brought up in the discussion and deemed legal by a majority of respondents were: The Musashi's forward and aft guns were legal if they stayed within the quadrant limits, and they are legal for all classes of ships. The use of switches or other means to limit the firing arc of multiple guns riding in a rotating turret are legal but should be checked for operational limits (examples are Jim Pate and Danny Schultz's Iowa).

Well, I said it would be short so I'll sign off now and wish all smooth seas and greased BB's

Marty Hayes  
Captain of HMS Warspite.

President

The New Fad

By Fluegel

It seems every week for two months, I received a call or tape concerning CO2. I imagine we will see some ships this Nats using it. Steve Smith had it at Nats three years ago, but I hope to see it tested in battle this year.

Freon 22, I think has got a bad rap. The last time Jeff Lide filled his tanks he remarked, "Well, another pigeon in Alaska is

about to drop dead." I'm proud of the beautiful world our Lord has provided and I want to do my part to take care of it. The guilt I feel when I dump 30 lbs. per year of freon into our environment is probably unfounded. Freon 11 & 12 are bad, but all CFCs aren't. Freon 22 has suffered "guilt by association". CO2 is exciting and may be a better source of power, but I don't think we should convert for environmental reasons ... yet.

CONCLUSION

Thanks again for all the articles (Ken, Denny, etc) and photos (Will, Ken, etc) I am still hoping to receive a spring S E regionals article and photos.

Our treasurer has moved, his new address is Ron Thibault, P O box 159, New Ellenton S C, 29809. (803) 642-1991

Any body planning to host a sanctioned event needs to check his rules. The V P must approve the C D and ample public notice is required - article in HB two months prior to event minimmem. Also, where are all the "chits" from past fall regionals? Lets use the syste

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