

Hull Busters

Oct. 1998



The Founders

go to the 20th Anniversary

IR/CWCC Nationals

4/19/98

INTRODUCTION.

With every issue Hull Busters sets a new subscription record, about 142 this issue. Really, its the growth of the hobby that helps HB spread our word. Currently the word is that the Allies are really powerful, but fun still resides on the Axis side, and so does cool hats.

A really big battle, well, for Springfield not that big, but 21 ships met to close out their battle season. It was not Axis/Allies, to few Axis, next year it may still be "red vs. blue" but because there are to few Allies. I had never been to a Springfield regionals and always heard good things about them. I got to meet John Sellars, that was cool, and tour "Swampworks", that was a life long dream come true, it was smaller than I expected, I wanted giant cranes, and it was so clean, where are the big sweaty guys? At that battle I met a really good rookie with a scratch build Houston, What was the limestone mine supervisors name? Well, this guy is going to be a factor. I took his picture for this good new idea, "Rookie Of The Issue"! Just a photo and a line or two, you know, name, (my weakness, this club needs name tags, "100 pt penalty, no name tag" no name tag... yea, its all about safety, I would have yelled "help, Barts drowning", but I couldn't remember his name, and I yelled "help, Wades drowning", and people thought, "let him drown", so Bart drown!) and where their from. "Lime stone" would have been the first, but I don't have anything you need for the article. What really is cool is that we have enough rookies to have a "Rookie Of The Issue". Send me a photo (you with your ship, or ship kit) and a line, you can even send yourself in, tell us name, ship, e-mail, and other stuff, of course, you have to be a rookie.

This issue exists thanks to Marty, Tanner, Lief, Hunt, Pearce, and Andy Ray. Also, Jeff Poindexter (the other founder) is one issue away from creating a whole year of HB logos, thanks for your generous creativity Jeff! The next issue will have two rookie articles, and who knows what else. I would hope for some photos of the new Nats lake, and some more "How toos", and "Where toos" (buy). Battle reports are important, but its time for something else. Battle dates? What else?

PS I tested two pumps, Pearce;s pump with a Traxxas motor , and Swampworks new pump, with the Tamiya (\$20, Jim Pates type) motor. They both used the Swampworks outlet, at 6 volts (17 amps gell cell battery). Both pumped between 7 and 8 quarts, with the Pearce's pumping about 200 mL more. Not to scientific, but I reinstalled the Pearce's pump. Both are winners, but my quest continues to find that one, 6 volt 2 gallon pump still torments my soul.

PRESIDENTS CORNER

Your E-board in addition to getting out the ballot, recieving the results, etc. has also been busy with the following rule interpretation for pumps with multiple motors:

The CD for Nationals asked the Eboard to interpret the rules for pump with regards to the use of multiple motors for a single pump. The reason for this was: !) we have now seen an example of this construction

2) The CD would rather have the matter nailed down long before Nationals

rather than have to deal with it during the hectic time there. 3) Such a

ruling would allow all combatants to know ahead of time rather than leave the subject open and unresolved.

After some discussion, the E-board has come to the following ruling on the matter of multiple motor bilge pumps:

Ruling by 3.5 to 2 majority:

The rules seem to allow multiple motor pump systems with the restriction that the TOTAL volume of all the motors in the pump system do not exceed the volume of THE largest drive motor (meaning one motor!).

Note: This is a ruling by the E-board and only in effect for this single

season unless changed in the rules package by a rule proposal and new rule.

The E-board has also submitted the following rule proposal for the 1999 rules meeting:

Proposal #1
Purpose: Get rid of multi-stage pumps.

Change II.G.3 from: "A pump motor shall be no larger than the largest propulsion motor in the model."
to: "The pump motor shall be no larger than the largest propulsion motor

in the model."

Change II.G.4 from: "All pumps must be electric."
to: "A pump shall have only one electric motor and one impeller."

submitted by John Hunt and seconded by the E-Board
Martin A. Hayes
President, IRCWCC

Allied Admiral Takes the Plunge

by Tom Tanner, AP (Axis Press)

HAGERSTOWN, MD July 15 — Allied Steven Milholland's (not so) Invincible sank into the warm waters of the lake at Greenbrier State Park for the second time during the 1998 Nationals, the result of a night encounter with the fleet formerly known as The Axis. Proving once again that "Axis Rule the Night," the only battle of the entire week that had both sides evenly matched in numbers of captains and units was a resounding victory for the Axis. Each side entered the battle with twelve ships. The allies held a slim lead in units, 64 units vice the Axis' 62, an advantage strengthened when the SMS Hindenburg called "Five, out-of-control" after discovering she had no throttle control just after the call of "It's War!" The Hindenburg was forgotten by most in the frenzy of the first few minutes and was able to drift under the boundary bush to sit out her five minutes unnoticed (and practically untouched with just a single above) except for the ignored cries of David Ricci to!

he allies that "there's an Axis boat in the bush-h-h, does anybody care?"

Battle was joined a little before 9:00pm as darkness fell over the lake. Lights from the city of Hagerstown, just to the West of the lake, reflected off of low clouds to cast a diffuse glow over the lake, just enough to see shapes moving in the water. The effect was deemed "creepy" by Dave Lewis, while Ali Zinat's imagination started to get away with him, stating "There are sea monsters out there." The ability to recognize ship silhouettes was a valuable asset that night, an ability not all captains possessed and sometimes led to fratricide. One such encounter occurred to the left of the boundary bush (imagine a 10 foot wide and tall bush at the apex of the curve in the lake shore - it effectively divided the lake into two zones of war). As Dave Au's Revenge (55-4-3) searched for Axis ships to attack he was approached by a short, squat shape that was close to shore. Possibly thinking it to be a Viribus Unitis (commonly called a Bacon Maker), he closed and one, two, !

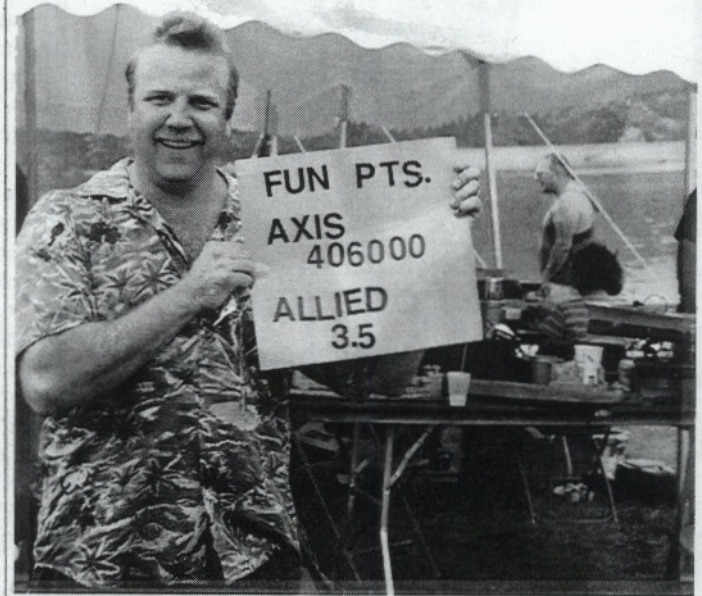
three salvos were fired at the unidentified ship. The mystery was solved when one of the Holy Three, Jeff Poindexter, quietly told Dave that he was shooting at the Texas, pounding a founder. The Texas moved off, none the worse for the encounter, and survived the battle with only 19 aboves and 1 on the waterline.

Those who didn't trust their ability (or their night vision) to recognize ships by their silhouettes mounted lights on their ships, ranging from the spotlights set on a two foot tall tower on Mike Torda's DKM Bismarck (a boat we all expected to turn turtle making it's first turn from the weight being that high up) to the Christmas lights fitted to Kurt Lewis' (but captained in this battle by father Dave) USS Phoenix (20-1-1), and everything in between. Alternate calls of "bring those lights over here" and "Turn'em off. TURN THEM OFF. Leave them off. GO AWAY!" rang across the water's edge as captains tried their best to maneuver into a killing position near some unsuspecting foe. Don Fisher, trying to videotape from the shore, was heard to say, "This is unbelievable! Unbelievable! No way I'd do this."

The battle was highlighted by the sinking of two ships. The "Free French" Swampworks kit cruiser Georges Leygues (18-3-2) run by Joe Messere sank very early in the battle, to be followed near the end by Swampy himself, Admiral Milholland (20-3-11). It wazzu was a memorable scene as the large spotlights of the Invincible, casting an devilish glow from three feet down, lit the Texas from

below as Jeff Poindexter marked the grave of his fallen admiral. As the firing settled down cries of "On Five" and "Off Five" could be heard till only a few allied vessels with nothing to shoot at were left. Jeff, buoyed by surviving his first night battle in ten years, and being one of the last battlers on the water at that, exclaimed Admiral "I own the lake" followed by "Texas on Five." An unidentified voice promptly called back "Who cares!" When asked about what he thought of night battle Jeff replied, "I like not being able to see anything." Teammate Chris Au, battling the Wis! consin (9-1-3), thought it was "chaos" while Don Fisher summed it up quite nicely with "As absurd as this hobby is, this is the epitome of absurdity!"

Steve posts standings.



If it seems that I'm concentrating on the allies, well you're right. As everyone knows the Axis took no damage and any rumors that the

Night Battle - Axis

Captain Earned	Ship	Class	In	Above			Below			
				On	Pen	Given				
Nathan Blattau	Musashi	8.0	1.0	45	8	11	1200	698		
Mike Blattau	Musashi	8.0	1.0	27	0	1	320	698		
Will Montgomery	Musashi	8.0	1.0	8	0	0	80	698		
Fluegel	Baden	5.5	1.0	7	0	1	120	628		
Lief Goodson	Bayern	5.5	1.0	26	4	4	560	628		
Frank Pittelli	Bacon Maker	4.0	1.0	15	1	2	200	275	358	
Marty Hayes	Prinz Eugen	4.0	1.0	1	0	0		10	558	
Ron Hunt	Cheese Grater	4.0	1.0	56	3	8	1035	558		
Paul Broring	Viribus Uniti	4.0	1.0	12	1	1	195	558		
Tom Tanner	Hindenberg	4.0	1.0	1	0	0	10	558		
Steve Andrews	VonDerTann	4.0	1.0	2	4	2	220	558		
Mike Deskin	Suffron	3.0	1.0	2	0	0	20	488		
				202	21	30	0	200	4045	6985
							Captains	12		
							Total Unit	62.0		

Night Battle - Allied

Captain	Ship	Class	On			Sink	Given	Earned	
			Above	Below					
Chris Au	Wisconsin	8.0	1.0	9	1	3	265	375	
Tim Beckett	NC	6.0	1.0	1	0	0	10	375	
Jim Pate	Washington	6.0	1.0	19	5	4	515	375	
Stan Watkins	Washington	6.0	1.0	1	0	0	10	375	
Ali Zinat	NC	6.0	1.0	21	8	12	1010	375	
Chris Pearce	Washington	6.0	1.0	12	0	8	520	375	
David Au	Revenge	5.5	1.0	55	4	3	800	337	
Andy Ray	Maryland	5.5	1.0	36	1	10	885	337	
Jeff Poindexter	Texas	5.5	1.0	19	1	0	215	337	
Kurt Lewis	Phoenix	3.0	1.0	20	1	1	275	262	
Joe Messere	Frog Cruiser	2.5	1.0	18	3	2	700	200	1055
Milholland	Invincible	4.0	1.0	20	3	11	800	1625	300
			231	27	54	1500	200	7185	3845
			Captains			12			
			Total Unit			64.0			

score was as close as 7185 points scored against the allies with only 4045 points of damage taken by the Axis are absolutely untrue. The allies only scored one hit against the Axis according to the vigorous and thorough note-taking this reporter did, the one above the waterline hit on the motionless Hindenburg (most likely an stray Axis round). Anyway you count it, the AXIS RULE THE NIGHT!

In other news, Wednesday afternoon was the day for challenges. 15 challenge (also known as 1-on-1's) battles were fought in the hours leading up to night battle. Axis Deputy Minister of Propaganda (and rising star rookie captain) Paul Barrett (he claims no relation to the

bear) pummeled rookie allied captain Robert Rucker (0-1-0) in a brutal match. Captain Barrett (who has a slight mental disorder involving the correct spelling of the simple word Maryland) suffered no damage in his farewell battle. In a related note, Captain Barrett reports that he is recovering nicely after an unexpected close encounter with gravity. The Maryland countryside, upset with his constant misspelling of the word Maryland and a firm supporter of the Maryland Attach, uh... Attack, Groupwazzu, rose up and struck Paul in the chest. No charges are pending against the offending hill at this time allied. Veteran Axis captain Curly Barrett (he IS related to the bear) continued the carnage, defeating rookie allied captain Jeff Cutler by 120 points. Being a good speller, and showing proper respect for the MAG (accept no substitutes), Curly was able to depart without injury.

An extremely rare outbreak of Oklahoma Syndrome was observed during a 1-on-1 between Larry "King Rat" Ricci and Frank "Rat Slayer" Pittelli. Larry's Oktoberskaya Revolyutsiya (22-0-1), quivering before the onslaught of the dreaded Bacon Maker (4-0-0), tried a high speed turn, rolled over and played dead in one of the first instances the veteran battlers present had ever seen of an IR/CWCC boat "Turning Turtle". Larry, assisted by son and fellow RAT David as well as RAT Cameron Moury, scoured the bottom of the lake to recover spilled guts of the now empty but still floating hull. And speaking of Oklahoma, Rob Rucker regained some lost honor when he defeated the Axis Gross Admiral Steve Andrews by 70 points.

, Frank Pittelli, alone in his Bacon Maker #1 (17-3-8) defeated the combined RATS (Rookie Allied Target Squadron, a wholly owned subsidiary of MAG Inc.) squadron of Kurt Lewis in the USS Phoenix (2-0-0), David Ricci in the USS North Carolina (23-2-5), and Cameron Moury in the USS California (22-4-4) by 525 points.

THURSDAY AT NAT'S

By Lief Goodson

Most battlers began arriving at the lake by 8:30 am. The sky was gray and overcast. At 8:45 am, a light rain began to fall as battlers prepared their ships for another massive fleet battle. The setting was perfect! The Allies had won the first three fleet battles, but none decisively. The Axis were coming off two consecutive victories - campaign battle and night battle. The Allies still had a lead of several thousand points, but in these forty ship battles a few thousand points was a marginal lead. Spirits on both sides were high, with Allies and Axis forecasting ultimate victory.

The Axis would go into battle down several captains (Montgomery, the Barrets, Lawrence, etc.) that had work and family obligations that prevented

their participation in Thursday's battling. With a reduced fleet, the Axis would have to fight extra hard to achieve the ultimate victory. But based on their pre-battle

singing, they appeared to be up to the task.

The battle began much in the same way as the previous fleet battles - with ships strung along the entire shore line from just

Captains and ships mass to make war. Photos by Mike Boyle, thanks Mike and Mom!



He won't give up the ship



Photos by Kevin G. Gilbert/Staff Photographer

John Messere of Richmond, Va., lifts his battleship from Greenbrier Lake Monday after it was rammed and sunk by a rival model.

slowly (later I realized that the bushing on my drive motor had failed). Before long, I had virtually no throttle and called five out of control. At this point things got interesting. I was on the left side of the bush and the Maryland, Revenge and Jim Pate's Washington tried to exploit the situation. However, my Axis defender's (Fluegel and others) seized this opportunity to ravage my would-be attackers. I also had functioning guns that were punishing the attackers as well.

About two minutes into my five, Jeff Poindexter's Texas went aground near the launching dock on the left side of the lake. The Allies then went into the defend mode. Frank's Viribus Unitis constantly attacked the Texas in a series of passes. This forced the Allies to dedicate numerous ship's to form a perimeter around the

left and right of the tree that marked the center of the battle area. As had been the case all week, there was significant fighting on the far right side of the lake near the boat ramp. As I never sailed to that part of the lake, I am not sure what actually happened at that end. Near the center, where I battled all week, the action was heavy. My Bayern and Fluegel's Baden decided to teach Andy Ray and his Maryland a lesson. As we attempted to sandwich the Maryland with our ships, I noticed that my ship was moving very

Dirty with the top secret Breman Project



Crack team of spirited crew members eager to serve upon the Bremhan Project.



For the Axis, the most mangled ships included both Michael and Nathan Blattau's Musashi's, Fluegel's Baden, Tom Tanner's Hindenburg, Bob Amend's Andrea Doria and Steve Andrew's Von Der Tann.

Sortie two saw intense fighting like in sortie one, but was not well documented. A highlight of this battle was when Cameron's Hunt's Invincible was seen low in the water and pumping heavily. A few Axis ships exploited the situation sending the Invincible to the bottom for the only sink of the battle. Thursday's fleet battle ended with no one certain who had won, and both side's claiming victory. The awards for most mangled ships in the battle went to Jim Pate who relentlessly attacked the Andrea Doria despite a heavy defense and received 2,850 points of damage; and Bob Amend who's Andrea Doria suffered 2,985 points in damage. Although it was not known at the time, the Allies had incurred 15,950 points of damage, while the Axis endured 17,505 damage points. After adjusting for penalties, the Allies won the battle 17,405 to 14,950, a fourteen percent margin of victory.

Texas. This in turn gave Axis, like Paul Broring and Ronny Hunt, the opportunity to pound the defending ships with their stern guns. In one instance, Ronny Hunt's Svent Istvan put 28 holes in a single panel of Tim Beckett's North Carolina. The bb's were flying everywhere with no clear sign of who was winning. I came off my five with remarkably little damage. Jeff's Texas also survived, but with quite a bit of damage. As the first sortie was about to end, Steve Andrews realized that his Von Der Tan was the only Axis ship left on the water. He was attacked by seven Allied battleships and battlecruisers before he ran out of bb's and went on five. For five long minutes the Von Der Tann

traversed the entire length of the lake with, at one point, fifteen Allied ships in pursuit. Steve managed to maneuver his ship to avoid total destruction, but took severe damage and was pumping at full capacity when he came off the water to end the sortie.

Although there were no sinks in the first sortie, there was plenty of hurt ships including Jim Pate's Washington, Dave Au's Revenge, and of course, Jeff Poindexter's Texas.

Fleet Battle #4 - Axis

Captain	Ship	Class	Wgt	Above	Below	(Sink NONE)	Pen	Given	Earned
Nathan Blattau	Musashi	8.0	1.0	137	11	14	200	2345	1076
Mike Blattau	Musashi	8.0	1.0	114	4	11		1790	1276
Mike Torda	Bismarck	6.5	1.0	25	4	13		1000	1276
Steve Pavlosky	Nagato	6.0	1.0	40	2	2		550	1276
Fluegel	Baden	5.5	1.0	44	7	34		2315	1148
Lief Goodson	Bayern	5.5	1.0	46	6	10	200	1110	948
Frank Pittelli	Bacon Maker	4.0	1.0	4	2	0	200	90	821
Marty Hayes	Prinz Eugen	4.0	1.0	15	6	4		500	1021
Ron Hunt	Cheese Grater	4.0	1.0	26	4	3		510	1021
Paul Broring	Viribis Uniti	4.0	1.0	29	6	2		540	1021
Tom Tanner	Hindenberg	4.0	1.0	55	12	16	200	1650	821
Steve Andrews	VonDerTann	4.0	1.0	99	5	12		1715	1021
Bob Amend	Andrea Doria	4.5	1.0	161	9	23	200	2985	821
Mike Deskin	Suffron	3.0	1.0	24	2	1		340	893
Orrill Ferguson	Okinoshima	1.5	1.0	4	1	0		65	510

823 81 145 0 1000 17505 **14950**
 Captains 15 Total Unit 72.5

Fleet Battle #4 - Allied

Captain	Ship	Class	Wgt	Above	Below	Pen	On, Sink	Given	Earned
Don Cole	Missouri	8.0	1.0	52	0	1		570	826
Chris Au	Wisconsin	8.0	1.0	19	0	3		340	826
Tim Beckett	NC	6.0	1.0	34	4	4		640	826
Jim Pate	Washington	6.0	1.0	90	20	29		2850	826
David Ricci	NC	6.0	1.0	12	2	5		420	826
Stan Watkins	Washington	6.0	1.0	7	0	0		70	826
Bob Eakin	Washington	6.0	1.0	15	3	4		425	826
Don Fisher	Washington	6.0	1.0	37	6	0		520	826
Ali Zinat	NC	6.0	1.0	23	1	6		555	826
Chris Pearce	Washington	6.0	1.0	31	4	10		910	826
Brian Eliassen	South Dakota	6.0	1.0	4	1	2		165	826
David Au	Revenge	5.5	1.0	93	6	13		1730	743
Cameron Moury	California	5.5	1.0	35	1	4	100	575	643
Andy Ray	Maryland	5.5	1.0	46	9	9		1135	743
Jeff Poindexter	Texas	5.5	1.0	93	9	21		2205	743
Pete Demetri	Inflexible	4.0	1.0	12	3	2		295	661
Cameron Hunt	Invincible	4.0	0.5	38	1	4	800	1405	330
Jeff Cutler	Invincible	4.0	1.0	1	0	3		160	661
Joe Kutz	Invincible	4.0	1.0	4	0	4		240	661
Robert Rucker	Chicago	3.0	1.0	0	2	0		50	578
Kurt Lewis	Phoenix	3.0	1.0	7	0	0		70	578
Jon Messere	Washington	6.0	1.0	2	2	0		70	826
Joe Messere	Frog Cruiser	2.5	1.0	0	0	0		0	495
Milholland	Invincible	4.0	1.0	30	2	4		550	661

685 76 128 800 100 15950 **17405**
 Captains 24 Total Unit 126.5

CAMPAIGN!

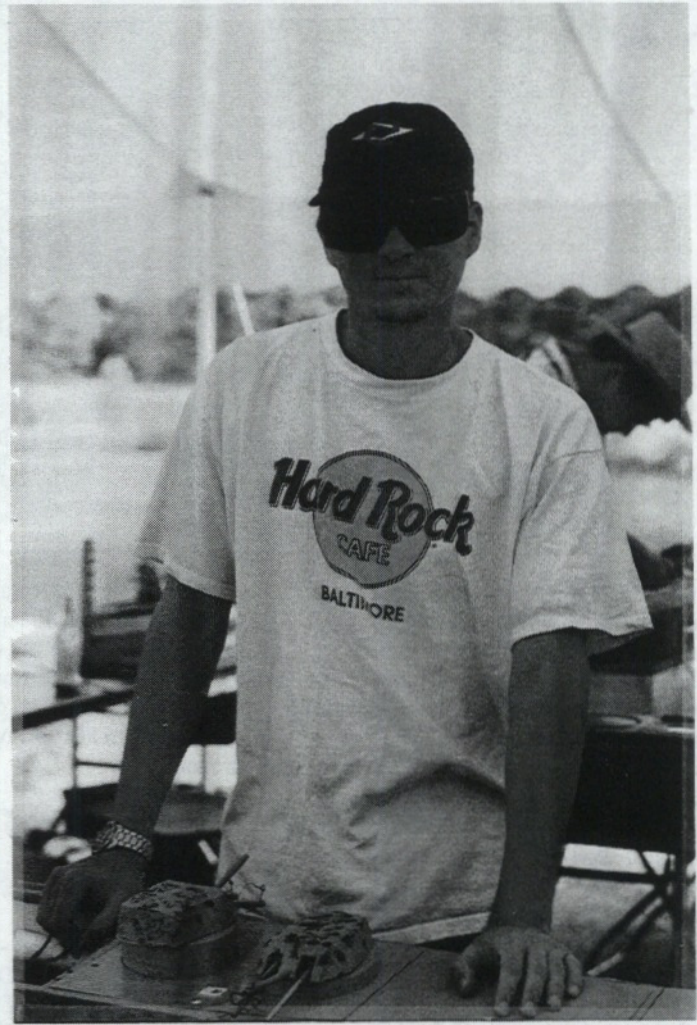
After an enjoyable lake side **lunch**, it was time for campaign battle. The Axis strategy hinged on using its humongous convoy ship, the Bremen to make repeated runs from the home base to the forward base and back. The Bremen (built by "Dirty" Dave Haynes) was well over six feet long and had proven very hard to sink in Tuesday's campaign battle. The Allied strategy was to sink the Bremen on its first run, and prevent its recovery by constantly launching their own convoy ships. (In campaign, you cannot enter the water to retrieve a ship if their is a convoy ship on the water.) Before the battle began, the Bremen's throttle malfunctioned. The Axis cleverly rigged a throttle bypass that provided the Bremen with constant forward propulsion. Unfortunately, just prior to the Bremen's launch, the Allied admiral protested to the Contest Director that the Bremen was an "illegal" ship as it did not have forward and reverse as required by club rules. The Contest Director agreed and the Bremen was disqualified. This gave the Allies a big advantage, but the Axis did not give up!

Both the Axis the Allies divided their fleets into several groups - escort groups, hunter/killer groups, convoy groups, etc. assigning each captain a specific mission. Both fleets launched convoy ships early in the battle and continued to launch them whenever the situation seemed to be to their advantage. From escort carriers to sea plane tenders, there was a wide variety of convoy ships. The Allies

concentrated their efforts on launching their fleet of small LST's, which were mostly successful in navigating to their forward base. The Axis were able to destroy all of the Allied targets, while the Axis had a few still standing at the end of the battle. Overall, their were more successful then unsuccessful convoy runs. The Allies made more successful convoy runs then the Axis, but early in the battle Robert Rucker's Chicago was sent to Davey Jones' locker. Campaign battle ended as the fleet battle had with no one sure who had one, but with both sides claiming victory. Although I don't have the score, the Allies won the campaign battle and carried the day, making a Nat's victory even harder

for the Axis to achieve.

Many of the Axes are Handsome! A Blattu.



1999 Rules Ballot Results:

By Ronny Hunt, Secretary.

48 captains voted, casting 89 votes (Due to Nats participants getting 2 votes.) This means a rule proposal needed 59 votes to pass and be incorporated into the 1999 rules.

Constitution modification:

FAILED 48 to 41: 54%

1. Annual championship is Axis/Allied unless 2/3 majority votes otherwise.

Shiplist modifications:

FAILED 14 to 75: 16%

2. Add second listing of the Baden with length increased to 623'.

PASSED 60 to 29: 67%

3. Add monitors to shiplist.

FAILED 42 to 47: 47%

4. Armored cruisers over 13,500 tons are class 3 with 3 units.

Construction modifications:

FAILED 41 to 48: 46%

5. Red, Brown, or scale color under the waterline.

Otherwise known as "DICTATE HULL COLOR"

PASSED 72 to 17: 81%

6. 2" hard area follows contour of the bow.

FAILED 23 to 66: 26%

7. Reduce pump outlet size to 7/64" for 1 unit pump, 5/64" for 1/2 unit pump.

Battling modifications:

PASSED 62 to 27: 70%

8. Randomly test magazine loads.

FAILED 55 to 34: 62%

9. Declared sink worth double sink points.

Safety modification:

PASSED 79 to 10: 89%

10. Allow multiple guns to be unpinned during tweaking.

Annual Championship Site and Site Host: (Chose one of the two)

Chosen by majority vote. A few captains abstained.

32 North Carolina (Mountains), Mike Torda hosting.

15 Texas (Houston), Wade Koehn hosting.

Annual Championship Date: (Chose one of the three)

6 June 21-25

27 July 11-16

12 July 19-23

Who's Wailin' Now? Friday at the 1998 Nats

by Chris Pearce

Friday at Nats marked the end of an era, and the beginning of a new one. It was a journey that began in the early '90s, and came to an end, only as the decade was closing. For it was in those early '90s that the Axis fleet sowed the seeds of their own defeat.

It was in the 1990 and 1991 Nats where the Axis enjoyed a superiority in battleships, units, and vastly more experienced captains, and defeated the Allies two years in a row. At one point, one of the Axis leaders declared the '90s "The Axis Decade". This might have seemed like kicking the Allies when they were down, but instead, it only served to waken the sleeping giant and fill him with a terrible resolve. 1992 saw the Allies roaring back to win, despite the Axis desperation for a "Three-peat". Then, 1993 was an Axis victory - by one of the smallest margins in the history of the hobby; while in 1994, the Allies blew the Axis out like it had never been done before. 1995 saw the Axis fleet power back with a blowout of their own, not quite as big, but significant nonetheless, especially because of the key Allied defections it took to do it.

At that point, the Allies could have given up, but they didn't. They gathered together and started working on newer and better ships, and better strategies. The Allies won again in 1996, in one of the hardest fought Nats ever. Then, amidst great hype by the Axis fleet in 1997, they beat the Axis in their own backyard, with a blowout that was even bigger than the one in 1994. Suddenly the phrase "Three-peat" was heard again, but this time it was coming from a different direction.

A quick recap of the rule changes that will go into effect January 1st, 1999:

British Monitors will be added to the shiplist.

2" hard area can follow the contour of the bow.

The Contest Director may check magazine loads just prior to war if he chooses to.

Captains can unpin all their guns when they tweak.

Nationals will be held in the North Carolina Mountains, Mike Torda is the

Site Host, and the week is July 11-16.

Rule proposals for the rules meeting after 1999 NATS should be submitted

to:

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Have a great year battling and keep it in perspective!

Ron Hunt

Sure, there were a couple of defections from the Allied side after the 1997 Nats, but the Allied fleet was also gaining in strength and experience. Things were looking bleak for the Axis as it appeared that they would surely be defeated, and for the first time in the history of the hobby, it appeared that the Allies would win a three-peat.

The Allied fleet

spent their winter working on their ships instead of their rhetoric, preparing a vast fleet of powerful, fast battleships the likes of which had never been seen before in the hobby. It was known that once again the Allies would be saddled with the burden of new, inexperienced captains who would probably be easy targets for the Axis, but we looked forward to that, because it was the same sort of inexperienced captains who came out of the dark years of 1990 and 1991 to build the fleet which now stood poised to inflict a crushing defeat on the Axis.

So it was that the fleets gathered at Nats 1998 for the showdown. The battling began ferociously on Monday, as the Axis inflicted serious damage on the Allies but suffered yet more serious damage to themselves as they lost nearly half their fleet in both battles. Tuesday wasn't much better, as the Axis began to concentrate more on personal survival than on intent to do damage to the Allies. Wednesday was a temporary setback to the Allies, as darkness gave the Axis fleet the advantage of stealth and allowed them to strike more vulnerable battlers while escaping the attentions of many Allies who had a hard time

Admiral Milholland wet for the third time!



seeing (and shooting) them in the darkness. Thursday, however, saw this minor setback made up, and then more, as the Allies roared back. The Axis however, seemed to adopt a strategy more and more based on fear as they desperately tried to avoid sinks, even when it cost them greatly. They may have avoided sinking personally, but they also avoided sinking any of the Allies in the process as they were busy shepherding their wounded.

Thus, Thursday night found the two fleets preparing for Friday. The Allies were busy holding one last Captain's meeting, to disseminate strategy and tactics for the following day's victory. The Axis, on the other hand were busy by the pool.

Friday dawned, cool and foggy, as the two fleets prepared for their final clash. Spirits were high at the morning's Allied Captains' meeting, as everyone was reminded of the strategy for the day, which really merely a re-iteration of the fleet's strategy of the week. Key points included staying together with one's wingman and group, so that it would be harder for the Axis to single out ships for punishment; using our superiority in speed decisively, both to provide ourselves with better firing opportunities on the Axis ships, as well as denying them those same opportunities; using the volume of the lake to help spread the Axis fleet out so that we could achieve numerical advantages throughout; and generally to try and pound and sink Axis ships as thoroughly as possible in hopes of getting them to sink before they could sneak out of battle.

Things were apparently somewhat different in the Axis camp. Said one member

of the Axis fleet, "I don't know what our strategy is ... I think our Admiral feels that no strategy is the best strategy ... We do the best with none ... It's more the attitude hit 'em hard, make good shots, but empty your guns as fast as you can and get out ... Going after the easier sinks, trying to cash those in and get 'em down. I think the mindset is: we've lost, but how can we have the most fun with this opportunity and also how can we close the gap, make up some of those points, make it a closer battle. Anybody who will stay in close and duke it out

meantime, other Allied ships carried out the attacks on the Yamatos, and also fanned out and began pursuing other targets of opportunity.

Tom Tanner's Hindenburg found a loyal following as bloodthirsty battlers sought to send his pretty, but marginally effective ship to the bottom one more time. It appeared that he was getting close to sinking, and the crowd started getting excited, when something rather unexpected happened. It appears that Steve Pavlovsky's Nagato was sunning itself on the other side of the bush, perhaps as it's captain was catching a

caught up with Fluegel and another battler. Again, Jeff was able to shake off the unwelcome party, and Jeff and Fluegel retired to a different area of the lake to battle in a more gentlemanly fashion.

Unfortunately, as all this was happening, Steve got his Invincible, and I got my North Carolina back on the water only as the first sortie was winding down and the remaining Axis were running for their lives. I got to fire a few shots at Steve Andrews, but only just before his Von der Tann got off its five minutes. The sortie ended with no further sinks, and a large number of Allies emptying

Axis battle #5

Captain	Ship	Class	Wgt	Below	Sink	Pen	Above	Given	Earned	
				On						
Nathan Blattau	Musashi	8.0	1.0	146	16	32		3460	1526	
Mike Blattau	Musashi	8.0	1.0	142	8	12		2220	1526	
Steve Pavlosky	Nagato	6.0	0.5	79	3	17	1000	2715	763	
Fluegel	Baden	5.5	1.0	30	2	4		200	550	1174
Lief Goodson	Bayern	5.5	1.0	42	6	6		200	870	1174
Frank Pittelli	Bacon Maker	4.0	1.0	20	1	1		200	275	1021
Marty Hayes	Prinz Eugen	4.0	1.0	15	3	1		275	1221	
Ron Hunt	Cheese Grater	4.0	1.0	48	6	19	800	2380	1221	
Paul Broring	Viribis Uniti	4.0	1.0	15	4	11		800	1221	
Tom Tanner	Hindenberg	4.0	1.0	116	23	34		3435	1221	
Steve Andrews	VonDerTann	4.0	1.0	51	3	3		735	1221	
Bob Amend	Scharnhorst	2.5	1.0	48	4	15	600	1930	916	
Mike Deskin	Suffron	3.0	1.0	19	0	3		340	1068	
Orrill Ferguson	Okinoshima	1.5	1.0	5	0	0		50	611	
				776	79	158	2400	600	20035	15885
Captains				14	Total Unit			64.0		

will probably be the ones we'll battle ... whoever will play with us, stick around and make themselves vulnerable ... our best hope is to go for fun instead of closing the gap."

Knowing that this was the Axis strategy (and had been primarily since their loss in 1996), when war was declared, the Allied fast battleship wing moved in quickly to bring destruction on the hapless Axis fleet. The usual tactic was to make a wide sweeping pincer movement, then to strike from around the Axis flank and trap whomever possible against the shore and pound them mercilessly. The smarter Axis headed out for the high seas to avoid the fate which awaited them. The Musashis were quickly found and targeted, as they had proven earlier in the week that they were merely large mobile barges which were very effective at attracting Allied steel. Unfortunately, as a crowd was forming around one of the large battleships, I got crossed up with Steve Milholland's Invincible, and rammed him, with the result that his ship went out of control in reverse and sank itself. That not only cost the Allied fleet 800 points, but it also left two effective captains out of the battle for a few minutes as Steve hurried to get his ship back in operational condition. In the

glimpse of the carnage that was happening on the other side of the bush. It was then that a pair of Allied eagles saw the Nagato sitting still like a rabbit in a field, and swooped down to attack. Tim Beckett's North Carolina took one side, while Chris Au's Wisconsin took the other, and within very short order they had pounded the Nagato furiously, and it sank. A handy "Man in the Water" call saved the Hindenburg from further destruction, and gave it a needed chance to sit and pump a while.

All the while this was happening, Stan found a story to tell. "One of the little Invincibles was out there, and for some reason, he was wanting help, and I was there. This Yamato thing was coming at him, and I just started sidemounting it to beat the band, and finally it decided it didn't want to play that game and it left the scene. I got not hits that sortie so I know I contributed to our fleet." In another founder's engagement, Lief and Fluegel were persecuting Jeff Poindexter, who managed to shake off Lief, only to get

Fleet Battle #5 - Allied

Captain	Ship	Class	Wgt	Above	Below	On	Sink	Given	Earned	
Don Cole	Missouri	8.0	1.0	47	3	17		1395	928	
Chris Au	Wisconsin	8.0	1.0	35	6	3		650	928	
Tim Beckett	NC	6.0	1.0	15	1	2		275	928	
Jim Pate	Washington	6.0	1.0	80	18	37		3100	928	
David Ricci	NC	6.0	1.0	6	1	2		185	928	
Stan Watkins	Washington	6.0	1.0	2	0	0		20	928	
Bob Eakin	Washington	6.0	1.0	16	5	18		1185	928	
Don Fisher	Washington	6.0	1.0	21	1	2		335	928	
Ali Zinat	NC	6.0	1.0	44	2	1		540	928	
Chris Pearce	Washington	6.0	1.0	15	6	6	800	600	128	
Brian Eliassen	South Dakota	6.0	1.0	42	8	18		1520	928	
David Au	Revenge	5.5	1.0	13	2	3		330	835	
Cameron Moury	California	5.5	1.0	5	0	0		50	835	
Andy Ray	Maryland	5.5	1.0	68	2	7		1080	835	
Jeff Poindexter	Texas	5.5	1.0	98	8	6		1480	835	
Pete Demetri	Inflexible	4.0	1.0	20	3	6		575	742	
Cameron Hunt	Invincible	4.0	1.0	46	15	16		1635	742	
Jeff Cutler	Invincible	4.0	1.0	2	0	1		70	742	
Joe Kutz	Invincible	4.0	1.0	21	2	5		510	742	
Robert Rucker	Chicago	3.0	1.0	0	0	0		0	649	
Kurt Lewis	Phoenix	3.0	1.0	6	0	0		60	649	
Jon Messere	Washington	6.0	1.0	31	6	2		560	928	
Joe Messere	Frog Cruiser	2.5	1.0	1	0	0		10	557	
Milholland	Invincible	4.0	1.0	12	0	4		320	742	
				646	89	156	0	800	16485	19235
Captains				24	Total Unit			126.5		

what appeared to be more ammunition into the water than they had had the time to empty into the Axis fleet. I elected to keep my ammo and CO2, and save every ounce for the Axis. Was the Axis strategy working? Due to the lack of between sortie scoring, I can't tell any details, but it was well known that the Hindenburg had taken a beating, and it was expected that the Axis would do something sneaky to try and save it, just as they had done the day before with a couple of other cripples. There were no heavily damaged ships on the Allied fleet.

The second sortie began with the Allies looking for any targets they could get their claws on, and with the Hindenburg hiding in the "sheep pen" next to shore. It seems that the coincidence of one of the docks being near a Campaign target left a small area of water

between, and into which Tom tried to fit his small battlecruiser. In rather short order, Jim Pate decided to play the big bad wolf and try to fit his Washington in too and see if things would get a little woolly.. Apparently they did, as Jim also drew the attentions of several of the other Axis ships which had no chance of destroying an Allied ship in the open water, but had a much easier time catching a more or less stationary target. The battling was fast and furious, and it appeared that the Hindenburg was about to sink, when another ship wandered by and bumped the Hindenburg. The "brave grandson weenie ram" maneuver was applied (there was no damage), and offered a good excuse to pull the Hindenburg out and let it pump out (and avoid another sink).

Meanwhile, on the other side of the lake, things had began rather abruptly with Bob Amend's borrowed Scharnhorst going dead in the water. (His beautiful Andrea Doria had taken a horrific pounding the previous day, in the Axis' desperate attempts to stay afloat. Apparently he sacrificed his ship to save the Admiral's....) This juicy morsel attracted quite a bit of attention, as several Allies were happy to pounce on another stationary target. The little ship was hard to hit though, due to it's small target area, and took a while to sink. Nearby, Andy Ray had caught Ronny Hunt's VU close to shore (while he was shooting at me, most likely) and pummeled him severely with his stern sidemount. This caused Ronny's pump to work overtime and began the slow decline of his battery supply. I was personally determined to come back with empty guns, and as a result, I attached my ship to the nearest Musashi (Nathan's Shinano) and dumped my remaining sidemounts into it. Nathan decided he'd had enough, and headed out for distant, safer waters. Apparently, Wail Away 98 had become Run Away 98...

The sudden absence of Axis warships on the right side of the bush caused a rather sudden rush of Allied warships from the right side of the lake to the left. There, several of us found Mike's Yamato. Thanks to some teamwork with Iowas and other North Carolinas, I was able to empty my remaining stern guns into the bow of the Yamato, while others were busy pounding away with sidemounts and their own stern guns. Mike declared five, and appeared to be on his way to a sink, when Nathan's Shinano got off five, and Nathan began the long trek (Man in the water again???) to retrieve it. Nathan was gracious enough to be somewhat quick about it, but by that time, the Yamato had been able to pump out and was able to survive the sortie. The other Axis ships which had been involved in the battle over the Hindenburg were exhausted and out of the battle, and that left Ronny's ship, which was looking rather sickly near shore. The attack was rather tentative, as he still had his ferocious triple stern guns, which had proven their ability to sink large Allied battleships earlier in the week. However, Chris Au and Tim Beckett sidled the Wisconsin and North Carolina alongside the VU for one last bit of pounding, and it wasn't long before Ronny's ship joined the other Axis in a trip to the bottom.

With this bit of carnage complete, the battle was essentially over, and the counting began. The Axis' best efforts had resulted in three sinks, and three more extremely heavily damaged ships, two of which had more points in damage than the ships which had sunk. The Allies, on the other hand had only one severely damaged ship, Jim Pate's Washington, which had played the stormtrooper in the attempt to finish off the Hindenburg in the sheep pen. The full scores will appear elsewhere, but here are a few highlights - the most and least damaged

HOW TO: Casting and Mold Making by Andy Ray

You know you've been there. You look at some ships and you see all those

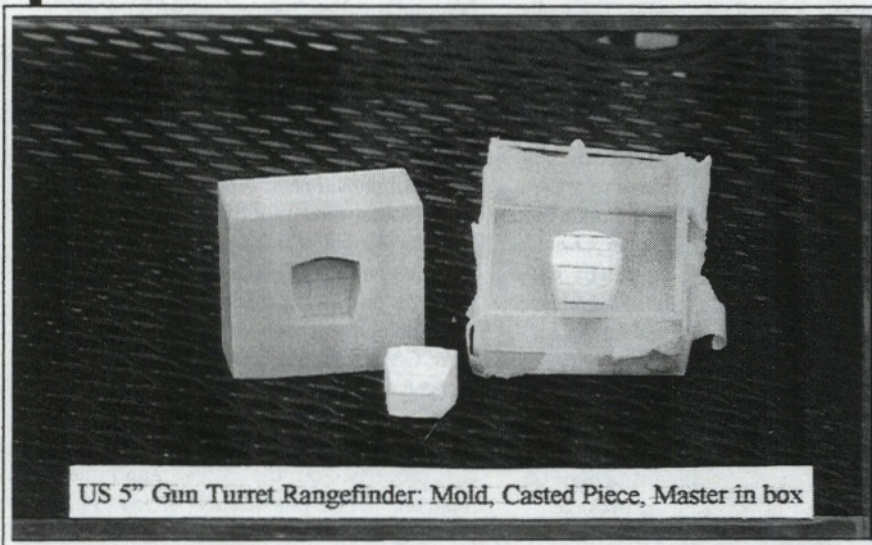
First of all, what are casting and mold making all about? A mold is simply the female part made of silicone RTV that the finished part is made from. Silicone RTV is squishy and quite flexible. More detail later. Casting is easy and really fun. Mix liquid A with liquid B, stir vigorously, pour into mold, and wait a few minutes for the liquid to harden. This article is going to deal with more simple one piece molds that can be used

everything can be casted, I just have the opinion that its not worth the effort casting everything. The purpose of casting turrets is why I first started casting parts. Very useful for people who lose turrets a lot (me).

If you have a North Carolina or Washington (and there are a lot), you have it the easiest. Swampworks recently started offering casted parts in their superstructure kits including indestructible casted turrets, dual purpose 5" turrets, secondary directors, and main directors. Could even be more stuff, I don't actually have any of this stuff. Contact Swampworks to see if they have what you want for your American ship. Other things offered are indestructible turrets for most of the ships Swampworks offers. A little hint here: If you can buy it, do so. It's not that expensive and you will spend lots of time trying to duplicate the parts yourself.

Let's get started. First of all, you need a master to make a mold from. You'll have to hand fabricate this. The master must have a flat bottom. Whatever it is, just make sure it is well sealed and looks good. Any imperfection in the master will be in the final product. Typically, I don't like to have wood on the surface of any master. I like covering off of the sides very

for most parts rather than more complicated two piece molds. There is a limit to a one piece mold: the part cannot have extensive details sticking off of the sides very



US 5" Gun Turret Rangefinder: Mold, Casted Piece, Master in box

expensive looking details and doo-dads all over some ships and you want some, too. Well, you're in luck. Getting superscale parts for your ship is easy and getting easier. It's time to start casting.

far. More on this later.....

Not everything on a superstructure should be casted. Details that you plan on having shot off a lot and pieces that appear in many spots are good candidates for casting. Don't listen to me if you don't want to,

battleships from each fleet:

Fleet #5:**Axis Fleet:**

Shinano (N. Blattau) 146-16-32 3460

Hindenburg (Tanner) 116-23-34 3435

Nagato (Pavlovsky) 79-3-17 +1000
2715

Prinz Eugen (Hayes) 15-3-1 275

Allied Fleet:

Washington (Pate) 80-18-37 3100

Invincible (Hunt) 46-15-16 1635

South Dakota (Eliassen) 42-8-18
1520

Washington (Watkins) 2-0-0 20

This (of course) figures, because there were fewer ships on the Axis fleet, and in order for the Allies to win, they would have to inflict vastly more damage on each individual Axis ship than they took in return. After the ram penalties were deducted, the final scores for Friday's battle were: Axis 15885 vs. Allies 19235. Thus, the Allies won Friday's fleet battle by 3350 points, and finally clinched the long sought three-peat.

With the three-peat finally ours, the 90's securely in the grasp of the Allied fleet, and with the Axis surrender already tendered

before Nats had even begun, the Allies loosed a sigh of relief at a great victory won, and an immense task well done. Congratulations were exchanged, and plans were made for the future, post three-peat world. One of these plans was a plan known, somewhat innocuously, as Otto.

More than two years in the planning, Otto was nothing less than the planned occupation of the Axis fleet. Needless to say, this would be a daunting task, and would require some of the bravest the Allies had to offer, as they would be occupying very hostile territory. However, six were found who were up to the task, and they began it with earnest fervor. (And increasing anticipation!)

As the week had been going along, various members of Otto had been approaching the Axis founder, fuhrer, and grossest of all Gross Admirals, Herr Fluegel and making cryptic comments such as, "The New Reich will last a thousand years, a thousand years!" and "Are you ready for the New World Order???" Finally, as some Axis "leaders" were muttering about needing more "weak minds" (apparently they're easier led), the members of Plan Otto gathered Herr Fluegel, and took him to the top of the hill overlooking the lake, and there gave him a round of "Sieg Heil's", and pledged their fealty to the New

Axis Fleet.

Word of this momentous occasion spread quickly, and soon there were fevered discussions in various parts of the old Axis camp of switching to the Allied side. Apparently in some places, hatred is the tie that binds. However, their bitter scheming could in no way tarnish the glory of the moment as the New Axis Fleet celebrated the dawn of a new era.

However, the battling wasn't all over yet, as there was still time for a few individual battles. Lief and Fluegel had a rather spirited one-on-one, Baden vs. Bayern, which looked very close on the water, but which was won by Lief by a score of 1140 to 595, mostly by virtue of more accurate sidemount shooting. Perhaps Fluegel's eyes were still a little misty from the glorious dawn he had so recently witnessed.

Meanwhile, in another part of the lake, a Campaign target was converted into the "cage", and a group of battlers whose preferences apparently run more to professional wrestling than to naval warfare put their ships into this confined space for a short, brutal battle. This went on for a couple of sorties, after which Lief place his freshly reloaded Baden into the ring and thrashed them all about quite severely. I have no idea what scores might have come from this.

Bear in mind that if you use plastic, you'll have to use a miniature file to get everything super smooth. Making a master is the most difficult part, and you are only limited by your imagination. Well, this isn't completely true. The details sticking off of the sides of the master will give you trouble getting the master and all parts casted out of the mold. If it sticks off of the master 1/16", I'll probably put it on. Anything more than that I would simply cast as

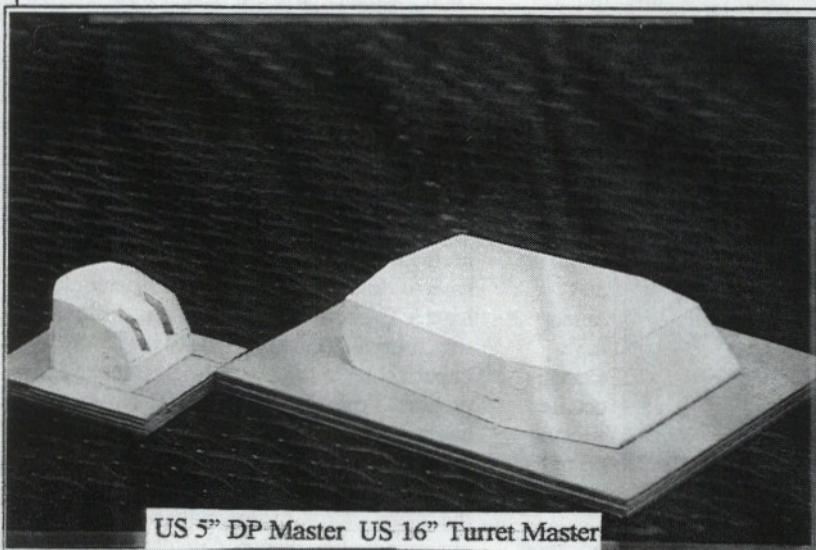
get the part out, the faster the mold will wear and become useless (from my experience, anyway).

Now that you have a shiny new master, you are ready to make the mold. Glue the bottom to a square of 1/8" plastic or sealed plywood. Maybe about 3/4" to an 1" of clearance on each side. Use masking tape to put sides of ply or plastic around it. The walls should accommodate about 1/2" of mold

above the top of the master. Once walls have been taped to make a box around the master, spray on a light coat of mold release and let dry for a minute or two. Mix up the silicone RTV per the instructions on the package. Using the mixing stick, rub the silicone RTV over the

carefully peel off the bottom plate and master. You now have a mold. Should it have bubbles in it, start over or live with the funny things that will be stuck on your finished product.

Finally, you are ready to cast a final product. I usually lightly spray the mold with mold release with every 3-4 castings. I can recommend two kinds of casting liquids. The first one is called Por-A-Kast(PAK). PAK is slightly cheaper, but is very good and will fit the bill. Another kind is called Alumilite. This is slightly more expensive, but seems to be ever-so-much harder. They come in different set times. Available in 30 second, 3 minutes, or 30 minutes. I have been using the 3 minute stuff. Not too slow, not too fast. One of the parts for Alumilite must be shaken. Both of these are two part systems mixed 50/50. Once you have procured a casting medium, pour equal amounts of the two parts in separate cups. Get a thick sheet of plastic lightly sprayed with mold release. Pour your two parts together and mix for 30 seconds. Don't skimp on the mixing because if you don't it won't cure properly. Pour the casting liquid into mold and set the plastic sheet on top to give a perfectly flat bottom. Wait at least ten minutes before you attempt to pull the mold apart. Ahhhh, a finished product for your efforts. If you are casting a turret, a different method is used. I have always used polyester resin and cloth in the mold. Just lay the cloth in the mold, mix up some resin, and make sure there are no bubbles anywhere. Use a cutoff wheel to



US 5" DP Master US 16" Turret Master

a separate part or do it by hand later on. Don't fool yourself in thinking that you are saving time by putting on details that make the master wide. The more you have to flex your mold to

master so you know bubbles aren't on the surface of the master. Then, pour the rest of the silicone RTV in the box and set aside for at least 12 hours. Break apart the walls and

That pretty much wrapped up the week's battling, and the next occasion was the awards banquet, which was brilliantly coordinated by Marty, the Site Host, and Steve Pavlovsky, the chief of good food and good times. Dinner was had, and then the awards were also had, as follows:

First up was the Axis/Allied Victory Trophy, containing the official Victory Sword, which is given to the winning Admiral by the losing Admiral. This year, since the Allied fleet had defeated the Axis fleet by a score of 113,090 points to 99,090 points, the trophy was presented to Allied Admiral Steve Milholland by the Axis Admiral Steve Andrews. Interestingly enough, this award first began in 1996, when Axis Admiral Will Montgomery presented it to the Allied Admiral Chris Pearce, and then the following year, the Axis Admiral Marty Hayes presented it to the Allied Admiral Ronny Hunt.

Second was the "Life Line" trophy which was awarded to Paul Broring for making the most successful convoy runs (6). Perhaps more amazing, it appears that most of these runs were made in one of the legal Axis convoy ships, rather than the unsinkable ship.

Next came the consolation prizes which are awarded by sortie average, and thus typically accrue to the captains of the smaller fleet because they get more points, even if they lose. These were awarded as follows:

- Class 2: Curly Barrett
- Class 3: Robert Rucker
- Class 4: Paul Broring
- Class 5: Lief Goodson
- Class 6: Steve Pavlovsky
- Class 7: Nathan Blattau

Likewise, the Von Fluegel Traveling Trophy was awarded to Mike Blattau who somehow managed to accrue the most points despite having a lower sortie average than his brother.

The Best Dressed award went to Don Fisher in his natty US Sailor's uniform. Guess he wasn't ready for officer's country just yet.

The Best of Scale Warship award went to Stan Watkins for his finely detailed USS Washington, decorated as she appeared in the night battle off Guadalcanal where she sank the IJN Kirishima. Very appropriate.

Best of Scale Convoy went to Ali Zinat for his nicely detailed US Escort Carrier, which was a close lifeline contender.

Rookie of the Year went to Robert Rucker for his nice Swampy Houston, which worked well all week, and for being an all around good guy. Robert also won class three, bully for him!

The Most Feared Ally trophy went to Jim Pate for being a good sponge. No, seriously, Jim went the extra mile to do damage to the Axis fleet, and it showed.

Axis carnage and sinks followed him wherever he went. And if his ship took a little damage, oh well - worrying about damage is something for mere mortals to do.

The Most Feared Axis trophy went to the former Ally who did the most to bolster the Axis cause, Ronny Hunt. Ronny's triple stern guns were truly devastating, and cost the Allies at least one battleship sunk, and several other heavily damaged. If it weren't for Ronny, 1998 would have been another blowout like 1997.

The final trophy was the Bryan Spychalski trophy, for sportsmanship and conduct most becoming the hobby, which was awarded to Steve Pavlovsky for his help in making Nats 1998 a fun (and tasty) time for all.

That left one final, cataclysmic event to bring Nats 1998 to a close, the rules meeting. We all gathered back at the hotel whilst certain individuals were apparently busy declaring themselves "dictator for life". However, as the meeting began, a battler requested (as provided by Robert's rules of order) that officer elections be held by secret ballot. That suggestion was met with derision and scorn by the current President, who apparently didn't know Robert's rules as well as he thought he did, and apparently didn't care to follow them either. (Apparently this

remove the flash.

Not hard at all, is it? The more I've done this, the faster and easier it gets. Finally you can get caught up in details and not worry that it will just get shot off.

COST.....Molds can be expensive. The silicone RTV available at the hobby I go to costs about \$20 and looks like it would make a single turret mold or 2-3 smaller detail molds. A gallon of the stuff runs about \$100, but has made something like 12-14 molds of

turrets and other details. Molds don't last forever, but should last you for more than you would want. Mold release is available where you buy silicone RTV for a few bucks. Casting liquid costs \$25-\$30 for 28 ounces(I think) of it.

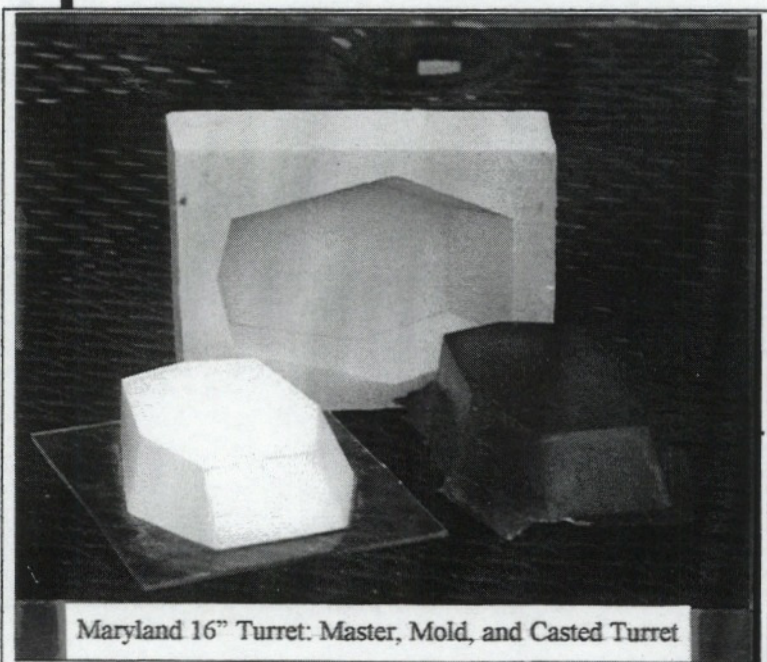
List of product manufacturing:

Alumilite- Silicones, Inc.- 225 Parsons Kalamazoo, Mi High Point, NC 49007 27261 616-342-1259 910-886-5018	Por-A-Kast- 2003 Amnicola hwy Woodbine Chattanooga, Tn 3746 800-251-7642
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A few words on buying materials... These materials are all available from the manufacturer. A good recommendation is to look at your local hobby shop before you order direct from the manufacturer. Hobby shops will be considerably cheaper. I am not sure about PAK, but I know that Alumilite also makes silicone RTV, but I have only used stuff from Silicones, Inc. from large gallon buckets. Silicones, Inc. does not supply to hobby shops. Darn.

To conclude this article, I would like to thank those who started the casting trend. I think Lief Goodson was the first, and I know Jim Pate has been doing it for a while. Chris Au, however, is the one that is responsible for showing me the ropes of casting and molding. If you have any questions or are having trouble getting materials, drop me a line. acray@engin.umich.edu —(517)381-0607

HAPPY CASTING



Maryland 16" Turret: Master, Mold, and Casted Turret

1518

lack of regard for the Constitution thing is catching...) However, after a great deal of bluster, he was put into place with some well said words from a respected veteran, and the membership decided (by vote) to go ahead with the secret ballot vote.

The first office was President, which went to Marty Hayes, unopposed. At this point, the ex-President, and a couple of other disgruntled people left the room. Next was Vice President, which was contested, and won by Brian Eliassen, despite some rather nasty personal attacks by his opponent. Third was Treasurer, which was not contested as none other than Herr Fluegel himself decided to serve, and no-one dared oppose him. Fourth was Secretary, which was also not contested as Ronny Hunt volunteered for the onerous task. Last was Contest Director, which was again contested, and won by James Foster. The result was a new E-board, which while still containing a good mix of Axis and Allied captains, is also more diverse, with all five voting members being from five different regions. A few more disgruntled battlers left the meeting, absconding with a few things, like this year's official rule proposals in the process.

The next issue was Nats site and date, which involved three proposals, only two of which actually made the battle. The third (Springfield) was a no-go because of the date restrictions.. Nobody wanted to have a Labor Day Nats. With this bit of critical business done, several people wanted to just call the meeting quits, while others wanted to continue and bring forth their favorite rule proposals. Finally, Marty made an excellent decision and called for a fifteen minute break. We all got a chance to relax a bit and get some fresh air. And better yet, once the fifteen minutes were up, the rest of the disgruntled people didn't bother to come back. The rest of us had a rather productive, and much more civil rules meeting, which resulted in the rule proposals you have already seen. Finally, the meeting broke up, and we retired to our quarters, passing a bunch of apparently restless natives in the parking lot. We couldn't tell if they were still busy having fun, or just arguing. Perhaps they were "wailing away".. Some of the rest of us decided to go to Denny's for one last bit of ice

cream and chocolate (and good fellowship and fun) before we left.

Saturday morning dawned, and with it, a few handshakes were exchanged, a few other battlers made one last trip to Bob Evans for breakfast, and everyone headed home, perhaps a bit stunned by the events of the previous week, and perhaps in anticipation of the reaction which would (no doubt) occur. For perhaps, as some would say, "It's all over but the crying." Let the wailing begin... For the rest of us, a new day has dawned - let's all enjoy it together!

NEW AXIS ADMIRAL ELECTED

In the purest fascist tradition, the Axis elite met in secret and elected a new board of Admiralty. Instead of selecting three admirals for the board, this year the Axis only elected two! When asked "why the change from tradition?", an Axis spokesman stated, "Based on the current state of the Allied threat, we only need two admirals". The spokesman went on to say, "The excellent caliber of the two admirals negates the need for a third admiral". Dirty David Haynes was chosen to lead the Axis fleet as this year's Gross Admiral, supported by Steve Andrews as second in command. Both these men have served on the admiralty board in the past and are renowned as tenacious, "death before dishonor" battlers. All Axis everywhere are rejoicing in the selection of these two men, while the Allies ponder their own fate.

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