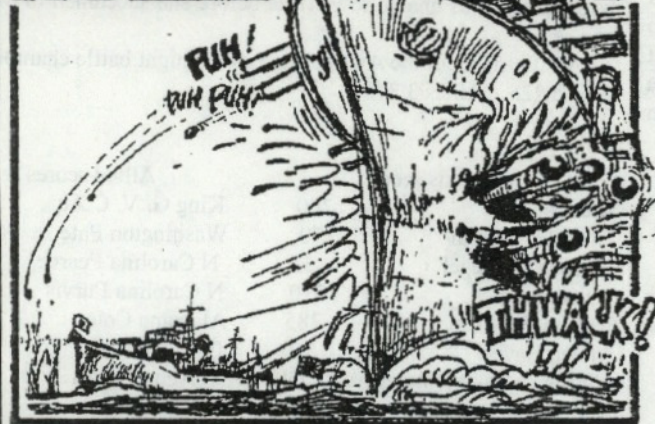


HULLBUSTERS



Pig Killers can be sunk by Invincibles".

Jim Pate.....Had a one on one against Lief using the Invincible he had built for Gerald Roberts to use. It was a different style for Jim than the usual triple stern tactics. Jim liked the feel of the smaller ship with a "haymaker", he won the battle with Lief, 1635 to 1600. Jim watched a battle between Lief and Andy Ray, "Andy did real well, aggressive youngster"

Andy Ray on his match with Lief "Started stern to stern for a few moments. He waited for me to attack him so I did. I backed out and we exchanged stern broadsides. He went behind my sterns so I shot him quite a few times with them."more broadsides...my guns fired faster so I was able to empty my guns before he could empty his in me...several large holes opened up below his waterline...pump was going strong.

Fluegel asking "How did it feel?" Andy..."It felt great, I thought I was going to get trashed!" Fluegel..."Is it a good Nationals?" Andy..."Oh yeah, this is it!"

Frank W. vs Andy R. ...Two sorties in this one. Frank had more hits, Andy had a few bellow in the first sortie. In the second sortie, Frank was hampered by his dad's construction techniques which resulted in two hoses blowing, lost gun power, and got killed. (Rick told this) Andy won this engagement.

;Frank..."There was a lot of good competition out there Fluegel, the Allies are sending some hard hitters out these years" Fluegel.."To what do you attribute your championship to?".....Frank "Good living, nice all around personality, eat a solid breakfast every morning" Fluegel..."Anything you want to tell the Kids?"

Frank..."Just keep working hard out there, when you've done your first 2 years, say in the Allied side working in the minor league, we'll take you in the expansion draft and you might become an Axis immortalized warship legend."

Doc B. vs LiefDoc using the Michigan instead of the Von der Tann...."We duked it out quiet a while, and until he (Lief) beached himself it was very close." It was lucky that he had that misfortune as Doc was having radio problems, glitches, the ship would go in reverse when put in forward the guns were not working well. It was not stated, but I think that Doc won this contest.

The world famous Steve "Fab" Baker was a spectator of much of the day and said.....best one on one battles he has seen in a long tome. Often these are as about as exciting as watching paint dry, but not this day. Some of the real good battling was by the younger folks, Andy vs Frank W., Andy vs Lief. Another good battle was the one between Ron and Will. Very entertaining.

This info certainly does not cover nearly all that took place on Wednesday, sure sounds like you guys had a good time. Thanks again to Lief and Fluegel for passing the recorder around for the comments of some of those who participated, and please forgive any inaccuracies in this article.

or
Wednesday at the Nats By Dirty Dave.

For a lot of battlers Wed. is the day of Nats week to rest, sight see, or do ship repairs. Some use the day to prep their ship for the coming night battle. There are also those who engage in one-on-one combat, two-on-two and so on. Some years there have been enough small ships to have a small ship fleet battle. There were not enough small ships to have one of these, so instead there was a round robin tourney involving only class 4 ships.

While my time was spent resting myself and prepping my ship for night battle, my two good friends Lief and Fluegel were kind enough to take my recorder to the lake and record the comments of some of those who had participated during the day.

The winner of the class four tourney was Frank Pitelli. Some of the match ups were; Doc B. vs Lief G., won by Doc; Ron H. vs Will M. won by Ron (Will sank); Frank P. vs Steve M. won by Frank I don't know how the other match ups turned out, as there is no mention of them on the tape, nor are there any score sheets to get this info from. I do know that it was a fun event to see. There was one quote on the tape from Steve M. as follows "Invincibles can't be sunk by Pig Killers, but

Fire Control Officers, The Next Stage?

By Mike Torda

Ships like the Yamato and Iowa can carry massive amounts of fire power. Unfortunately the huge size of these ships makes them attractive floating billboards for target practice from the smaller ships. The captain of a ship this size not only has to worry about ships in his immediate vicinity but also all the ships in the area that may have a vector in his direction. Simply maneuvering for stern shots while keeping away from harassing fire can take tremendous concentration. One thing that might make these ships more effective would be to have fire control

officers to do the shooting. The Captain would control Dual Stern Mounts as well as pilot the Ship. Have two more radio systems, one for each of the front two turrets. These would control turning and elevation as well as fire control of dual guns in these turrets. You would also be able to have a separate CO2 system for each of these turrets. Having separate systems for each gun would reduce the risk of total gun failure. Each one of the fire control officers could concentrate solely on the task at hand, while the Captain controls the ships course and stern mounts. A ship this size able to engage three separate ships with the kind of accuracy that come from total concentration would make it one of the most feared ships on the water. Of course as I drive a dinky Lutzow I hope nobody actually does this, but it would be an Awesome ship to see in action.

NIGHT BATTLE

By Dirty Dave.

To me, night battle is a highlight of the week long battling. It is certainly the most challenging sortie of the entire week, and the most exciting. I love the anticipation of it and the preparation necessary to make my ship totally dependable. Lights are rigged so that I can see where the ship is and hopefully help my teammates know not to shoot my ship. Not everyone's ship is set up with lights and this adds to the challenge of the event. Who is that in the shadows, is it friend or foe?! The challenge is even made more difficult when you consider that there were a total of 24 ships taking part in this battle. That's a lot of night time traffic!

The fleet make up was as follows

Allied	Axis
King George V C. Au	Musashi N.Blatteau
Washington J.Pate	Bismarck W.Koehn
N. Carolina C.Pearce	Bismarck D.W.Fluegel
N. Carolina M.Purvis	Mutsu D.Haynes
Alabama D.Cole	Nagato M.Blatteau
Q. E. B.Eakin	Mutsu M.Hayes
Revenge D.Au	Viribus Unitus W.Montgomery
Maryland A.Ray	Moltke L.Goodson
Michigan F.Whitsell	Svent Istvan F.Pitelli
Inflexible S.Milholland	Von der Tann P.Broring
Indeflexible R.Hunt	Sverige J.Foster
Indomitable G.Roberts	LeTerrible M.Deskin

Traditionally there are always rumors before the battle of secret weapons that will confuse the enemy, in the initial stages of the battle to turn the tide in favor of the team with that weapon. This year it was rumored that the Allies (Jim Pate) had a button to push that would emit an ear splitting noise to scramble the ear drums of the Axis captains and cause their noses to bleed. They would thereby be rendered ineffective and the Allies would win the night. Obviously the Allies were on Fantasy Island, because the Axis are the traditional winners of the night battles.

The Axis strategy for the battle was simple. Be aware of the Allied major combatant and communicate along shore so all would know where they were. Axis command had been informant of the Allied strategy by an agent, code named "Hatchet", to go after the Axis big ships, no surprise there. Fluegel's personal strategy was to keep moving, wait for targets of opportunity and survive. Not at all unlike many others strategy no doubt.

Don Cole about Allied strategy; We saw Marty put in and head for the west shore, We figured that if Mat and I went after him we would drag at least 2 but we didn't think 4 Axis ships with us, which would leave our fleet in an advantage of the east side. We had 5 Axis ships with us so that strategy worked beyond expectations. Fluegel wouldn't stand still long enough for us to get him.

Fluegel... "That's a pretty good lie...uh...strategy." Matt P. on the same strategy... "We were surrounded, it started to look bad. There were too many Indians, and not enough cowboys. It was a circle the wagons situation." Matt admitted to putting some friendly fire into Pate's Indiana, to which Jim simply said, "Matt, Your shooting me"

Fluegel said he had his problems too, knowing who was who. He tried to hang around Foster, he had a light under his ship that was very unique and easily recognizable. "I would hang with him, he would know who to shoot, If someone attacks him, I'll attack them." About this time they saw a large ship to the west. Fluegel shown his lights on the ship but it was the Bismarck of Wade. Then they saw two ships by the peninsula. They were in jeopardy of missing most of the action by staying where they were so they went over to check it out. As it turned out the two ships were the Alabama and the N.Carolina. It was not that hard to line up on them because they were the only enemy ships in the area. One of them got beached momentarily, but we were unable to take advantage of the situation.

The Mutsu (Dirty) was initially engaged along the east bank. Then Doc B. came over and suggested we make a wide circle to the west shore then turn south and come around the lake. then make attacking runs to the north through the engaged fleets. We made two of these runs after which I lost sight of Doc. I continued on and made another run by myself, great fun!

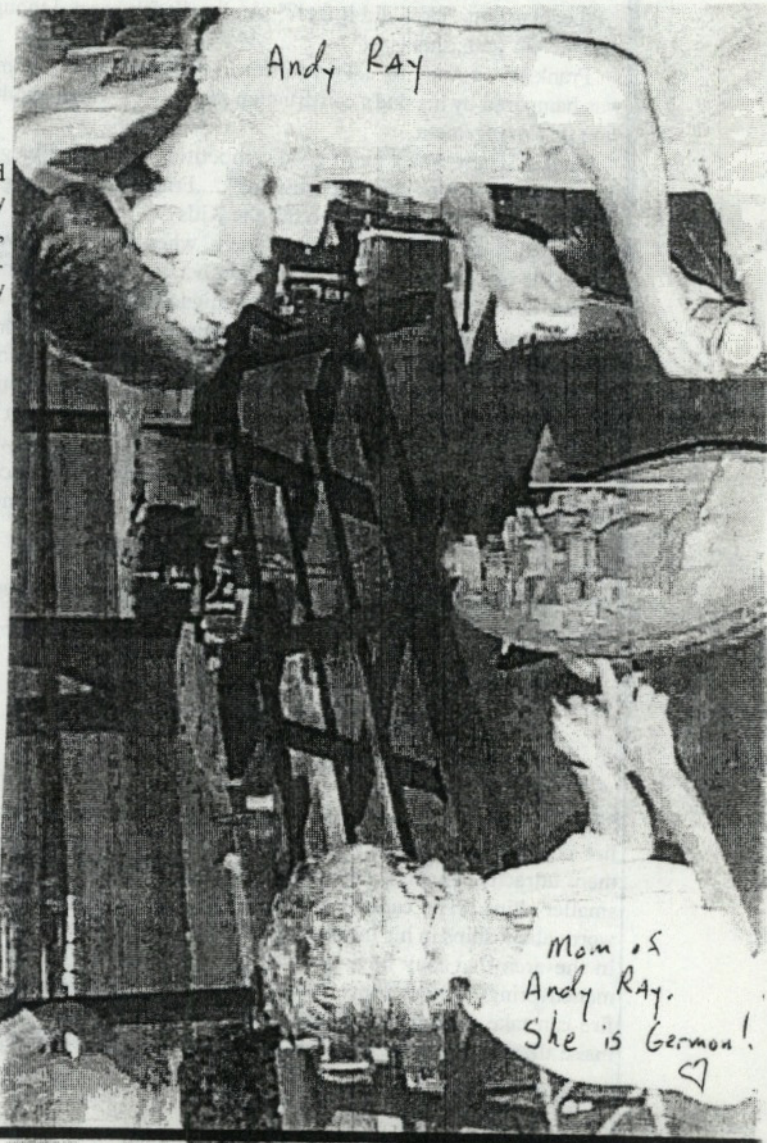
During this time the Moltke of Lief had received bad ram damage from an overhanging gun barrel and was relegated to a defensive posture. The Indeflexible (Hunt) blew a gas hose and was without guns. The darkness can be a blessing as well as a hindrance. The K.G.V. lost rudder control in the channel but was unseen by any major Axis ships. He was seen by the LeTerrible and received some holes as a result, but not enough to put the ship down.

The Michigan was not so fortunate as the K.G.V. She apparently became beached and was unable to get free before she succumbed to too many holes and sank.

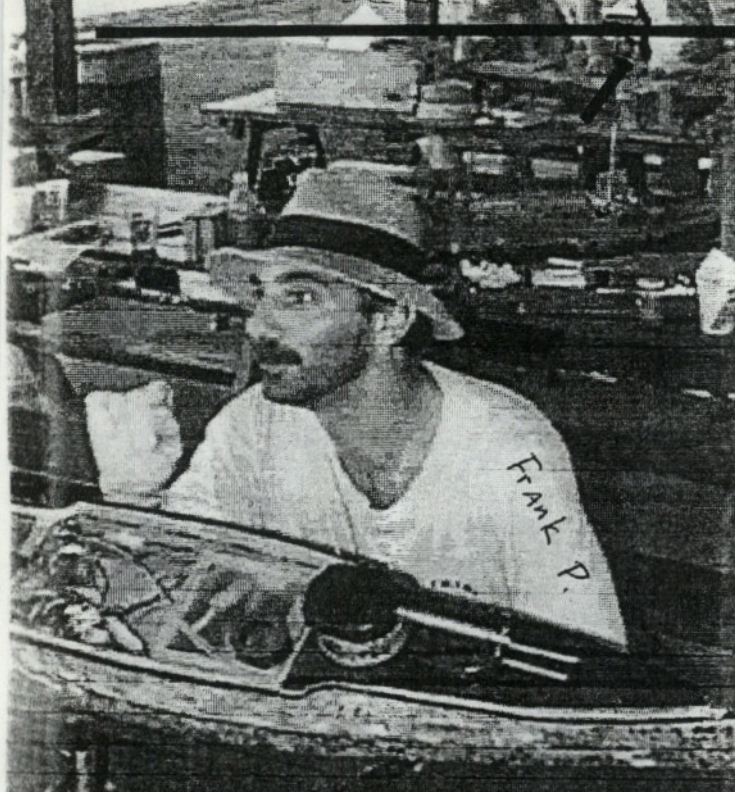
AS it turned out the Axis reigned as the night battle champions, the score Axis 5,225 Allies 3,870

Axis scores	Allied scores
Musashi 200	King G. V. C.Au 35
Bismarck Koehn 170	Washington Pate 635
Bismarck Fluegel 35	N.Carolina Pearce 240
Mutsu Haynes 310	N Carolina Purvis 540
Nagato Blatteau 285	Alabama Cole 220
Mutsu Hayes 310	Q. E. Eakin 310
Vibrus Unitus Montgomery 30	Revenge D.Au 70
Moltke Goodson 970	Maryland Ray 640
Svent Istvan Pitelli 865	Michigan F.Whitsell 2175
Von der Tann Broring 625	(sunk)
Sverige Foster 60	Inflexible Milholland 260
Le Terrible Deskin 110	Indeflexible Hunt 250
	Indomitable Roberts 150

The Allies had 100 pts. worth of penalties and the Axis had 300 pts. of penalties.



by
Gustaf Gerlicker



When dawn broke on Thursday morning, the gallant Axis fleet relished their achievement of the previous night: soundly defeating a much larger Allied fleet at Night Battle. That battle, now believed to be the turning point of the war, symbolized everything that was good about the Axis captains: determined to win a war when completely outnumbered, disciplined to fight as a team, and focused on the mission at hand.

On Thursday, the number of ships launched by the fleets were still basically the same:

	Ships	Units
Allies	17	79
Axis	12	57

But, even with a 50% advantage in ships and a 33% advantage in units and a 5500 point lead, the Allied fleet was still feeling like underdogs, because they knew that the superior discipline of the Axis fleet could easily "turn the worm" (as the great Allied captain Tom Jass keeps saying, over and over and over.)

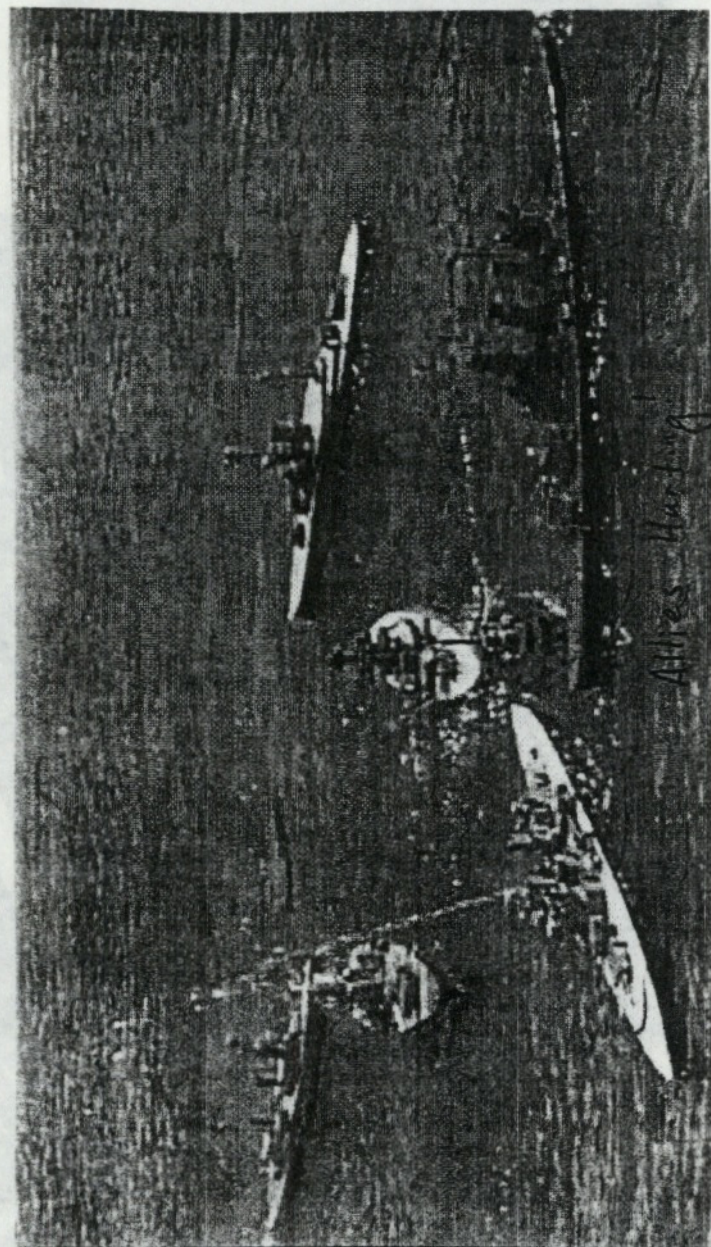
Fleet Battle #4 - Sortie One

When the battle began, the Allied strategy was painfully clear: hunt down Wade's Bismarck and sink it. Clearly they considered him the only target that they were capable of shooting, because they kept chasing him relentlessly, ignoring all other Axis ships attempting to engage them. The Axis strategy, on the other hand, was much more sophisticated: the much smaller Axis fleet would split up the Allied fleet into a bunch of smaller sub-fleets, and then crush one or two of those sub-fleets with massive, concentrated fire-power.

So with those two strategies, the battle began. The Allies formed a "battle line" according to Jim Pate, "to bond as a fleet", and charged directly into the Axis fleet. Without firing a shot, the entire line passed through the Allied fleet and chased down Wade. Don "Big Daddy" Cole and Jim "I Like Wade" Pate, were the primary pursuers, although the Allied Admiral wasn't far behind. As Don later remarked, "I did Wade." Although somewhat surprised by the Allied charged, the Axis fleet quickly broke the Allied formation with a concentrated counter-charge. The massive Axis counter-charge, consisting of just Lief's Moltke, broke the Allied fleet into a myriad of sub-fleets, which were quickly engaged by the disciplined Axis ships. Lief passed completely untouched through the Allied fleet and engaged the entire rear guard (two cruisers) single-handedly.

The Maryland Guard, consisting of Marty "The Legend" Hayes, Frank "Dr. Death" Pittelli, Nathan "The Hammer" Blattau, and Mike "Sweetness" Blattau, attempted to engage the Pearce's Washington in its pursuit of Wade. However, the Allied Admiral had only one target in mind and he kept the engines running at full speed chasing Wade. At that point, Marty Hayes retired with mechanical problems and the Blattau twins pursued Matt Purvis, one of the up-and-coming Allied battleship captains.

Eventually, Wade sank and the Allied fleet, with 50% more ships and 33% more units, was now being chased by the Axis fleet all over the lake. Lief had mechanical problems (intermittent throttle) and decided to give the Allies a break, by going on five early. Naturally, he was immediately chased by Jim P, Chris P, Chris A, Gerald R. and Ron H. (This "courageous" band of five excelled at chasing ships on five.) As Lief explained, "I visited every port of call and saved the Axis fleet from Jim's stern guns".



Alles Warling



1166

Then, Nathan went on 5 in his Musashi, having spent all of his BBs on various ships. Again, he was chased by Jim P. and Chris P. (Neither ship would go near the Musashi until it was on 5!!!) During that fateful five minutes, Chris Pearce somehow lost track of his boat (it's easy to misplace a 6-unit battleship???) and it drove in a straight line from one side of the lake to the other. While Chris continued to drive someone else's boat (reminiscent of Stan Watkins) the Washington plowed into the shoreline on the far side, in a small cove. Luckily, two Axis captains, Frank Pittelli and Mike Blattau were there to welcome the Washington ashore, as they proceeded to empty sidemounts into the un-controlled ship. Eventually, Steve Millholland yelled out "somebody better help this Allied ship over here", at which time the engines reversed direction, I guess Chris recognized his ships finally, and it pulled off of the shore. In the minute or so that the ship was aground. Frank and Mike put 45 holes on or below the waterline in the pride of the Allied fleet.

During the "lost ship" episode, Mike Deskin's Le Terrible acted "terrible" and locked itself in reverse, driving around backwards until it sank. Since it only had one hole above, the Axis considered it a mechanical sink and allowed the French to continue fighting with the Axis fleet. At about that time, Tom Jass was also out of control, but with only 5 Allied ships defending him, he survived. Finally, Will "Mr. Feared" Montgomery had some pump problems with his Bacon Maker #2, and he sank before the bacon was made. (Such a rash of mechanical problems is not uncommon for a Thursday battle during a long, grueling NATS.)

Dave "Dirty" Haynes stated, "Just call me "Stealth" Haynes because I went anywhere I wanted and shot at everyone without getting shot at." Steve "Swampy" Millholland had a similar experience, bringing his battlecruiser off the lake without any damage. Gerald was heard to say the "I feel sorry for my fellow Axis". This was indeed a strange remark given that Gerald was battling an ALLIED ship and the Axis were winning that battle!!!! (Gerald come home ... the Axis fleet can help you, again.)

Finally, Chris Au summed up the Allied fleet's feelings when he said "No comment. My lawyers will give a press release tomorrow."

Sortie 1 ended with the following damage taken by both sides:

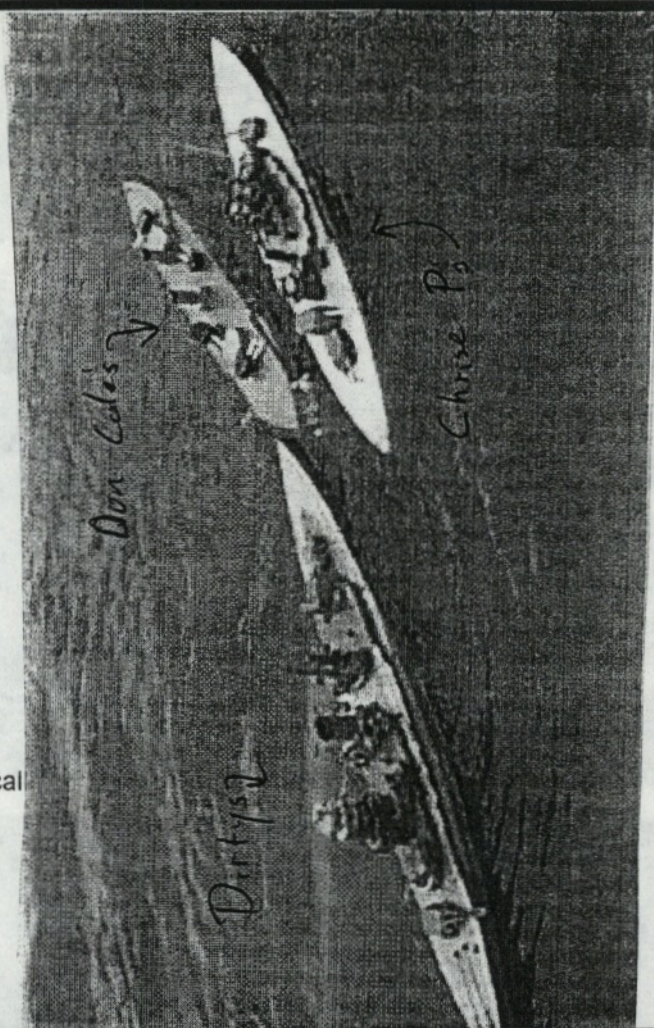
Allied Fleet Sortie One Damage = 8045
 Axis Fleet Sortie One Damage = 7270

Given that 3 Axis ships sank and that the Allies had a 33% advantage in units, the numbers clearly showed that the Axis strategy of breaking up the Allied fleet worked and that, man for man, the Axis fleet was dealing out far more damage than the Allied fleet. With a resounding first sortie victory, the Axis fleet was starting to roll.

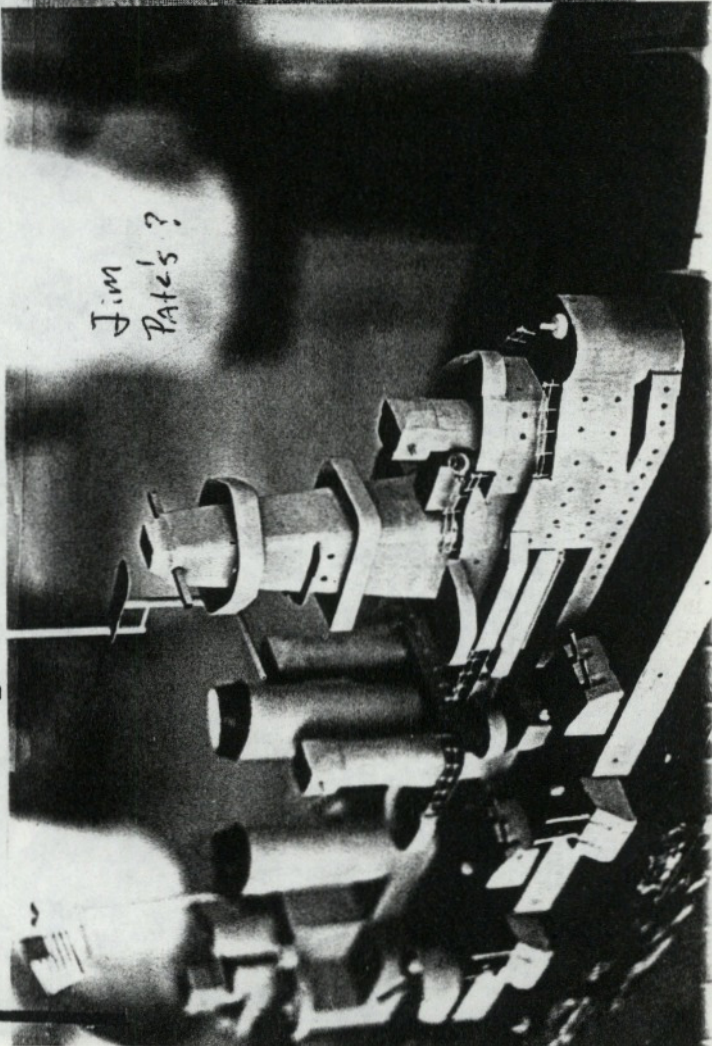
Fleet Battle #4 - Sortie Two

The second sortie began with Chris Pearce running as fast as he could from one lake to the other, in an attempt to launch in a "safe harbor". Unfortunately, Chris' Washington weighs a lot more than Frank's Bacon Maker, and Frank easily kept jogging pace with Chris. Furthermore, Lief quickly realized the situation and launched his Moltke in the same area, as well as numerous Allied "support" ships that already knew of the plan. Basically, half of the Allied fleet launched with Chris in order to save him from Frank and Lief.

Since the Axis anticipated such a plan, they focused on mangling the rest of the Allied fleet, knowing that two battlecruisers could easily tie up the Allied fleet defending Chris, consisting of the Fighting Au Brothers, Gerald, Ronny H. and Bart. In fact, Frank realized that only



Photos by Joe Kuntz!



Lief was needed to handle the 6 opposing ships, and he also joined the main Axis fleet. Although Lief took a lot of damage (3160 in the second sortie) he also dished out a huge amount of damage while battling in close with the best of the Allied fleet. Lief's Moltke never sank, though, attesting to its fine German construction, and that episode earned Lief the "Most Feared Axis" trophy for the second year in a row!!!! Although Lief has been involved in some serious "furr balls" before, this was probably his greatest sortie ever. Herr Fluegel was pleased.

Ironically, most of Lief's damage was donated by Gerald, an Axis in Allied clothing. Gerald later remarked that "The Allied ships were getting in my way ... I'm not used to such undisciplined teammates."

With Lief engaging one third of the Allied fleet, the Axis fleet was free to wage war on the remaining ships, with brutal results. Dirty Dave stayed in the big lake, with Marty, Nathan and Mike, forming a Japanese armada of battleships. They chased down a number of ships, including Steve's In-whatever and Bob E's QE. Marty was also in pursuit of Big Daddy Cole and Matt "Son Of Bart" Purvis, when he mossed up big time and called for the Japanese fleet to defend him. Nathan's Musashi pulled along side of Steve's SwampThing on one pas and put 50 holes in him from his double sidemounts. Unfortunately, he was a little too close, because 40 were above the water line, 6 on and 4 below. Just a little farther away and Swampy would have been in serious trouble.

Mike Blattau was mixing it up with the QE when he was jumped, in the channel, by two Washingtons led by the ex-Grand Admiral, Jim Pate. Mike evaded their pursuit by passing back through the Axis "closing door" which consisted of Frank's Bacon Maker #1 and Paul "Doc" Broring's VDT. The Washingtons decided not to engage such slow, but worthy, opponents in close quarters.

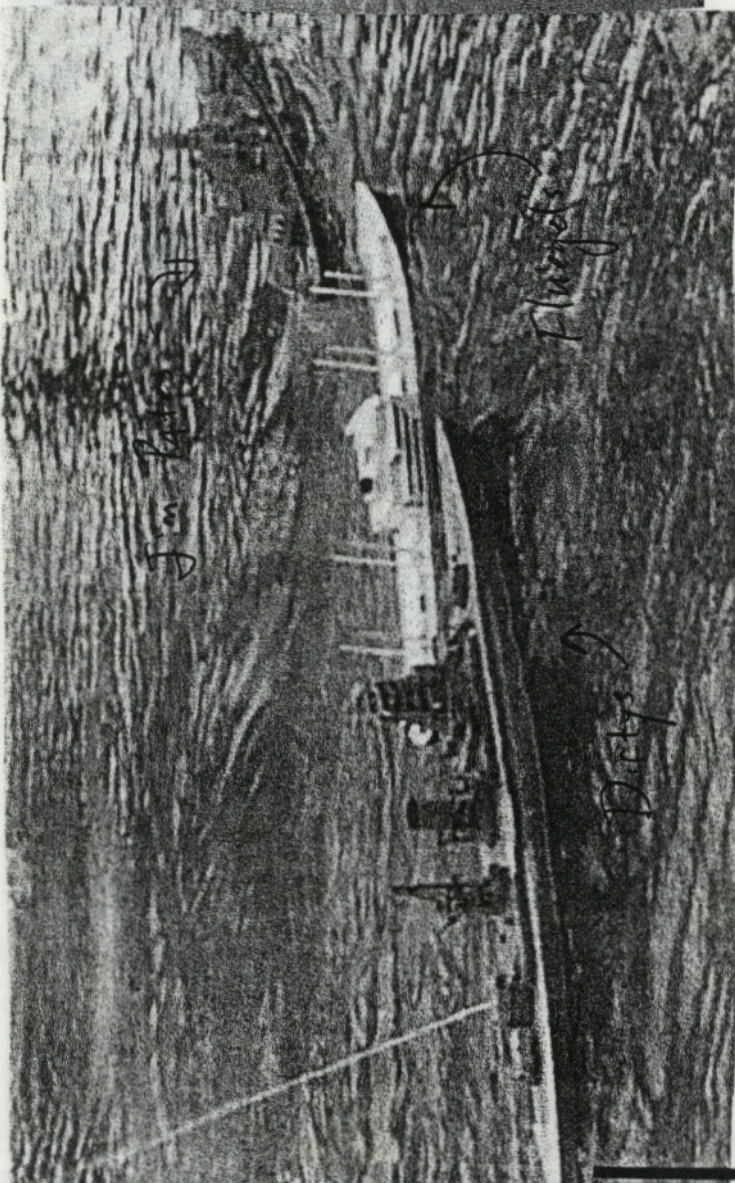
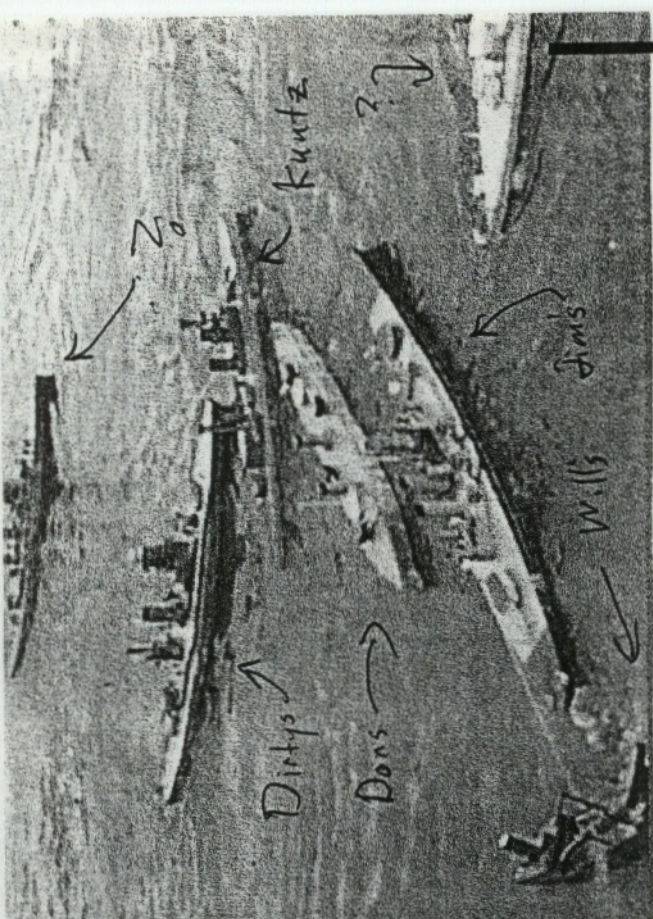
Ronny Hunt stated that he "mistakenly assumed that 5 Allied ships could sink Lief", so he eventually went looking for more targets. (Here again, an ex-Axis captain was not accustomed to the battling alongside of Allied captains.) Ronny went into the channel, the undisputed kingdom of Doc's VDT, and tangled with Doc before losing a gun hose and venting his gas. From then on, he simply ran interference.

The venerable James Foster had CO2 problems and only fired 20 precision shots into 4 or 5 Allied boats, plus a few into Fluegel, before retiring from the battle. Meanwhile, the Fighting Au Brothers, the Allied (partial) answer to the Blattau Twins, had trouble sinking Lief's Moltke because "Lief doesn't weigh enough to sink" and "we had trouble finding their groupings amongst the random hole patterns on his hull". Dave Au, got un-ceremoniously "bush-whacked" (caught by a bush) and then chased Fluegel around a little bit.

While Marty was pursuing Bob Amend's QE (now owned and operated by Bob Eakin), Joe "Killer" Kutz gave assistance and drove Marty away. Joe continued to defend Bob throughout his 5, assuring that he didn't sink. As Bob stated "I was chased by all those big green boats ... so I just kept shooting".

Frank "I'm Still A Kid" Whitsell had some major problems as the result of a "possible" ram. He was gallantly defended by Rick "Pappa" Whitsell and Andy R against the onslaught of Paul "Sinker Of Little Children" Broring. Rick and Andy defended Frank W. very well and Paul received the most damage.

Jim Pate, following the lead of his Admiral, failed to hook up his antenna properly and dumped 1/3 of his load before the battle began. After being harassed by the green menace, in the form of Mike B. and Dirty Dave, he assisted in various mop up activities. Throughout the sortie, Jim noticed the presence of Fluegel's Bismarck but as Jim stated "Fluegel was simply a mild nuisance, pest or gnat."



The second sortie ended with a dazed Allied fleet wondering how they could lose such a lopsided battle and a confident Axis fleet awaiting further conquests as the "underdogs". The final damage was as follows:

Allied Fleet Damage = 16,240

Axis Fleet Damage = 14,655

Campaign #2

During the first campaign battle, the outnumbered Axis fleet stymied the Allied fleet with unheralded discipline. Since the Allies had massive firepower on the water and the cost of losing a convoy ship is more than the reward of getting one through, the Axis decided to hold off running convoys until the Allies ran one. Since the Allies didn't, neither did the Axis. Therefore, in the last 10 minutes, the Axis launched an all out attack on warships, specifically Matt's Washington. The Washington was pursued heavily and was very close to sinking, but time ran out before his pumps did and the first Campaign was declared a draw.

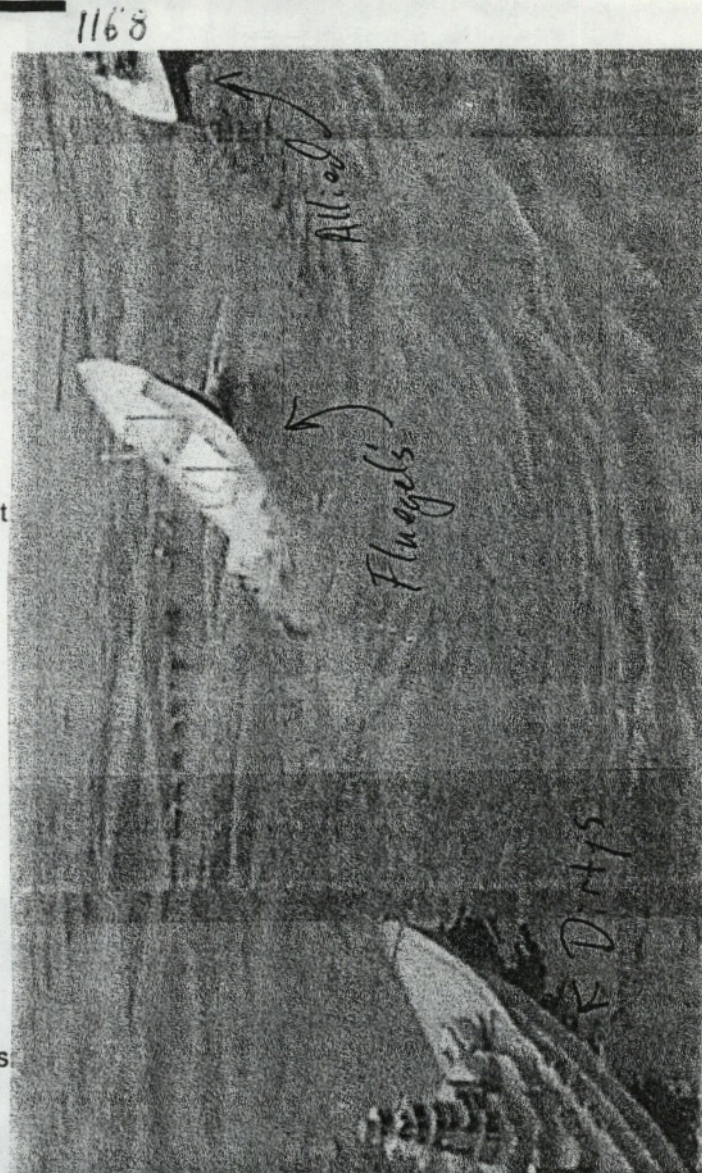
Because of the superior Axis strategy, the Allies, who were still in the lead, decided that they DID NOT want to fight campaign again, opting for another fleet battle, where they felt they had a better chance (boy how much firepower do they need!!!) Traditionally, however, only the losing fleet has been given the option as to the battle to be fought on Thursday afternoon and the Axis Admiral, Will Montgomery wanted another campaign battle. Therefore, using the wisdom of Solomon, Wade "Mr. CD" Koehn put the matter to a captain's vote, and after the first tally it was a dead tie.

After some political maneuvering, Frank P. put forth the suggestion that a "minimum" number of convoy runs be declared for both sides. Specifically, each side had to run at least 1 convoy run every 20 minutes. This minimum would give everyone plenty of chances to sink convoys and would give each fleet the incentive to launch as many runs as possible, given that BBs would become increasingly rare. The suggestion was received well and the experiment began. (Unfortunately, it was still worth more to sink than to succeed, so the Allies, with 33% more BBs and 50% more captains, would have a big advantage. Nonetheless, the Axis fleet fears nothing and they went along with the experiment.)

The campaign was extremely exciting, with a total of 15 convoy runs attempted by both sides (3 by the Allies and 12 by the Axis.) Unfortunately, only 10 runs are allowed by one side, so the last two Axis runs, which were successful, did not count.

All three of the Allied runs were sunk or abandoned, with the first convoy ship sunk single-handedly by Will, who was heavily chased by Jim Pate and some other escort ships. (Jim tried to use the Axis tactic from the previous year, without great success.) The second convoy run, made by Bart, was almost successful until he un-explainedly beach the ship on the far side of the channel. There Frank P. and Nathan B. blasted it back to the stone age. Finally, the last Allied convoy run was made near the end of the battle, with very little notice by the Axis fleet. Luckily, Lief, who had been repairing 300 holes from the morning's battle, launched his Moltke in time to single-handedly sink the convoy ship when it lost power.

The Axis strategy was one of attrition ... let the Allied captains shoot at some convoys early and then push more through at the end. To that end, the Axis Supreme Philosophical Leader, Herr Fluegel, kicked it into overdrive. Fluegel ran around like a man half his age, preparing convoy ships for runs faster than Allies could count to ten (those that can count to ten.) Fluegel's first suicidal mission started with a minimal escort and was doing well until the ship missed about 2 minutes from port near the bridge of freedom. After a quick patch job, he launched a second time, with Marty and Dirty forming a Nagato sandwich. This ↗



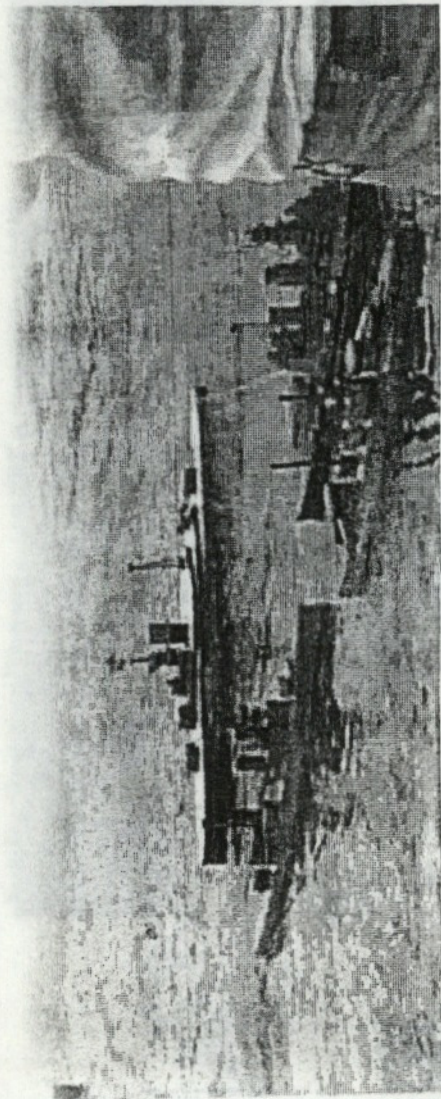


time, he made it further and sank just short of the forward base. Again, after patching, Fluegel launched with his escort. This time, with superior teamwork, the ship was untouched by Allied BBs, but again, it missed near the bridge and was not getting anywhere. At that point, Dirty Dave "picked up" the ship using his gun barrel and drove it towards the mark. Unfortunately, it didn't make it.

Finally, Fluegel made his last run, a miraculous 4 attempted runs in less than one hour. In his own words "it worked like a charm, neon swastikas everywhere, not an Allied BB in sight, and an ompah-band on the foredeck. There was no fanfare, however, at the forward port, just quiet relaxation, knowing deep inside that he did his job." The entire Axis fleet saluted Herr Fluegel for his courage and dogged determination, but, alas, his final run occurred after the magic 10 run limit and it was not valid.

One of the other Axis runs, which was untouched by Allied guns, was beached by the wake of Marty's Nagato as he patrolled by to "see if everything was OK". (Marty was immediately taken away for shock therapy to rid him of such recurring Allied tendencies.)

Thursday ended as it began, with an increasingly confident Axis fleet ready to steal a victory from the more numerous Allied fleet, and an increasingly worried Allied fleet starting to show signs of exhaustion and a complete break-down in moral (even though they were "winning".) With only one battle to go, the score was even in fleet battle victories, 2 each, with the Allies winning a campaign and the Axis winning night battle (Tues campaign was a draw). The difference in score was less than 5,000 points and anything could happen.



Friday at National's
by Lief Goodson



It was the best of times, it was the worst of times! No, actually, it was just the best of times - at least for me anyway. Nat's had been a hoot for me all week. On Sunday, Fluegel had predicted that the Axis would lose by about 10 percent (+/- 5%). I told Fluegel such predictions were treason and unbecoming an Axis captain - he should be ashamed! Rooming with Fluegel significantly heightened the Nat's experience for me, as pilgrims came day and night to pay homage to the founding father. Additionally, unlike during Nat's 94 and Nat's 95, on this Nat's Friday the outcome of the battle was still very much in question. Fluegel and I loaded up the mini-van and headed for the lake early friday morning with spirits high, although he was still holding to his earlier prediction of defeat. Monday had been a blow-out, with the Allies thrashing the numerically inferior Axis. However, Tuesday, Wednesday and Thursday had belonged to the Axis, and on this Friday morning the Allied's lead was only about 5,000 total points. All week the fighting on the water had been intense with the allies utilizing an uncharacteristically aggressive strategy. On Sunday, the Axis had planned on using its large, fast battleships to protect its smaller, slower battlecruisers. Yet at this Nat's, it was the large, fast battleships of the Axis fleet that were vulnerable as the Axis discovered on Monday. Quickly adjusting their strategy, the Axis had mounted a respectable comeback, and hoped that this last fleet battle would crown their comeback with total victory.

The Axis captains were generally jovial and in good humor while preparing for battle. The Allies, however, were pensive and fearful - after all they had been known to blow big leads before, and none of the Allied captains wanted to be responsible for losing Nat's for his team. The Axis would begin the battle down two battleships. The two absent were Wade's *Bismarck* (due to exhaustion from being singled out by the Allied wolves every single battle), and Nathan's *Musashi* (due to setting his transmitter in a wet paddle boat seat). Likewise, the Allied's would be down three cruisers (Tom's, Bart's & Brian's) which had been experiencing technical difficulties throughout the week, and their captains weren't going to chance it in this important battle. Friday's battle pitted 10 Axis ships with 44 units against 15 Allied ships with 73 units. The Axis launched their boats on the southeast corner of the big lake. The Allies, as usual, launched their boats in the channel between the big lake and second lake.

Based on past Nat's, the Axis expected the Allies to sit and wait for the Axis to attack, knowing that the Axis had to make up a bunch of points. The Axis plan (although not communicated to many of the Axis captains including me) was to draw the Allies into a complete loop along the east, north and then west shores, thereby bringing an attacked to the Allied rear echelon. In many respects, this was how the first sortie transpired, but not exactly with the results that the Axis had hoped.

As the battle began, the Allied wolves attacked Marty's *Nagato* with a vengeance. Marty choose to flee and none of the slower ships could keep up to offer support. Lead by Jim's *Washington* and Chris's

North Carolina, the Allies chased the Nagato until she slipped under the waves. Meanwhile, the bulk of the Axis fleet succeeded in looping completely around the big lake to bring the attack to the Allied rear echelon. However, due the Allies' superior numbers, a substantial force was ready to engage them. Don's Alabama and Matt's North Carolina, along with Chris Au's Howe were most heavily engaged with all three ships receiving significant damage. The sortie turned into a slug-fest with little melees all over the lake until one by one all the Axis went on five. Although there was a lot of damage to go around, everyone seemed to agree that the Nagato's sink gave the Allies the edge in sortie one.

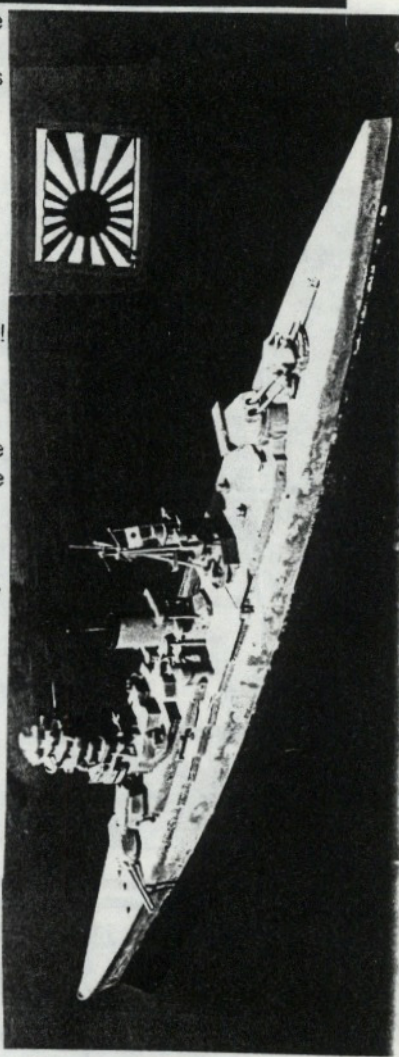
The second sortie began with both fleets pretty much in the same position as they were for the start of the first sortie. The Allies were a little more confident now that they were closer to a Nat's victory, and their confidence turned into bold aggression. The Axis also displayed an aggressive spirit knowing that winning a minor victory in this battle would still mean they would lose Nat's. They had nothing to lose! The battle began with Axis trying to get to Matt's North Carolina which was heavily damaged in the first sortie. The North Carolina was heavily defended and only Mike Deskin's French destroyer Le Terrible was able to get inside the Allied battle line to attack the crippled battleship. The Allied wolves pressed an attack against Dave's Mutsu which had been their secondary target during the first sortie. In an instant the battle seemed to turn to the Axis's advantage when Gerald's Indomitable ran aground on the western shore of the big lake near the channel. As his comrades came to his defense, the Axis battlecruisers began to pound both the Indomitable and her defenders, and for a season, enjoyed local superiority. As the Indomitable sank, the Axis began running out of BB's. All of a sudden, the Free-French ship F. Georges went out-of-control in reverse and sank in the middle of the big lake. The Axis spirits were lifted and many (including myself) starting thinking that the Axis might just win - and if the battle had ended right then they just might have! But it didn't.

Soon all the Axis were on five and being chased by the Allies. Paul's Von Der Tann, heavily damaged during the attack on the Indomitable, slid under the waves. Then the Allied wolves began to concentrate harder on Dave's Mutsu as the Mutsu was listing about 150 to port. Jim's Washington hounded the Mutsu which was barely moving to allow her pump to catch up. The positioned herself along the Mutsu's starboard side where an inch of red was exposed due to the ship's ever increasing list. The Allied attack continued but the Mutsu would not sink. She lasted her five, but was very heavily damaged. Sortie two had been an extremely hard fought battle. Although everyone estimated that the Allies had held on to win Nat's, no one was certain who had one this battle. When all the damage was recorded and the scores totalled it was revealed that the battle was a virtual tie with the Allies scoring 13,545 points and Axis scoring 13,450 points. This gave the Allies a comfortable Nat's victory with a total of 84,756 points for the week compared to the Axis total of 79,155. (If Fluegel has room in this issue, he will include the scores from Fiday and totals for the week.)

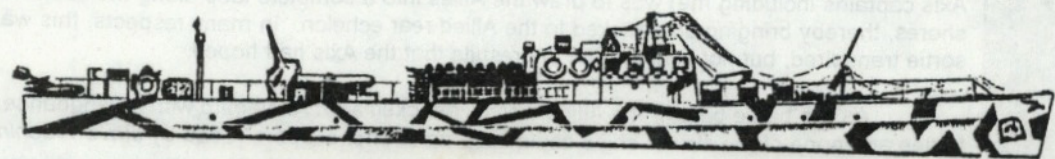
The issue of who would claim the 1996 Nat's victory was settled, and the rest of the afternoon was spent battling one-on-one's or packing up for the long trip home. Most of the Axis gathered at the pool back at the hotel to relax before Friday night's Awards Banquet. The Awards Banquet was held at the H&H Ranch clubhouse with the dinner being somewhat disappointing compared to those served at the '93 and '94 Houston Nat's. Despite the poor dinner, the mood was festive with no one certain who would win the big awards. Tom Jass presided over the awards ceremony with trophies being bestowed as follows:

- | | |
|------------------------------|----------------------------|
| Class 1 High Sortie Average | Mike Deskin |
| Class 3 High Sortie Average | James Foster |
| Class 4 High Sortie Average | Frank Pittelli |
| Class 5 High Sortie Average | Andy Ray |
| Class 6 High Sortie Average | Dave Haynes & Mike Blattau |
| Von Fluegel Traveling Trophy | Dave Haynes |
| Brian Spychowski Award | Wade Kohen |
| Rookie of The Year | Andy Ray |
| Individual Combat Trophy | Frank Pittelli |
| Best of Scale Warship | Dave Haynes |
| Best of Scale Convoy Ship | D.W. Fluegel |
| Best Dressed | Wade Kohen |
| Most Feared Axis | Lief Goodson |
| Most Feared Allied | Don Cole |
| Lifeline Award | Will Montgomery |

After the awards banquet, all the captains headed back to the hotel for the annual rules meeting followed by (for many) a late-night snack at the Kettle Restaurant. On the water and off the water it had been a great Nat's. So much so that many of us were ready to do it again, but I guess we will have to wait until next year!

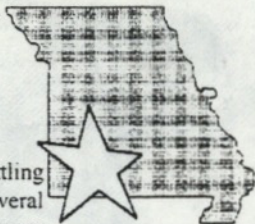


Best of Scale ↓



MO Notes:

by Steve Milholland



HELLO boys & girls..... the '96 battling season is almost over. We now have several months ahead of us in which to think back over the events of this year, plot & plan, and renovate old or construct new ships for the coming years glorious battles to come.

We had a limited amount of battling in Springfield MO this year, but what we missed in quantity was more than compensated for in quality. The '96 Ozarks Fall BB Fest. held on Sept. 7 & 8 was a smashing good time for all fifteen of the attending Captains.

The following die hard Captains to the cause of R/C Warship Combat made an appearance here for the weekend event:

Mike Deskin	Ship - FS Mogador	Class - 1
Randy Heuton	DKM Lutzow	3
Brain Elliassen	HMS Sheffield	3
James Foster	SS Sverige	3
Frank Whitsell	USS South Carolina	4
Steve Milholland	HMS Inflexible	4
Lars "Larry" Dahl	HMS Tiger	4
Chris Pearce	SMS Von Der Tann	4
Jim Pate	HMS Invincible	4
Bob Eakin	HMS Valiant	5
Dave Au	HMS Revenge	5
Andy Ray	USS Maryland	5
Chris Au	HMS Howe	6
Rick Whitsell	USS North Carolina	6
Terry Keef	HMS Vanguard	7

In the two days of battle there were 3 two sortie fleet battles with a total of 12 sinks. All the battles were hard fought with some rather vicious action. Damage scores for the three fleet battles rivaled some of those from this years Nats, and with only half the number of ships on the water at that.

Fleet makeups and damage scores follow:

FLEET BATTLE # 1, Saturday Morning

Yellow Fleet

Dave Au, HMS Revenge	1280 pts. damage in two sorties
Andy Ray, USS Maryland	2075
Frank Whitsell, USS S. Carolina	405
Admiral Jim Pate, HMS Invincible	1665 (sunk)
Chris Pearce, SMS Von der Tann	2165 (sunk)
Steve Milholland, HMS Inflexible	490
Brian Eliassen, HMS Sheffield	120

8200 pts. awarded to Green Fleet

Green Fleet

Terry Keef, HMS Vanguard	1010 pts. damage in two sorties
Rick Whitsell, USS North Carolina	390
Chris Au, HMS Howe	930
Bob Eakin, HMS Valiant	5345 OUCH! (no, he didn't sink)
Larry Dahl, HMS Tiger	2105 (sunk)
James Foster, SS Sverige	200
Randy Heuton, DKM Lutzow	3205 (sunk twice, in both sorties)
Admiral Mike Deskin, FS Mogador	60

13,245 pts. awarded to Yellow Fleet

FLEET BATTLE # 2, Saturday afternoon

Yellow Fleet

Dave Au, HMS Revenge	1380
Andy Ray, USS Maryland	1040
Frank Whitsell, USS S. Carolina	545
Admiral Jim Pate, HMS Invincible	1795 (sunk in sortie #1)
Chris Pearce, SMS Von der Tann	720 (200 pt ram penalty)
Steve Milholland, HMS Inflexible	530
Brian Eliassen, HMS Sheffield	370

Photos by Milholland!

1171



BATTLE UNDER THE DOCKS. Chris Pearce, Dave Au, and Chris Au jostle for position on the dock in Ritter Springs Lake. The HMS Revenge, HMS Howe, and USS Maryland can be seen in battle.

4585 pts. awarded to Green Fleet

Green Fleet

Terry Keef, HMS Vanguard	1125
Rick Whitsell, USS North Carolina	700
Chris Au, HMS Howe	1460
Bob Eakin, HMS Valiant	2380 (200 pt ram penalty)
Larry Dahl, HMS Tiger	1750 (sunk in sortie # 1)
James Foster, SS Sverige	140 (200 pt. ram penalty)
Randy Heuton, DKM Lutzow	1190 (sunk)
Admiral Mike Deskin, FS Mogador	0 (Yeah, right Mike)

5805 pts. to Yellow Fleet

A couple of people had to leave Saturday night and the CD (yours truly) elected to play full time CD and take photos, so Sunday Morning the Fleets were re-arranged slightly to suit the new numbers.

FLEET BATTLE # 3 Sunday Morning

Yellow Fleet

Chris Au, HMS Howe	835 pts. damage in two sorties
Bob Eakin, HMS Valiant	1420 (200 pt ram penalty)
Chris Pearce, SMS Von der Tann	645
Frank Whitsell, S. Carolina	1665 (sunk)
Admiral Jim Pate, HMS Invincible	1760 (sunk)
Brian Eliassen, HMS Sheffield	(withdrew before start of battle)

6325 pts. to Green Fleet

Green Fleet

Rick Whitsell, USS North Carolina	770	
Larry Dahl, HMS Tiger	1455	(sunk)
Admiral James Foster, SS Sverige	185	
Randy Heuton, DKM Lutzow	1190	(sunk)
Dave Au, HMS Revenge	1750	
Andy Ray, USS Maryland	2590	

7940 pts. to Yellow Fleet

After all was counted and scored, plaques were awarded as follows:

Class 6-7 High Point ship	HMS Howe, Chris Au
Class 5	A TIE
	HMS Revenge, Dave Au, and
	USS Maryland, Andy Ray
Class 4	USS S. Carolina, Frank Whitsell
Classes 1-2-3	HMS Sheffield, Brian Eliassen
Best of Scale	HMS Howe, Chris Au
Most Mangled Ship	HMS Valiant, Bob Eakin

Those captains who did not win a plaque got to draw for consolation prizes provided by the gracious owner of SWAMPWORKS MFG. Items like tubes of Sig-Ment, props, BB cannon assemblies, a strip of SWAMPY's new Gator Plate Armor, and some Johnson motors were given away. Everybody went home happy.

Here's hoping the '97 Ozarks Spring BB Fest is bigger and better than the Fall '96 event, though it will have to go a long way to beat it.

Later, Steve Milholland



Trophy winners are (L to R) Dave Au, Brian Eliassenn, Andy Ray, Bob Eakin, Frank Whitsell, and Chris Au. Class 5 winners Dave & Andy seem to be having a dispute over the only available trophy.

HMS Howe and SMS Von Der Tann flank the sinking HMS Tiger.

President's Column

by Frank Pittelli

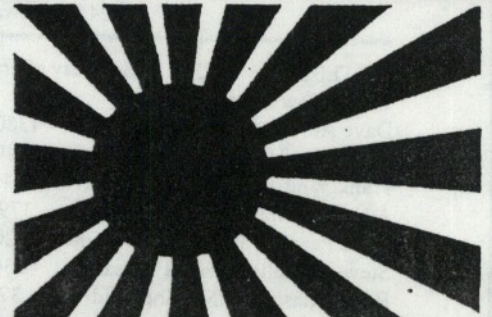
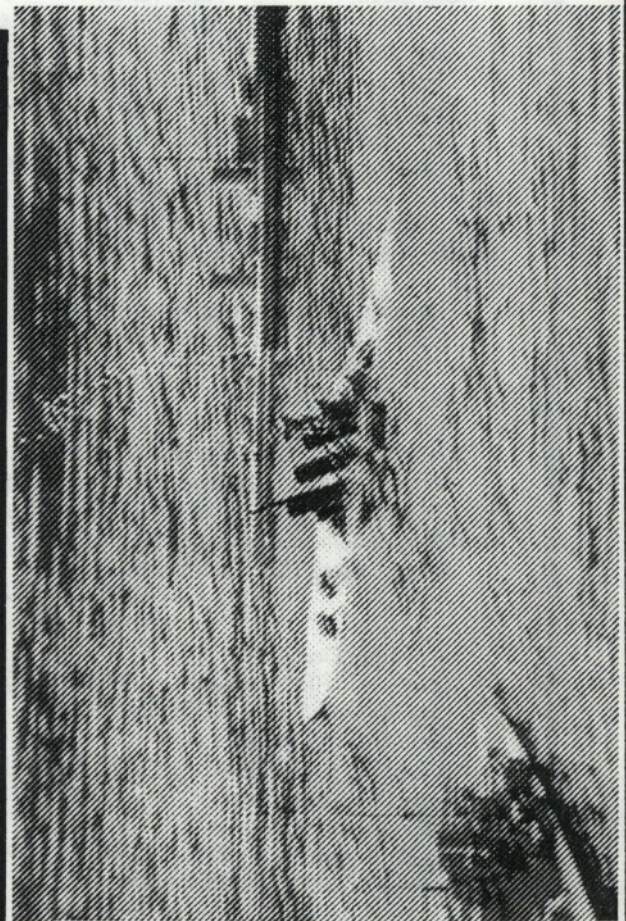


This years voting has been officially concluded and the results are interesting. A number of rules either failed by one vote or passed by one vote as you can see in the table below. This year, 41 captains cast their votes, with most of them getting a double vote, because they attended NATS in 1996 or 1995. That gave a grand total of 73 possible votes, which when multiplied by 2/3 yields 48 2/3. Therefore, any rule proposal that had at least 49 votes has been accepted.

Ironically, the rule requiring a minimum of convoy runs passed with plenty of room to spare, but the supporting rule proposals, that of increasing the number of runs to 15 and increasing the value of a successful run did not pass. This will almost certainly mean that neither fleet will attempt to run more than the minimum (since a sink is worth more than a successful run) and campaigns will again be fought to a worthless draw.

Also, the membership saw fit to increase the sink points for the Iowa and Yamato, but did not see fit to give either the Hood or the Bismarck additional units. Clearly, everyone is expecting to sink the giants, but don't want more powerful ships on the water, which is somewhat of a contradiction. (Herr Fluegel was heard to say "My Bismarck doesn't need 7 units to be awesome". while Joe Kutz reportedly said "Compared to the damage my Iowa will be able to take, an additional 100 points in sink penalty will be meaningless.")

Since most captains didn't care about the specific week for NATS and of the remaining captains, the majority favored the second week offered. NATS 1997 will be held July 20-26, 1997 in Maryland. So write it down on your calendar and plan to attend. Currently, the Maryland Attack Group is looking into a number of different lakes, as well as talking to the county government about improving access to the existing lake. The plan is to have at least two viable lakes, providing a backup should something go wrong. More news will follow in later editions of Hull Busters.





Tom Jass ↑
Photos by Wade ↓
An Au ↓

Here are the results of the voting. Remember, 49 votes were needed to pass. 1173

	DESCRIPTION	VOTES	PASSED
1	New sidemount definition	48	NO
2	All pumps must be electric	58	YES
3	Stop all timers when repairing ram damage	60	YES
4	No overhanging gun barrels	46	NO
5	Decrease max pressure to 150 psi	55	YES
6	Form submarine committee	37	NO
7	Define speed penalties	55	YES
8	Increase speed of heavy cruisers and light cruisers	35	NO
9	Leave ship in water during ram check	27	NO
10	Turn on gas/electric for guns during first 2 minutes	63	YES
11	Bring ship to shore immediately after 5/2 minutes has expired	64	YES
12	Increase sink points for Iowa and Yamato classes	55	YES
13	Increase maximum number of convoy runs to 15	47	NO
14	Increase points awarded for successful convoy runs	42	NO
15	Delete Long Campaign from rules	49	YES
16	Require a convoy run every 20 minutes	65	YES
17	Delete all references to ribbons in the rules	62	YES
18	Delete the water-filled box rule	64	YES
19	Increase HOOD to class 6 with 6 units	45	NO
20	Increase BISMARCK to class 7 with 7 units	43	NO
21	Increase penalty for a withdraw to full sink value	49	YES
22	Require sorties to start on time, with grace period	48	NO

The rules will be modified and prepared for distribution as of January 1st. They will also be posted to the IR/CWCC web site, for those captains who have access to the Internet.



An Ancient Example for Modern Tactics

By Mike Torda

When I first became involved in this hobby, someone told me that R/C warship battles have all the detailed tactical planning of a knife fight in a phone booth. Having attended a few battles and having read all of the old hullbusters that I could find, I have discovered at least two principle tactical styles that are used in R/C warship battles. The first style is that of the slugfest junkie, the second style being the 'run and gun' of axis fame. Correlating examples of both styles can be found throughout history. It then follows that you can find better tactical styles for use in R/C warship combat by examining fighting styles from the past.

The oldest and simplest of the R/C warship tactical styles consisted of positioning one's ship so that your bb's struck the other guy's ship and then blasting away. This tactical style is not far removed from that used by Cro-Magnon man in his battles. Two hairy batters shuffle up to each other until they are within club range and then WACK, WACK, WACK, CRUNCH, THUD. No finesse at all with this style, only the pounding of guns until one ship slips under the waves. Probably more sinks occur, especially during the early days of the hobby, due to reliability problems than to these overwhelming tactics.

As the reliability of the ships increased so to did the complexity of tactics in the game. The next tactical style, the run and gun or stern tactics, bears a great resemblance to those of the Welsh long bowmen of the late middle ages. Standing out of harms way on the edge of the battle they could eventually take out any opponent, no matter how heavily armored. Behind a screen of armored knights they would engage the enemy, always ready to move off if danger threatened. The stern tactics which we use now are a lot like those of the Welsh. Standing off, using accurate, long(ish) range fire to bring down the giants of the battle field. And when the pressure gets to be,

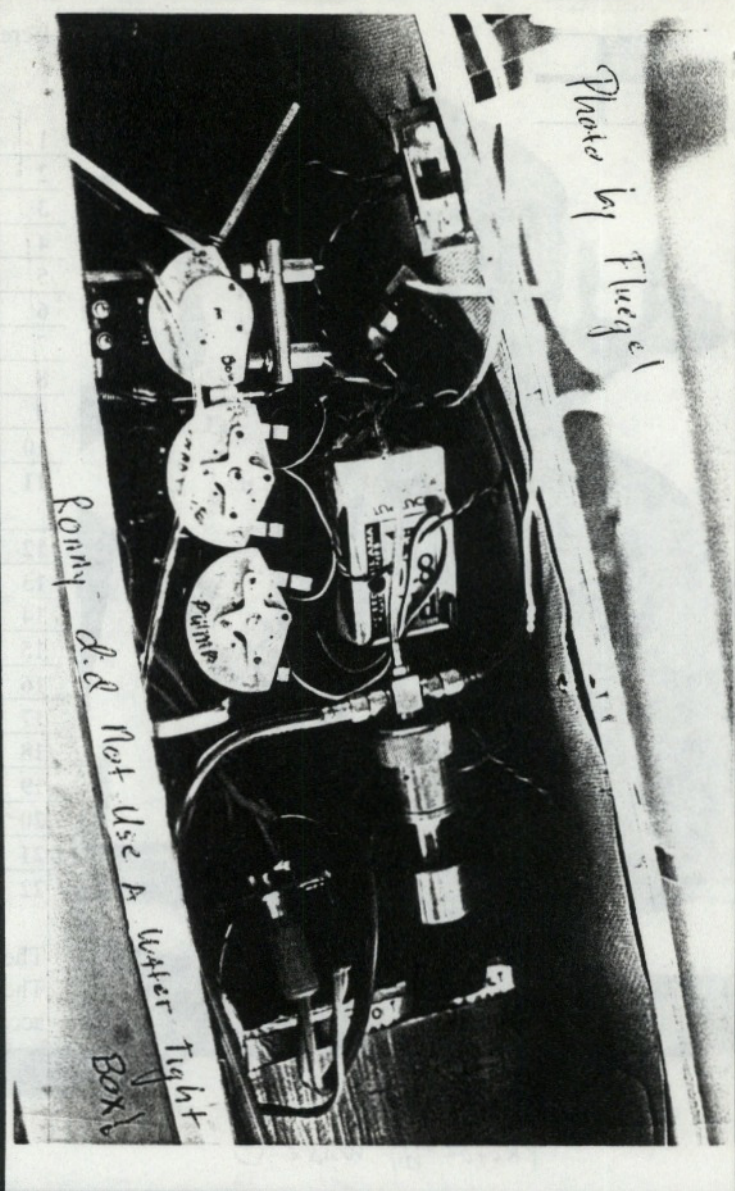


to much, scurrying off to safety. But like the Welsh bowmen we suffer from some of the same problems. To be effective we have to maneuver in fairly close and then throw a lot of rounds at our opponents. This style is merely defensive in nature. You can NEVER be on the offensive when the whole bases of your strategy is to run and gun. Hyenas are very effective at this type of warfare. They are able to drive lions from a kill every time by nipping and running. BUT, that's a whole pack of hyenas against a single lion. A comparable number of lions against the hyenas will result in hyena hash every time. The Welsh could kill a lot of French knights but once the knights got in among them they might as well hang it up.

I suggest that with the reliability of our ships, and the skill of our captains a new style of tactics may be in order. The source of inspiration for these tactics should come from the fighters of the largest empire the world has ever known. A style of Fighting that defeated EVERY enemy that it came in contact with. I am talking about the Mongol warriors under Genghis and Kublai Kahn. This style of tactics can be summed up as: sweeping, highly concentrated and coordinated, smothering. During a battle the commander of the Mongol forces would use his constantly moving forces to crush any stragglers and to draw out units from the main body of the enemy where they could be picked off.

As an illustration imagine a one square foot piece of rubber with 1/4 inch layer of water on it. Poke your fingers up from the bottom to form peaks that extend above the layer of the water, these peaks represent high concentrations of enemy ships. The lower portions of rubber represent lower concentrations of enemy ships. The Mongol forces are represented by the water. Now acting as the enemy admiral try to maneuver your ships (fingers) to attack the Mongol forces. The water flows away from your concentrated forces in a smooth, coordinated fashion and buries your less concentrated forces. Swamping and overwhelming the stragglers, making feints and drawing out ships from the main bodies and flowing away from danger in a very coordinated fashion is the key to success using the Mongol style tactics.

As the skills of our captains and the reliability of our ships have improved so have our tactics. We are now at level where the lessons in mobile fighting given by the Mongol warriors can be put to good use by the members of the R/C warship Combat Club. Who knows, maybe the August 97 issue of hullbusters will read, "Allied forces overwhelmed by the Mongol horde." Of course adopting Mongol style of dress for the awards banquet should be discouraged. Do we really want to see D.W. Flugel dressed as Genghis Kahn instead of the Gross Admiral? No, some things probably should stay just the way they are!



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