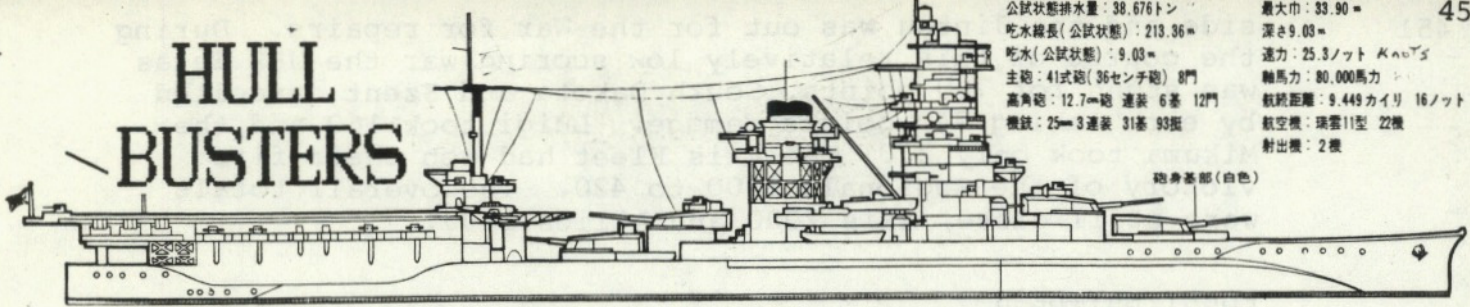


HULL BUSTERS

公試状態排水量: 38,676トン
 吃水線長(公試状態): 213.96m
 吃水(公試状態): 9.03m
 主砲: 41式砲(36センチ砲) 8門
 高角砲: 12.7mm砲 連装 6基 12門
 機銃: 25mm 3連装 31基 93挺

最大巾: 33.90m
 深さ: 9.03m
 速力: 25.3ノット Kノット
 軸馬力: 80,000馬力
 航続距離: 9,449カイリ 16ノット
 航空機: 瑞雲11型 22機
 射出機: 2機



SPECIAL EDITION---SPECIAL EDITION---SPECIAL EDITION---

This edition of HULLBUSTERS is sponsored by the First Fleet R/C Warship Club of Amarillo, Texas (Cradle of R/C Warship uncivilization) in honor of those Combatants who gave of the lives fortunes and balsa to battle at the June 5, 6, and 7 Amarillo Regionals.

Special Regionals Battle Report

By Stan Watkins

The Amarillo Regionals was previously announced in Hull Busters and was to be a 2 1/2 day event. Late Thursday night and early on Friday morning (June 5th) the Combatants began arriving in Amarillo. From Dallas Scott and Jeff Lides (Jintsu CL and Mikuma CA) Japanese cruisers arrived. From Springfield, Steven Milholland, James Foster, and Jim Lisher (Szent Istvan and Indianapolis, South Dakota, and Luigi Cadornna (Italian CL)) rolled in. Locally Jeff Poindexter was there with his USS Texas. Since Stan's friday vacation had been canceled, Jeff graciously filled in as contest director. Thanks Jeff.

So Friday, sometime around noon, the combatants began their first Fleet battle. It was Axis vs. Allies.

For FLEET BATTLE 1, The fleets were as follows:

Axis, 1. Jintsu, 2. Mikuma, and 3. the Foster built old BB Szent Istvan (operated by Steven Milholland).

Allied, 1. South Dakota, and 2. Luigi Cardonna.

Shortly into the battle the Luigi Cardonna went dead in the water and the Jintsu, Mikuma, and Szent had a good time doing to Foster as he usually does to everyone else. The Luigi was hit for 19 above, 2 on, and 2 below the waterline hits, for a total of 680 points. The Szent Istvan apparently got too greedy and was sunk by gunfire after taking 9 above and 2 below the waterline hits for 1080 points. The other scores, relatively speaking were rather inconsequential. The Allies won the first fleet battle with score of 1320 to 1070.

FLEET BATTLE 2

For the secont Fleet Battle of the day the USS Texas was added to the Allied side, the Luigi vacilated to the Axis

side, and the Jintsu was out for the War for repairs. During the course of this relatively low scoring war the USS Texas was stung for 760 points, South Dakota and Szent cancelled by each taking 240 points damage. Luigi took 160 and the Mikuma took only 20. The Axis Fleet had won their first victory of the Regionals 1000 to 420. The overall totals were still close, Axis 2000 and Allies 1740.

FLEET BATTLE 3

For Fleet Battle 3 Stan Watkins arrived with the too slow Oregon City CA. Fleets were as follows: Axis 1. Szent, 2. Luigi, and Mikuma. Allies 1. Texas, 2. South Dakota, and 3. Oregon City.

The Texas was again the favorite target of the Axis gunfire as she was smashed for 1260 points. The South Dakota was also popular for 640 points. The next most likely to be hit was the Szent with 440 points. The Luigi's receiver batteries only lasted until all the Allies were out of BBs at the end of the first sortie (Foster had his usual good luck working again). For the second sortie of battle 3 the Jintsu was substituted for the Luigi. This combination was christened the Luigi Lu. They took collectively 210 points damage. Next on the list was paralytic Oregon City with 200 points followed by the slippery Mikuma hit again only for 20 points.

The Axis had a clear victory with 2100 points to the Allies 670. And so Friday ended with the Axis firmly in the lead 4170 to 2410.

Saturday would bring more help to the Axis; Dirty Dave Haynes from Abeline had arrive with his Suzuya Jap CA. Steven Milholland had completed the necessary work on his Indianapolis CA so the Szent was sent to the shipping box. Mikuma could not be made to function in time for the first battle.

FLEET BATTLE 4

The leader of the hit parade this time was the new Indianapolis (Steve you can't fight a cruiser like a battleship). She was followed closely by the Luigi with 560 points. Oregon City had now changed her props and come up to legal speed and decided to play chase the Jap CL". She and the South Dakota had hit the Jintsu for 430 points but she wouldn't sink. Fluegel it is fun to chase down a weaker ship and keep working on her. The Texas was playing defense this battle being hit only for 360 points (good going Jeff). Next were Suzuya 280, South Dakota, 200 and the reved up Oregon City 100. This battle was an Allied victory except for a 100 point ram penalty. The Axis won 1260 to 1170. The Axis now lead 5430 to 3580.

FLEET BATTLE 5

For fleet battle 5 the Texas could not be made to operate. In both sorties of this battle the Oregon City began to experience a strang intermittent problem. The Throttle servo would lock up in the off position leaving her dead in the water. Sometimes by wiggling the gun transmitter lever the throttle could be made to work for a short time. The Axis took full advantage of this wonderful opportunity to pound the Oregon City for 52 hits above and 1 hit on the waterline (1130 points). This disasterous performance was offset by the pounding that the Suzuya took (38 above and 3 below) for 1370 points. The Indianapolis was not to be out shone as she sank from gunfire, being tapped for 910 points. Yes we all do our part. The Axis continued to increase there lead with a score of 2400 to only 1460 for the Allies. The new total was now Axis 7830 to 5040 for the Allies.

FLEET BATTLE 6

James West arrived at the lake (with his Hipper) for the final battle. The Luigi Cadornna was out of the battle. The Fleets then consisted of Axis ships 1). Hipper, 2). Suzuya, and 3). Mikuma. The Allied fleet consisted of 1). South Dakota, 2). Indianapolis, and 3). Oregon City. This battle looked like a sure Allied victory. Three cruisers against an effective battleship and 2 cruisers. Well things just did not work out right. During the first sortie the South Dakota ram sank the Indianapolis for a 600 point penalty. The Indianapolis was also hit for 660 points of battle damage. The Oregon City cruised around hitting and being hit by the the Axis ships but seemed to be getting lower in the water. The pump was running constantly but was not shooting out the normal high stream of water. Soon it became evident that she would sink. The Oregon City sank for the first time ever from gunfire. An investigation of the pump system following the battle revealed that the collection of balsa from earlier poundings had clogged the pump inlet screen. Total points scored against the OC were 420 plus the 600 sink points for 1020. The South Dakota was also hit for 420 points. On the Axis side the Suzuya was hit for 780 points. The Speedy Hipper was hit for only 120 points, while the Mikuma was hit for 160 points. The total was 1060, but with the 600 point ram sink penaly the total was only 460.

The final total was then Axis 9930, Aliis 5500.

Based on this score Fluegel has predicted an Axis victory at the 1987 Nationals. We'll see about that.

The Annual Texas/Missouri challenge was next. This event had been held in Amarillo once before with a score of Missouri 4000 and Texas about 100. The Missouri battlers are historically among the best in the country so the Texas

crew didn't expect to do well.

BATTLE TM-1

The Missouri Fleet consisted of 1.) South Dakota, 2.) Indianapolis, and that pesky light cruiser 3.) Luigi Cadorna.

The Texas fleet was larger consisting of 1.) Mikuma, 2.) Suzuya 3.) Hipper, and 4.) Oregon City. During this battle the action was wild and free. The Missouri CA (Indianapolis) was hit hardest for 990 points. Next hardest hit was the Texas Ship Oregon City which was still experiencing strange moments of out of control. The Luigi Cadorna had learned to save ammunition until the Oregon City was having problems and then close in and get lots of good hits. She was hit for 460 points. One of the reasons that the Indianapolis was hit so hard was that she was also experiencing control problems and when she went dead the Oregon City was able to inflict some good hits on the grounded wreck. The pesky CL did not escape unscathed and she was hit for 360 points. The Mikuma was hit for 320 points. The Suzuya was hit for 190 and the North Dakota was hit for 180. Speedy Hipper once again escape with only 20 points damage.

The surprising score from the first 1987 Texas/Missouri battle was TEXAS 1530 Missouri 990

Battle TM-2

For the second battle Scott Lides got the Jintsu working again and joined the Texas fleet. The beat went on the Oregon City was mostly in control and sometimes out of control. Luigi Cadorna was usually there when she was out of control. On one occasion after Oregon City had called 5 Stan was distracted watching the rest of the battle. Suddenly that BB on balsa sound was heard and the Luigi Cadorna was observed shooting holes in the OC. Stan had been caught napping. That was really inexcusable. Stan vowed to do better the next sortie. In the next sortie the Suzuya went down early and the other Texas ships went on 5 and then left the battle. This left the Oregon City all alone with all 3 Missouri ships. The OC stern gun was empty and the bow gun had only a few rounds left. It was time to go on 5 but this was the last battle and the Missouri guys were now over confident. They were gathering their mighty fleet for the kill of the Oregon City. The whole Missouri fleet against one mediocre CA with just a few shots left. The odds were too challenging, the Oregon City charged the into the middle of the unprepared Missouri fleet. Strangle there sat the Luigi Cadorna with her guns still trained fore and aft. Finally the Oregon City had caught the Cadorna asleep. Pow, Pow, Pow, Pow, hiss, hiss, "Five minute rule!" The Oregon City charged her way out to open

sea and away from the surprised Missouri Fleet. A measure of revenge had finally been extracted. Ond what of the score? After all, the Suzuya had been sunk. The Suzuya had been hit for 430 points, plus 600 for the sink (1030 total). But the South Dakota had been hit for 810 and the Indianapolis was hit for 720. The Oregon City was hit for 610 and The Hipper was hit for 260. The Luigi was hit for 190, while the Lides cruisers were each hit for 80 points each. The TM-2 total was then MISSOURI 2060 TEXAS 1720.

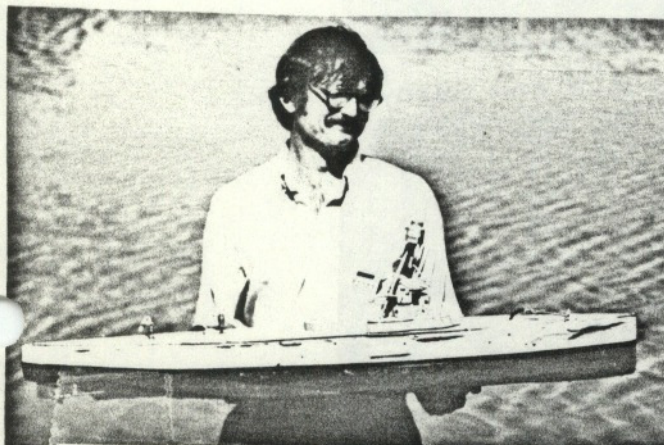
The point total of the two battles was:

TEXAS 3250 Missouri 3050

Following this action their were 3 individual challenge sorties.

1. Jeff Lide's Mikuma battled James West's Hipper. The Mikuma won 350 to 40.
2. Jeff Poindexter's Texas battled Jim Lishers South Dakota. The South Dakota won 560 to 0.
3. Scott Lide's Jintsu battled James Foster's Luigi Cadornna. The peski Cadornna won 490 to 0.

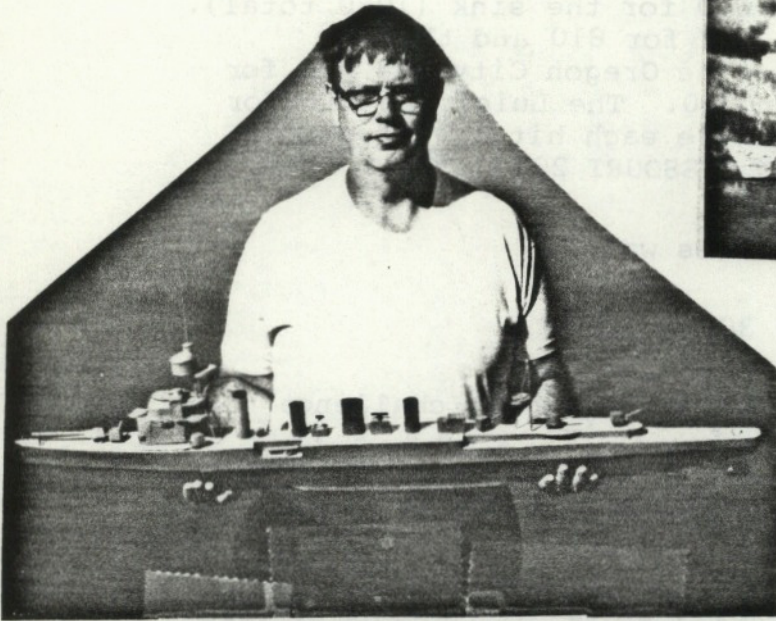
This ended the regionals. It had been a time to debug ships for Nationals. Almost everyone had found some bugs in their ships and corrected them. The Oregon City and Luigi Cadornna had each lost a drive motor. The Texas had "flamed" a wiring harness after repairing a pump. The Indianapolis had been launched for the first time (in the middle of a battle no less). Most battlers felt more prepared for Nationals. It had been some really fun battling and fellowship with good friends. Pictures of the battlers and their ships are included (except for the Oregon City and the Indianapolis) I ran out of film.



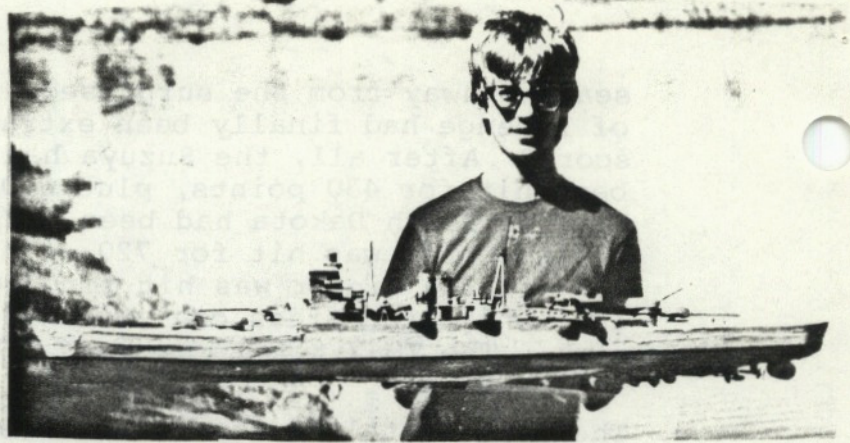
Jeff Poindexter and Texas



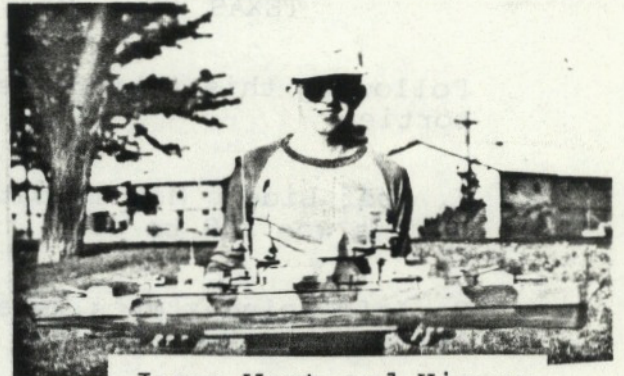
Jim Lisher and South Dakota



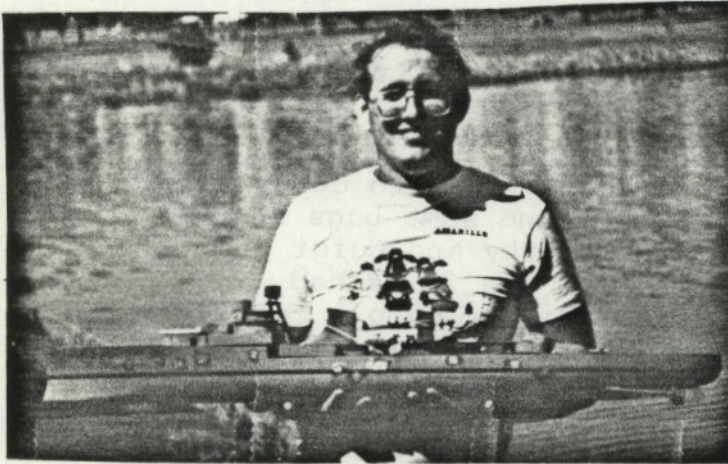
Scott Lide and Jintsu



Jeff Lide and Mikuma



James West and Hipper



James Foster and Luigi Cadorna



Steve Milholland and Szent Istvan



Dirty Dave and Suzuya

To be eligible to participate at the 1987 Nationals of R/C Warship you must do the following:

1.) Send in NAMBA Dues (\$30) to:

Mom Coad, Executive Secretary, NAMBA
6073 Sunrise Drive
Lower Lake, Calif. 95457

Be sure to mention that you are an R/C Warship Combat Club Member

2.) Send in Nats Entry Fee (\$35.00) to:

Jeff Poindexter
Rt. 9 Box 251
Amarillo, TX 79108

3.) Send in National Club Dues (\$10) to:

International R/C Warship Combat Club
Dan Hamilton
Rt. #3 box 555
Decatur, Alabama 35603

4.) If you want to stay at the same place the other Combatants are staying you should reserve you a room at:

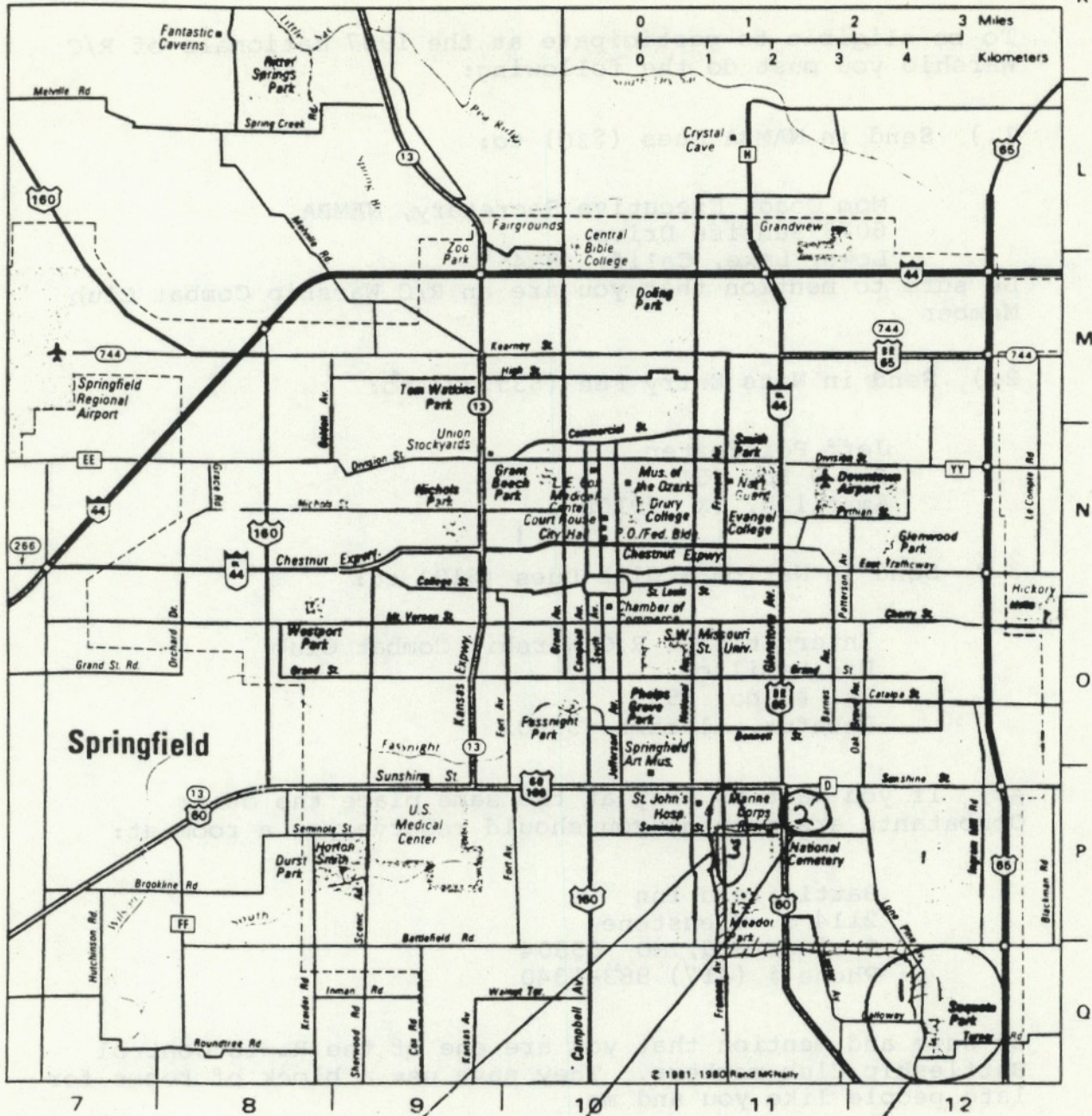
Battlefield Inn
2114 S. Glenstone
Springfield, MO 65804
Phone # (417) 883-1340

Be sure and mention that you are one of the Radio Control Battleship Club members. They save use a block of rooms for late people like you and me.

Please see the map included for the locations of the lake (in Sequiota Park), Ray Kelly Craft Center (the Combatant workshop), and the Battlefield Inn.

MIXED DOUBLES COMBAT?

My wife Sherry will soon be conning the Scheer against my Oregon City. If she likes battling even a little we may have some "Mixed Doubles" wars with James and Linda West or Jeff and Kay Poindexter or of course D. W. and Katherine Fluegel. Fluegel and Jeff like the idea. Maybe we can have a new class of "Mixed Doubles" for husbands and wives, boy friend and girlfriend, brother and sister, at Nationals. We could certainly use a little more "togetherness" in our combat families. What do you think about that Deskin's.



- 1. SEQUOIA PARK & LAKE
- 2. BATTLEFIELD INN HOTEL
- 3. DRYDOCK RAY KELLY ARTS & CRAFT CENTER
2215 SOUTH FREMONT

PRESIDENT'S COLUMN

Greetings to all of you fine warship builders and battlers! Only a few short weeks until the big event we have all been working and waiting for the past year. With this in mind, there are a couple of things that you should be sure and take care of if you plan to participate in the championship event in Springfield, Missouri.

First, you must be a paid member of the IR/CWCC. The club membership fee is 10.00 dollars, and as it is so late in the year, it might be best to send your money to Dan so that you will be registered with the club. Remember, your battling depends on you being a member plus, the funds are needed to finance the very event you will be participating in at Springfield.

I hate to mention money two times in a row, but I must. Be sure and have your membership with NAMBA up to date. Whether you are signed with them as a club member or as an individual makes no difference, as long as you are a paid member. You must be a member of NAMBA to participate at the championship event!

Well, enough about money. As you all are aware of, there has been a considerable amount of discussion concerning the "legality" of blanket testing of ships before a combat event by the contest director, be it a regional event or our yearly championship event. On this question, the board has had considerable thought and communication. With this has been a lot of input from club members from all parts of our country. The board was asked to make a rule clarification on this question based on the rules as they are presently stated. The following was voted on and passed by majority by the board members;

Testing of suspected rule violating ships will be by challenge only as stated in the rules and therefore blanket testing by a contest director prior to a combat event is not allowable.

The matter of challenging, we feel is addressed in the rules well enough to take care of any obvious violations thus leaving the contest director more time to carry out his duties of seeing that the event runs smoothly and efficiently.

The championships, that will be held in Springfield, has been over the years, one of the times that I look forward to almost as much as Christmas. I have found that you can make it even more enjoyable if you do a little planning before you arrive so that you will not have to run around on the Sunday before trying to find a place to stay, locate the lake and see what there is fun for mamma to do while your out there bustin' balsa.

As accomodations go, the traditional lair for the combatants is the Battlefield Inn, that is located on a street named Glenstone. The rates are reasonable, and since the only thing you will do there is batheand sleep, you don't need a Hilton. I do not know what the phone number is, but a quick call to directory assistance can get you right in line. If you are lucky enough to fool one of the locals into thinking you are a normal person, you might find a straw mat or nice junk car to stay in while you are between repairs. Speaking of repairs, the drydock(which is usually only needed by Allied ships) will once again be located at the Ray Kelly Craft Center. It is only a short distance from the Battlefield Inn, and not too far from the lake where the real action will be taking place. At the time of this writing I do not have a map of the area to show all of the new folk what is where. The vets of us find the lake by smell, but if you get there and cannot find the lake then go to the barracks (Battlefield Inn) and ask, they know where it is. The place(lake) is called Sequiota, and that may be the name of the park too, but I'm not sure. Just hunt and nose around and you will no doubt find it.

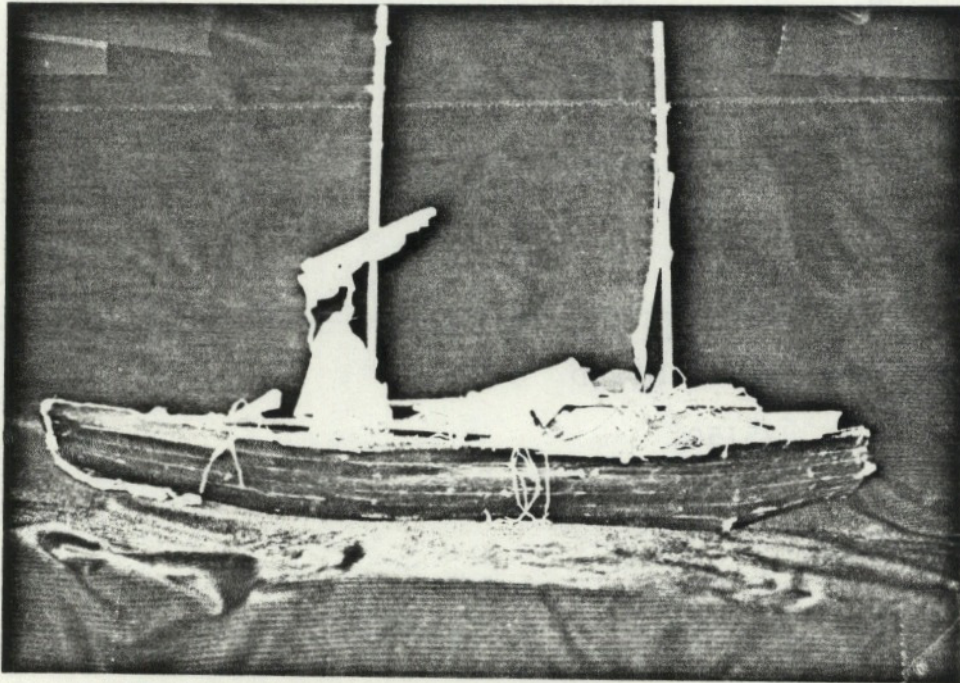
Not exactly a wealth of information and diagrams, but the names are right and that info should help you find everything and every place that is important. I hope to see each and every one of you at the championships.

As this is the last column I'll be doing as president of this club I will take the opportunity to thank the other boark members for the cooperation they have shown during the past year in all the business that we have been involved with. Without Tom, Dan, Jeff P. and Jeff W. the job would not have been possible.

Thanks also to the many members who had input and ideas and were willing to share them with us so that the entire hobby could reap the benefits. After all, that is what this hobby is about, the people. Of special note here are the guys of BB 63 who put in gobs of work at the site so that the rest of us can enjoy and have fun for an entire week of battling, thanks guys!

Time to close now on the final column, it has ben fun and challenging but with many rewards.

R/C COMBAT FOREVER
David "Dirty Dave" Hagans



4. The Sea Witch, Relic of the "before radio control" era of model ship combat. She was constructed by Jerry Palmer in 1965 and participated in one battle against Stan's Spanish Galleon "Cortez" and John Deskins Frigate "Washington", in a lake on the estate of Roy M. Johnson (Oil millionaire) north of Ardmore, Oklahoma in 1965. She will undergo restoration for Stan's museum. She is a "great grand parent" of today's R/C Combat ships and even had 1/32 balsa skin painted with model airplane dope.

INDIVIDUAL SCORES FOR THE AMARILLO REGIONALS

Jim Lisher	4506
James Foster	3601
Jeff Lide	3569
Steve Milholland	3552
Dirty Dave	2849
Stan Watkins	1946
James West	1481
Scott Lide	1311
Jeff Poindexter	759

TEXAS/MISSOURI POINTS BREAKDOWN

Jim Lisher	1435
Steve Milholland	897
Jeff Lide	741
Dirty Dave Haynes	741
Stan Watkins	741
James West	741
James Foster	717
Scott Lide	287

HULL BUSTERS VERY LIMITED
3524 GRAY DRIVE
MESQUITE, TX 75150