

TASK FORCE 144

The Official Newsletter of Model Warship Combat, Inc.

www.mwcl.org

Summer Edition—2001

CALENDAR OF MWC EVENTS



July 15th - 20th
MWC National Championship
Warrensburg, MO
\$60 CO2 and Ice provided
Sanctioned
Contact: Rick Whitsell
816-734-4757
pirate@kc.rr.com
University Inn (Hwy 50 and 13)
1-877-996-8537 (toll-free)

August 18-19
Colorado Single Crown
Denver, CO
Sanctioned (pending)
Contact: Chris Grossaint
\$10, CO2 and Ice provided

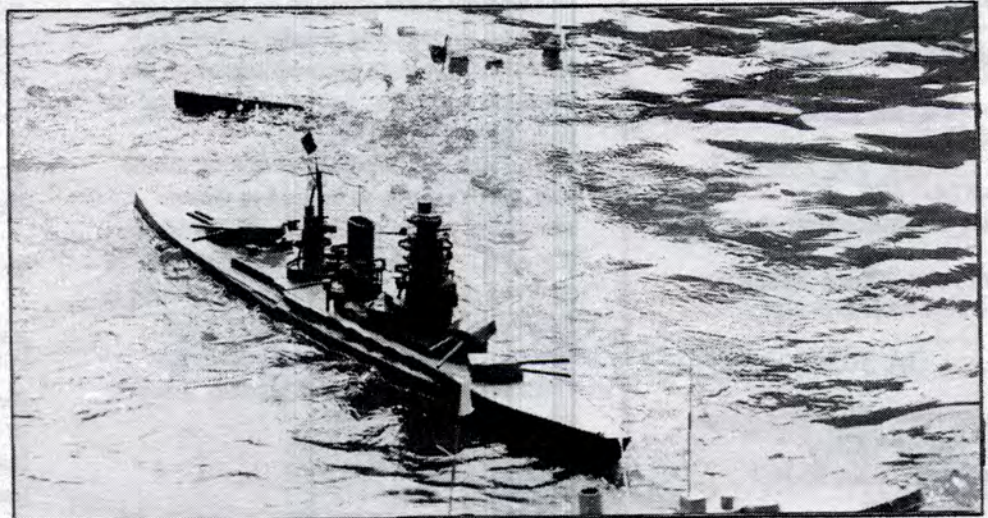
August 25-26
Ice Breaker 2001
Port Polar Bear
Ham Lake, MN
Sanctioned (pending)
Contact: Curly Barrett
\$20, CO2 and Ice provided
barre010@tc.umn.edu

December 8
Pacific Pearl Harbor Memorial
Pasadena, CA
Sanction (pending)
Contact: Dave Asman
Free, CO2 provided

War Trivia: British Code word

Habukkuk -- this was the code word for a large, floating field of ice that would be floated into place to provide air support during the D-Day landings (never used).

From *World War II, Strange and Fascinating Facts* by McCombs and Worth



Part of becoming a seasoned veteran is learning to sink with honor!

Tales From the Bottom—Rookie Observations

by "Jeff" (name changed to protect the innocent)

This article represents my initial observations of the hobby of Model Warship Combat. This will be more in the nature of "hard earned wisdom" or "this is how NOT to do..."

I built my first ship (*SMS Von der Tann*) in the Spring of 2001. I used Charlie Stevens' complete kit, including ordering all the hardware through him.

Guys, this is a DO, not a do not. Unless you've been building model ships from fiberglass for a while, I do not recommend trying to build your first ship from scratch.

I decided to go with solenoid-operated guns, fired by a servo-less firing circuit. These little yellow boxes cost \$34 each for a two channel firing circuit. They lasted one battle, and then died. This is a DO NOT.

Remember the basic engineering principle: KISS (Keep It Simple, Stupid).

Also known as Murphy's Law of Combat: Whenever you're in a "target rich environment," YOU'RE the target!

I am currently rebuilding my electrical system to include servo & microswitches for all guns.

Also on the topic of guns: My *Von der Tann* has three 50-round coil magazine guns (port, starboard and stern). I went with the "Geek guns." The advantage of the Geek

over the Foster breach is that they don't require tweaking. The disadvantage is that they seem much harder to get "right" in the first place.

My three guns fired absolutely beautifully... until I mounted them in the ship. I think in the process of squeezing them into the hull, I slightly changed the angle that the magazine enters the "T" where the interrupter is. That was enough to guarantee that during my first weekend battle (Trotwood Park in Orlando), I never had more than one functioning gun per sortie.

IF YOU JOINED THIS HOBBY TO SHOOT OTHER GUYS SHIPS, MAKE SURE YOUR GUNS WORK PERFECTLY.

Otherwise it's an extremely frustrating way to provide targets for your buddies.

Design your internals (motors, servos, guns, etc.) to all be individually (and rapidly) removable. Otherwise, if you're lakeside and your pump motor dies, you may be done for the day, rather than being able to swap it out in five minutes.

On a related note, design your decks so that you have rapid access to your batteries, your electronics box, and (cont. page 92)

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From The Bridge

Brian Eliassen

NATS is almost here and as usual, I'm not ready! Most people consider April or December to be a stressful time in the year. For me, it always starts around mid-June and doesn't ease up until after NATS.

This year we're going to be testing some items on ships during Sunday's check-in. Some of these have been addressed on the members e-mail list such as "drag props" as opposed to "drag discs."

As usual, don't fret about driving all the way to NATS only to be told to change something before you can battle. Odds are, if you're a rookie, minor issues are either resolved on Sunday or veterans will assist in resolving the problem if it's a bit more serious. The odds are in your favor that you'll end up on the water Monday morning when battle is declared.

Website News

A major problem has been solved on the web-front. Over the past 18 months, I've been attempting to resolve a rather serious security hole, which would allow anyone with FTP access the ability to freely roam the entire server.

This was not a good thing! Fortunately, I've been able to solve this issue recently. As such, any member or chapter wishing to have free space on the MWC server can now do their own website updates without having to go through me.

Please send your request to webmaster@mwci.org and ask for details about getting started. A new account will be created for you or your group and after a quick summary on how things work, you'll be ready to place your site on-line.

Both chapters and members can have their own website on the MWC server free of charge as a perk for being an MWC member.

Board Of Directors

The BOD will be having their annual

meeting during NATS on Wednesday. A time has not been chosen but everyone will be made aware beforehand and all are welcome to attend.

The agenda list is extremely short this year with only the following items appearing on the tentative list:

- Report from officers (Secretary and Treasurer)
- Report from committee chairmen
- Disciplinary procedure bylaw discussion
- Open floor discussion

Basically, it should be a short meeting this year and I encourage all committee chairmen to attend.

What kind of Battler are you?

I've given a lot of thought as to what people feel is important to the hobby.

Some people feel the battling is paramount while others look at friendships or scale shipbuilding aspects of the hobby. Everyone has their own specific reason why they're willing to come together away from their families, for a week to battle toy boats.

I do it for the people. No matter how many times I sink, I always want to know one thing, are you enjoying yourself?

This is my primary function as President -to make sure that everyone is having fun. If you're at NATS and you're not having fun, please let me know.

So the next time someone says something that you're not sure how to take, think about what motivates him or her and how they view the hobby.

Sometimes, the "scale nuts" can be a bit picky and the "battlers" can be a bit harsh. Just remember that their view of the hobby is a bit different than yours so try to put yourself in their shoes before getting angry.

We all battle our ships because we enjoy it and, after all, isn't that the purpose of this hobby?

As always, if you have any questions, you can reach me at president@mwci.org.



Bismarcks: "Wherever two or more are gathered..." (First Hesitations, 7-9)

NATS INFORMATION

by Rick Whitsell

We have had nearly twice as much rain last month as usual, so control of the lake water level became a concern....the spring regionals where we had a 4" rain the night before raised the lake 3' to max level....since then I managed to figure a way to drop the lake 3' in pretty quick order (about 2 days) using 4- 4" PVC siphons tubes. So we can control the lake level now.

I also believe we'll have some electric power by then as well....near the dam (old pumphouse). I've looked up the moon phase for 17 July on the web and it will be very DARK (no moon) for night battle so be prepared for that!

NATS 2001

The third annual Model Warship Combat (MWC) NATS is 15-20 July 2001. The battle lake location is about 15 miles south of Warrensburg near the rural town of Leeton. **Our hotel will be the University Inn located in Warrensburg at the junction of state highways 50 and 13.** Their telephone number is 1-877-99MULES (toll free), 660-747-5125 (commercial) and the Fax number is 660-747-9596.

I have reserved 20 double rooms on the ground floor for MWC Boat Club under my name (Rick Whitsell). Call the University Inn as soon as possible to convert one to your room. The double room cost is \$60/night which includes a full breakfast and one drink per night at the hotel bar.

Our Friday Banquet will also be in the hotel as well as a room for the Board of Directors meeting on Wednesday.

The hotel also has an outdoor pool. Parking at the hotel is directly in front of the rooms entrances.

Warrensburg is a medium-size college town with lots of food places, Walmart, hardware store within site of the hotel.

Drive time to the battle lake is about 20 minutes and we'll mark the driveway

entrance for the event.

This year we've tried to keep the costs down to minimum level. Tent rental of the size needed for NATS was not available. However, the savings in NATS fees will easily fund a personnel shade tent for those without one and most people have their field table.

Since the lake is privately owned and controlled, you can leave your tent in place over night unless weather becomes a concern. The lake does not have shade trees so bringing your own or arranging with some to share theirs is highly recommended.

Make those type of arrangements before you get to NATS. We do not plan to "cater" meals lake side as an included cost.

However, we'll arrange for a sign up sheet for those wishing to pre-order from a local food vendor.

Leeton (2 miles) has two cafes that have good and cheap food but lacks much in decor. Leeton also has a Casey's gas/quicke-mart type station.

Parking and unloading at the lake is easy. Cars can drive nearly to the edge of the lake on the complete south side. Pits will be located within 20 feet of the water. The pits and much of the area surrounding the lake will be mowed. The lake did not have any moss.

Some pictures of the site are located now on my website www.kc.rr.com/centag.

The cost for NATS is \$60. No reduction will be made for partial week attendees. CO2 and chilling ice for filling tanks will be provided at no extra cost.

Send the following information

Captain:

Frequency channel:

Address:

Ship Class and Name:

...along with your fee to: MWC, Inc
Ted Brogden, 1703 Quail Valley
Iowa Park, Texas 76367.

See ya there! Rick Whitsell, Site Host

E-mail: pirate@kc.rr.com



the end of the battling season.

Rookie Training Ship: USS Iowa with two rotating turrets and elevating cannons.

Good Day: Any day when Leroy isn't put into service on your behalf.

FIVE Out-of-Control: The Axis High Command around closing time.

Glitch!: What you yell just as you toggle a shot off at your favorite teammate.

Fluegelize: The process of improving your ship, one item at a time, until perfect.

Notable Quotables:



"Judgement comes from experience, and experience comes from bad judgement"
Simon Bolivar

"We are so outnumbered there's only one thing to do. We must attack."
Admiral Cunningham

"Though fraud in other activities be detestable, in the management of war it is laudable and glorious!"
Machiavelli

"I don't know what effect these men will have on the enemy, but, by God, they frighten me."
The Duke of Wellington, looking at new replacements

"In Archery we have three goals: to shoot accurately, to shoot powerfully, to shoot rapidly."
Byzantine General

"It is not sufficient that the soldier must shoot, he must shoot well."
Napoleon

"You don't hurt 'em if you don't hit 'em."
Lt. Gen "Chesty" Puller

"Not by rambling operations, or naval duels, are wars decided, but by force massed and handled in skillful combinations."
R. Adm. Alfred Thayer Mahan

"My rule is: If you meet the weakest vessel, attack; if it is a vessel equal to yours, attack; and if it is stronger than yours, attack..."
Adm. Makarov

"Find the enemy and shoot him down, anything else is nonsense."
Baron Manfred von Richtoven

DAFFY DEFINITIONS

Model Warship Hull: A receptacle into which a captain stuffs money in the hope that his ship will fight better.

Cyanoacrylate: A special glue, instantly curing when parts are misaligned, that will hardly (if at all) cure when parts are correctly aligned.

Epoxy: The stuff that has replaced most of the plywood in your ship by

SWAMPWORKS – MWC Early Bird Drawing.....

The SWAMPWORKS-sponsored *Early Bird Membership Renewal Drawing* (for those who signed up for the club dues in the first two months of the year) was held this past Saturday evening in the workshop (read: garage) of Kevin Bray, host of the Tulsa Battle. Present were most of the Captains attending the event.....

Officiating over the drawing was MWC Board member, Bryan Finster.

He had brought with him, from Dallas, a printed list of approximately 53 names, all of whom were eligible for the Early Bird Drawing.

The names were cut apart and placed in a ball cap generously donated by host Kevin.

When it came time to find someone to draw the name of the lucky winner, it was decided that since D.W. Fluegel had NOT signed up early this year, and

therefore had no stake in the outcome, he would draw the slip of paper with the winners name.

As is customary for such occasions, the hat full of paper slips was held high over Fluegel's head.

Slowly his hand reached up, Ambroid encrusted fingers dipped in, swirled momentarily around 'midst the numerous slips, grabbed daintily onto one, and out came.....

Drum roll please.....

The lucky MWC member who gets his choice of any available SWAMPWORKS warship kit or hull that he wants is.....

Mr. Frank Falango of Sebring, FL.

Frank is certainly now going to be busy. He called me this morning to check on shipment of another hull that he had recently ordered.

When I informed him of his good fortune with the drawing, he seemed quite amazed and pleased. He now has two projects to occupy his time during his recovery from the heart attack.

CONGRATULATIONS FRANK !!!

Great weather this year and some good battling, too.



**Uncle Swampy Wants You...
(to sign up early for membership)**

(cont from page 89)
your guns (for reloading).

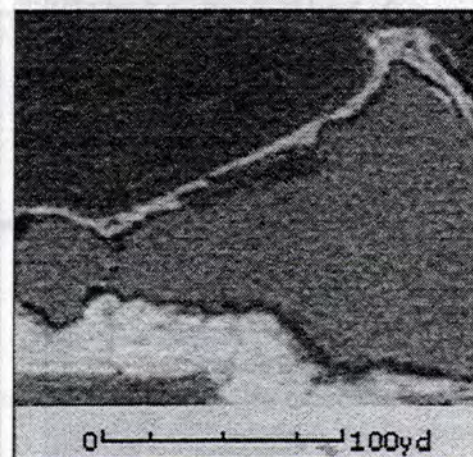
One thing I did that seems to work well is to mount an "on-off" switch in the top of my box, accessible without taking off ANY decks (hidden under a piece of superstructure that slide-locks in place).

This allows me to load up my ship and hook everything up while in the pits, then walk down to the water, hit the switch under the deck, turn on my transmitter, remember to pull my safety pins (usually), and I'm ready to rock.

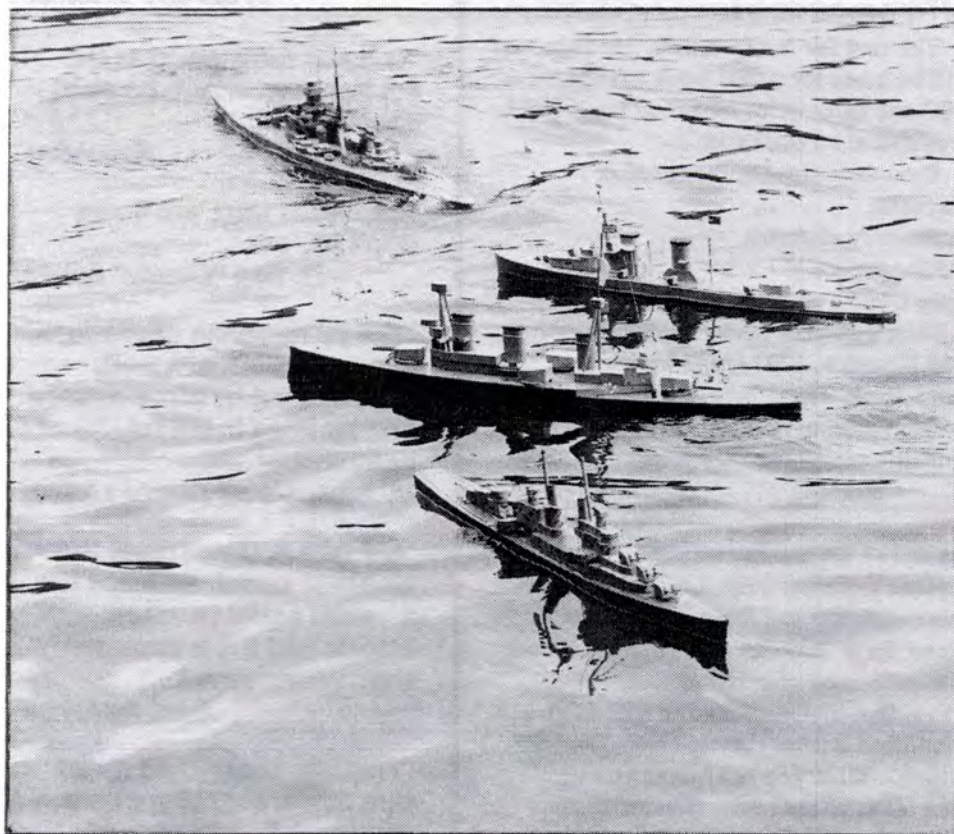
I've seen guys who are kneeling lakeside with the deck of their ship off, hooking up wires to turn their boat on.

Messy. Complicated.
Remember: KISS.

TOP SECRET: Satellite Photo of NATS Lake Site



This photo of the 2001 NATS lake site was found sewn into the lining of a U.S. aviator's jacket after he was shot down over Dusseldorf.



Ask anyone (but the spouses), there's always room for one more ship!

Central Texas Battle Group Meeting

by Patrick Clarke

The Central Texas Battle Group (formerly The Central Texas Squadron) held its third meeting today with the largest turnout to date.

We had the three current members of the local chapter and six visitors just itching to get involved.

One of the six visitors has already purchased a kit and there was much discussion held about construction types and available hulls.

Each of the visitors was asked how they discovered our local group and the results are as follows:

— One spotted the *Flyer* (generated by Curly Barrett) in the local hobby shop.

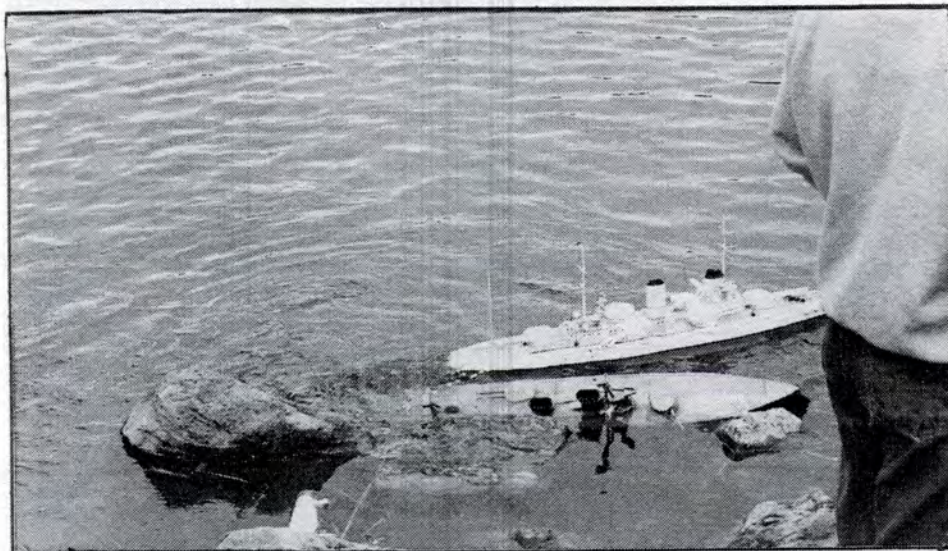
— One found our listing on the MWC site as a point of contact.

— Two found Steve Reichenbach's Gulf Coast Squadron Page and he directed them to us.

— One spotted the posting about the meeting on the Kutz list.

Several other people had contacted us about coming, but had schedule conflicts.

If you hold meetings, they will come!



Unprepared battlers find their hopes/ boat dashed upon the rocks.

Colorado Rocky Rumble

by Chris Grossaint

Having heartily enjoyed some fiction just now, I will endeavor to paint a true picture of what happened in Colorado Waters.

The *USS Washington*, on a shakedown and training cruise, was mercilessly jumped by the *Vow Dat Tinks*.

Having a crew fresh out of the training camps, *Washington* played her defensive stern gun tactics.

However, the crew did screw up and *Washington* had to call five out of control. The sausage lickers tried to capitalize but were punished by sidemounts whenever they tried to get close to the quickly turning

Washington (she was stuck in that turn)

Washington survived her FIVE and repair crews cut out a defective switch.

Second sortie was much better with the *Washington* able to get some triples on target and able to punish the *VDT* while she was on FIVE. The counts are below.

<i>Washington</i>	<i>VDT</i>
Above 18	25
On 7	18
Below 4	10
Total 555	1200

Second battle's first sortie opened very unspectacularly as I forgot to load my triples so called FIVE early.

Second sortie *VDT* gave me some very nice bow shoots and I kindly removed one of his casements.

However, I glitched again and had a rudder stick hard over and had to call FIVE out-of-control without emptying my side mounts.

Made it off FIVE without too much trouble and the score was as follows:

<i>VDT</i>	<i>Washington</i>
Above 52	12
at 4	2
Below 3	4
Total 770	370

Once again Allied forces maintained their dominance over Rocky Mountain Waters. The training crew did fairly well, but we look forward to the return of some of our veteran crew.



Local clubs are growing in numbers, thanks to monthly meetings and battles.



The Michigan Spring Regional serves as a real "wake-up" call for all!

Michigan Spring Regionals 2001

by Timothy "Sleepy Eye" Beckett
Spring in Michigan is real nice.

The weather was beautiful: sunny, nice temperatures (mid 70's), the Spring season and the battling season are both getting into the swing of things up here.

Many were guilty of simply pulling ships off of the shelves and blowing off the dust.

Needless to say we all had the first battle of the season warm-ups. Saturday morning is a bit of a blur to me because I neglected to wake up when my alarm "supposedly" went off. So I can only sum up what I have heard and seen. Shall we begin...?

Saturday Morning - Battle #1

Fleet A

Monarch "Butterfly" - Dave Au

Nagato - Andy Ray

Fleet B

Scharnhorst - Mark Roe

Malaya - Chris Au

The battle apparently started pretty good for the first 10-20 minutes, except that *Malaya* accidentally produced a major list that impaired its movement and battling ability until it could be fixed.

The battle thickened when

Nagato was unfortunate enough to have a cooked transmitter battery. His ship proceeded to go essentially dead in the water and he was forced to declare as *Malaya* pulled along side with its X turret. *Nagato* had a choice between sinking with a lot of damage or simply declaring ... hmm.

After *Nagato* was removed from the water the fleet make up was a little lopsided. *Monarch* vs *Malaya* and *Scharnhorst* who proceeded to jump up and down upon the unfortunate British ship.

Dave, with his *Monarch*, was able to last until the second sortie but 1.5 sorties of 2-on-1 is hard to take and he eventually succumbed to the punishment.

Fleet A

Monarch 70-12-22 +Sink (800) =>2900

Nagato 34-5-17 +Declare(2000)=>3315

Fleet B

Scharnhorst 49-11-15 =>1515

Malaya 11-1-21 => 1185

Fleet A - 2700 points

Fleet B - 6215 points

It was a total Fleet B victory

Saturday Afternoon - Battle #2

Fleet A

North Carolina - Tim Beckett

Monarch - Dave Au

Fleet B

Scharnhorst - Mark Roe

Malaya - Chris Au

I had arrived at the lake shortly after the first battle and was pumped up and ready to shoot someone's ship. I heard about the problems that had occurred because of the

typical "first battle" blues and proceeded to be a little worried.

Well, everyone got ready and ships were loaded, launched and the battling commenced.

North Carolina danced with *Scharnhorst* and *Malaya* danced with *Monarch*. The dancing partners were occasionally switched up enough so that no one ship really hurt that badly when the first sortie came near an end.

A highlight of this battle was a couple of wicked looking x-turret to x-turret passes between the *Monarch* and *Malaya* where both pulled away pumping hard and the first one to level the stream back out first generally won.

Malaya generally looked like it won because the *Monarch* was having problems with its X-turret (of all the guns to not want to work).

Another highlight was the constant engagement between the *North Carolina* and the *Scharnhorst*. *Scharnhorst* showed no fear in its attacks on the *North Carolina* and *North Carolina* was more than happy to respond. This made for a lot of enjoyment for both captains.

The second sortie did not go as well for the *North Carolina* and *Butterfly* (*Monarch* team).

Shortly into the battle, *Monarch* and

...it finally succumbed
to propwashing...

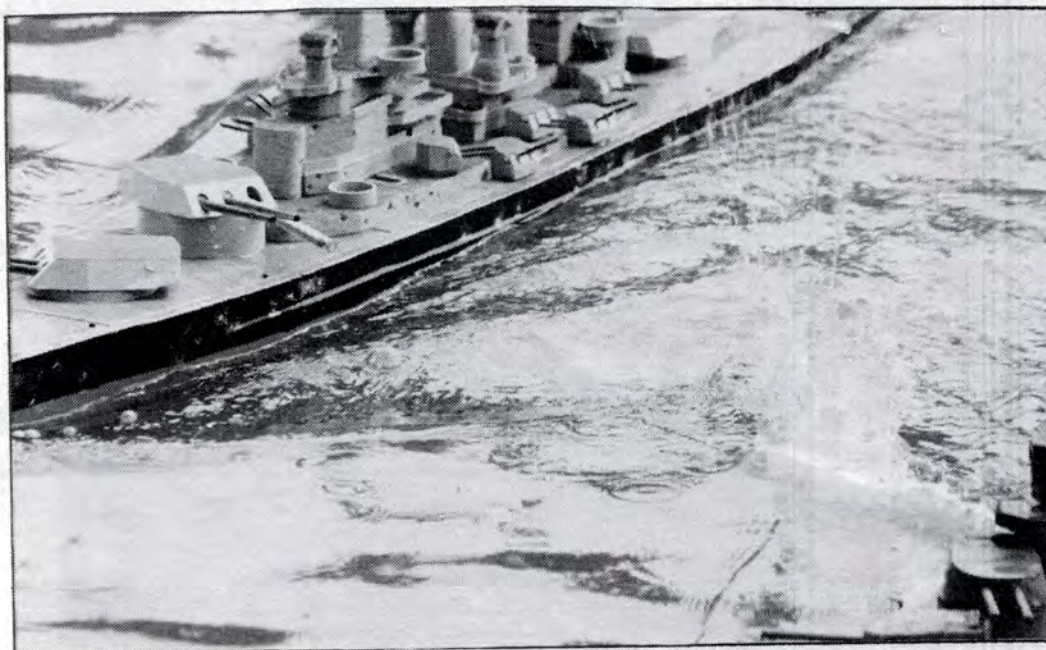
Malaya engaged each other for a stern sidemount exchange and afterwards *Monarch* came out pumping rather hard.

At this point, the *Scharnhorst* and *Malaya* started a full assault.

From that point on, the battle became a furball where the *North Carolina*, the *Scharnhorst*, the *Malaya*, and the *Monarch* were all intermixed.

The *Monarch* had called FIVE a while ago and was experiencing radio problems and was a stationary target. *North Carolina* tried to defend its teammate, but when *Malaya* and *Scharnhorst* started to work as an organized team, all hope for the *Monarch* was lost.

When one ship attacked, and *North Carolina* defended, but the other would exploit the opening and attack the lifeless



The sidemount gun of the North Carolina pierce the water in search of balsa!

Monarch. The *Monarch* lasted most of its FIVE and it finally succumbed to propwashing.

Fleet A

North Carolina 59-11-17 => 1715

Monarch 87-7-31 +Sink(900) => 3395

Fleet B

Scharnhorst 128-14-30 => 3130

Malaya 37-13-15 => 1445

The scores at the end of battling:

Fleet A - 4575

Fleet B - 5110

Sunday Morning - Battle #3

Axis Fleet

Nagato - Andy Ray

Scharnhorst - Mark Roe

Allied Fleet

North Carolina - Tim Beckett

Malaya - Chris Au

This battle did not really have a good team set up and so it was decided to let Mark Roe choose his teammate. Then bb's were loaded, ships were made ready, and battle commenced.

North Carolina and *Malaya* immediately gave their full attention to *Nagato*. *North Carolina* pulled in front of *Nagato's* bow and *Malaya* drove up the stern. This was a choice between bad and worse.

Usually it ended up with Andy yelling "Mark! Get over here and help me!" *Nagato* was plagued by such attention for the entire battle.

As battle worked into full swing *Malaya* gave a lot of attention to *Scharnhorst* and managed to put a couple of salvos through the bow of *Scharnhorst* (yes, THROUGH the bow ... he did have armor until it came out the side as well).

When *Scharnhorst* called FIVE, *Malaya* chased, and the gaping hole in the bow acted as a scoop ... blub!

Then, *Malaya* and *North Carolina* commenced to give team tactics to *Nagato* (*North Carolina* had little ammo left and no stern guns but *Malaya* still had some). *Nagato* made its five just fine (except for a

couple of unknown ram holes that later got patched).

The second sortie commenced and *Scharnhorst* was back out on the water patched and ready to go again.

North Carolina and *Malaya* wanted the *Nagato* because it was forced to be stationary from lack of a bow and a good amount of belows already. *Nagato* played smart and fought well but it was bogged down with water in its hull and inability to run so in the end it succumbed to the onslaught and met Davie Jones.

Scharnhorst seeing that he was the only Axis left finished firing a few bb's and called FIVE.

Scharnhorst was able to survive its FIVE with little trouble.

Axis Fleet

Nagato 163-17-40 +Sink (1000)

=> 5055

Scharnhorst 83-4-18+Sink(900)

[Sortie 1], 18-6-19 [Sortie 2] =>

4010

Allied Fleet

North Carolina 32-3-13 => 1045


Malaya 26-6-16 => 1210

With these point scores the Fleet scores were as follows:

Axis Fleet - 2255

Allied Fleet - 9065

Allied Fleet won!

So ends the Michigan Spring 2001 Regional. T'was good fun! 



Teamwork and helping others are long-standing Michigan traditions.

Never Give Up!

by Bart Purvis

At the first MWCI Nationals in Oklahoma City I had the misfortune to have the drive motor on my light cruiser, *Java*, go dead while surrounded by a ravaging horde of Axis battleships. Detesting the ordeal of patching I declared the ship sunk. Bad choice. Very bad choice!

My good friend and mentor, Admiral Tom Jass, promptly got on my case and has never let up. The chances are excellent that he will never, ever allow me to forget my moment of weakness and shame.

Tom explained, in no uncertain terms, that an honorable model warship battler never, ever declares sunk, never quits fighting, even after his ship has sunk. I found this hard to accept, especially the part about continuing after your ship has sunk, but in an attempt to make amends for my past cowardly action I decided to follow my hero's philosophy. And it works.

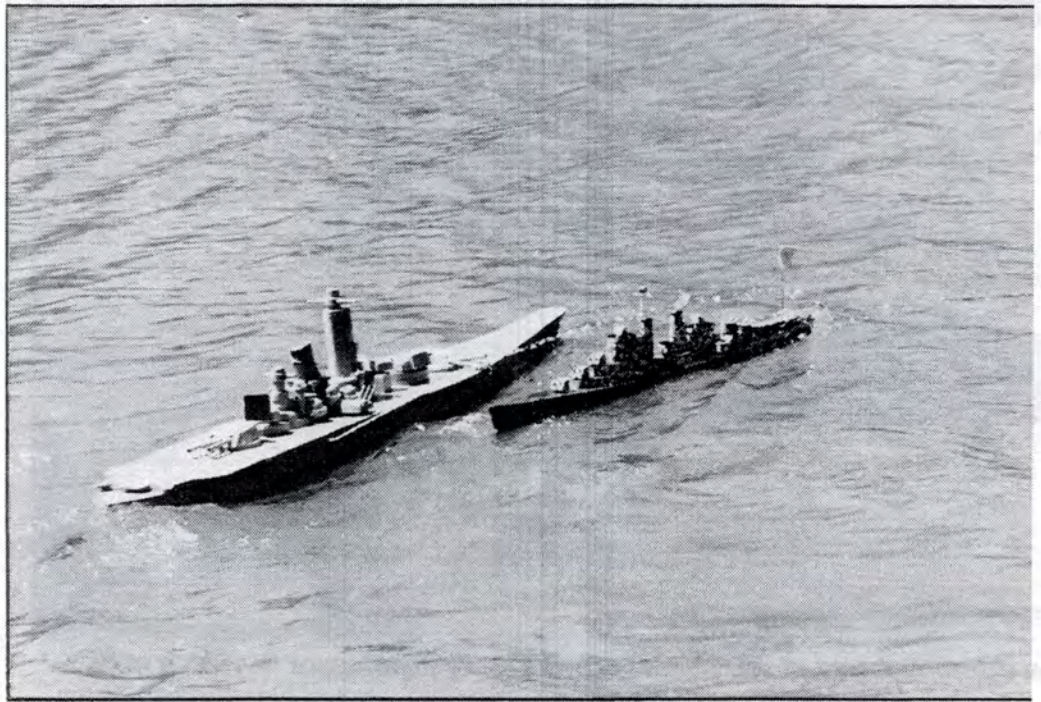
Twice I have sunk an opponent's ship AFTER mine has sunk.

At the **Baxley BB Bash** my ship, *USS Atlanta*, managed to get herself severely mossed and came to a dead stop. Paul "Doc" Broring's *USS Michigan* quickly pulled alongside and put about 752 belows into *Atlanta*. Remembering my mentor's philosophy I did not declare sunk, but continued to fight, even after my ship sunk.

As *Atlanta* sank, Captain Broring, a compassionate, caring, warm and sympathetic human being, put his arm around my shoulder and began, lovingly and charitably, to console me in my supposed moment of defeat.

Cunningly, I concealed my indomitable fighting spirit and allowed tears to stream unashamedly down my cheeks.

This action moved Captain Broring to tears of his own, blinding his normally keen vision to the sight of his *Michigan* gradually settling below the waves. Not until he heard a shout, "*Michigan*, going down!" did Doc



Bart bravely shows the Yamato that just sinking him once isn't good enough

realize that my continuation of the fight had successfully distracted him from turning on his pump. Despite frantic efforts, *Michigan* snuggled into the ooze, a hapless victim of my sunken *Atlanta*.

Now the scene shifts to the Tax Time Tussie, at Perry, Georgia, the site of our 2000 NATS. I was fighting the *USS Macon*, and my opposition. Daniel Cook, a delightful 10-year-old battler from Albany, Georgia, was fighting the *Graf Spee*.

Daniel, a young Southern Gentleman in training, is unfailingly courteous, very helpful to old geezers like me and an excellent model warship battler. His years are few, but he has the eye of an eagle, the courage of a lion and the reflexes of a striking cobra. Engage him in battle at your own risk.

Daniel spied *Macon* in a corner of the

**...an agonizing cry
rent the air...**

lake and came racing over to take a few shots. Enroute, a stray bb knocked a gun turret/marker float and line from his ship.

I attempted to escape this dangerous line streaming behind the *Graf Spee*, but to no avail. I managed to wrap the line around

my props and somehow reeled *Graf Spee's* stern into the side of *Macon*. Daniel kept his cool and proceeded to unload the remaining contents of double sterns into *Macon* which promptly rolled over and disappeared beneath the waves.

I managed a quick look at Daniel. The exultant look on his face was appropriate because, as he later related, this was his first unassisted sink.


However, his moment of battling joy was short lived.

In keeping with my new philosophy I continued to fight, even after being sunk. As *Macon* began her plunge into the briny deep the marker line connecting the two ships drew taut and slowly *Graf Spee's* stern was pulled under and she became a victim of the already submerged *Macon*.

As Daniel realized that he was witnessin the death throes of his ship an agonizing cry rent the air, "Awwwww, that's not fair."

I agreed with Daniel and we talked with one another about the fortunes of war. I don't think he took my dogged continuation of the battle personally. Actually, he was such a gentleman that he even retrieved my sunken ship for me.

Anyway, the philosophy of continuing to fight even after being sunk definitely works. I have taken as my new motto, those famous words uttered by Tim Allen in the movie *Galaxy Quest*, "Never give up. Never surrender!"

Hopefully this new attitude will get Tom Jass off my back, but I sorta doubt it. 

Axis Spy Reports

by Kevin Hovis

Kapitan, *DKM Bismarck*

Greetings and Hail Fluegel! This past weekend, I battled at Leeton, MO. - our NATS site for this year. I also had a chance to observe seven of the nine *North Carolina* class ships the Allies will be bringing to NATS. These are my general impressions on the effectiveness of these ships and captains and what happened to me.

Saturday dawned bright and early 3:00 am for the 5-hour drive to Leeton. The weather started cloudy with a little drizzle, the leftovers of storms from the previous night. The weather cleared as I got closer to the battle site and was quite pleasant for the rest of the day.

There were only three Axis at the meet - Gary White, *Bismarck*; Chris Au, *Haruna*; and myself with my *Bismarck*. Due to the storms the previous couple days, the trail to the lake and the normal parking area was a swamp. The lake itself was three feet above normal level, so we put the pits on the dam of the lake and sailed ships to the upper shallower end to battle.

Blue Fleet: Chris Au (Admiral), Jamie Foster, Frank Whitsell, Ted Brogden, Bob Eakin, Rick Whitsell, and myself. No-flags were: Chris Grossaint, Chris Pearce, Tim Beckett, John Whitsell, James Foster, Robert Rucker, and Gary White. I may have left a few off and I don't remember who the no-flag Admiral was.

Anyway, things began to get thick around me, quickly. Tim Beckett and Chris Pearce teamed up to give my *Bismarck* a thorough pounding. I was able to exchange several shots, but my haymaker jammed up after just a few rounds. Plus, they succeeded in keeping me from maneuvering away from the carnage.

I tried to run into the grass (since the pond was deeper than normal, there was about a 20 foot wide strip of unmowed grass sticking up from the water) hoping to get their props fouled after calling five, but it didn't work. I sank with about 2 minutes left on five and about 160 holes. Due to the long walk from the battle area to the pits, I didn't go back to see the rest of the sortie.

Second sortie I chose to leave the ship on the bench and watched the battle to see how everyone performs. Bob Eakin and Ted Brogden helped to sink Gary White, who had problems with his pump (no screen, sucked a bb up into the tube). I don't recall any other sinks. Beckett and Pearce worked

well together. They attacked about every ship on the Flag fleet.

Bob Eakin did his usual effective battling. I was impressed with Ted Brogden's *SoDak*. Very maneuverable and his gunnery excellent. He'll be a terror to the slower ships. Chris Grossaint avoided the thicker parts of battle and had some gun problems. Rick and Frank Whitsell were both about the same, each avoiding thick engagement as much as possible.

The Fosters were the usual small pests they are. Chris Au did well as usual. Gary White's *Bismarck* is a little more maneuverable than mine, but doesn't have the speed. He still has a little work to do on his guns and a mount and screen for his pump. My ship needs new barrels, dents were the source of my problems, plus a change in rudder position for better flow from the prop and minor electrical refit.

The second battle Saturday, I was left alone the first sortie and exchanged some shots with Foster and John Whitsell's *I-boat*. Sortie ended with little damage. Second sortie was a different story. I cruised doing run-and-gun until I called "FIVE".

That's when Beckett and Pearce attacked! I ran for the weeds again, but power was knocked out. 2 1/2 minutes into my FIVE I thought the ship was sunk, decks were just about awash. Beckett fired a shot that re-connected power, but I think some one sunk about then. The ship was able to pump itself out and I ended battle without sinking.

Sunday looked like we were going to get rain and that proved correct. It began right at the start of the sortie and got heavier as it went. One sortie was all we got in. I wasn't attacked that much, and my only highlight was my ram sinking of Foster. ⚓

PAPERS PUSH POND PERMISSION

by Rick King

Tony Stephens fought local bureaucracy to get the "o.k." to use the public park ponds for our hobby... and won!

Some of the county and city parks refused to allow an event because of their rules against "firearms" use. He explained how our ships work, the safety rules and precautions and our insurance, but the bureaucrats wouldn't budge!

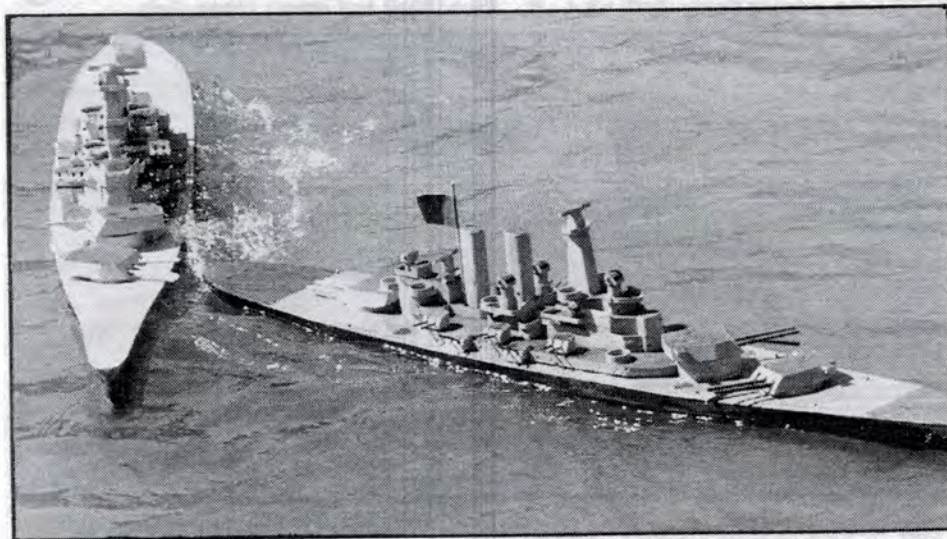
Tony did the smart thing and contacted the local newspapers. They picked right up on his problem and ran several articles about our hobby.

After reading the articles, the parks director contacted Tony. She gave him permission to hold the event at a closed boat ramp in the city.

The event was a great success! Reporters and photographers from several papers were there to cover the action. Several hundred spectators stopped by during the two day event to see our ships and watch the battles.

Some of the city's police officers even came by, and were very impressed and satisfied with our safety measures.

So if you're trying to get permission to use a public pond in your area and run up against the bureaucracy, try getting the local media on your side! ⚓




The Axis #1 spy reports on the fleet of North Carolinas heading to NATS.

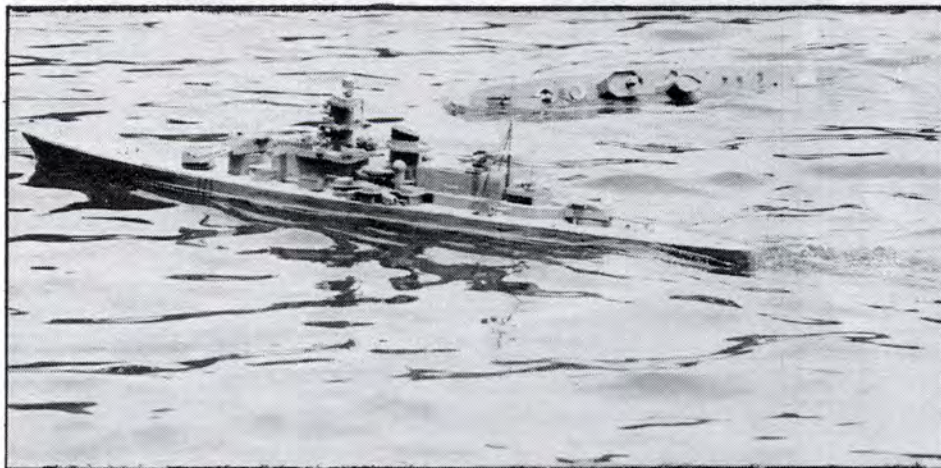
TECHNO TIP CORNER

Sinking Feeling

In a recent survey of 3,500 battlers, TF144 asked them what went wrong... here's the top ten answers for why they sunk:

- 10) No pump screening and a bb got in the pump.
- 9) Didn't notice the ram damage.
- 8) The pump motor finally burned out after all these years.
- 7) I guess my receiver battery must have a bad cell or two.
- 6) The *Yamato* just ran me over.
- 5) I thought I was giving as well as I was receiving...guess not.
- 4) Did you see all those triple sterns out there?!?
- 3) After two or three years, the balsa gets pretty brittle, and the holes were more like gashes.
- 2) I was just running my speed trials, and it went under.
- 1) Forgot to turn on the pump!

So, when battling, feel free to use any of these excuses to cover your performance, but if you can avoid a few of those problems, you'll have a much better day! 



**"The wind took it; I lost it in the sun; bad Karma; it wasn't my fault!"
Any excuse will do, but you can avoid needing one by planning ahead!**

Water Channeling

by Curly Barrett

I humbly offer this technology because the really good battlers who know oodles of great technology were too busy preparing for NATS to share a Techno-Tip. Take this for what it's worth, but this is how I do it!

I fashion a 1/2"-wide channel down the middle of the ship using 1/4" x 1/4" stock.


Next, I mark the area that I want my pump and motors to go, and build a 1"-high walled box inside the hull using paint sticks or the likes. The motor and pump boxes are connected to the channel so that water can flow down the center channel to the pump without obstruction.

Then I take expanding foam (Great Stuff) and spray it into the hull, filling the extreme bow and stern areas, and the area outside the channel and motor/pump boxes. You have to wait for it to fully expand and dry inside, which may take a week.

Now is the fun stuff. I cut the foam at an angle from the bottom of my window (1" below the waterline) to the top edge of the 1/4" stock...this leaves a ramp that leads the water down to the channel. Leave as much foam in the bow and stern as you can legally--this forces water to go towards the pump. Cut out the area for your battery and watertight box, using the 1/4" stock to lift things off the bottom of the channel.

After sanding it all smooth, I spread basic wall spackling over the foam to fill in the bubbles. Let it dry and sand lightly.

Finally, I spread the entire surface of the foam with glass resin!

Good luck and happy channeling. 

AXIS GRAB BAG by Wade

Calling all Axis! Calling all Axis!


Take a break from the front my brothers in arms. You deserve it!

We have the annual battle coming for fun, brotherhood, and bragging rights for the next year.

Once again, I'm passing the hat for donations for the Axis Admiral Grab Bag. It's actually five different bags, given out on per day to an Axis captain.

I will be putting in (each bag for the 5 days) Mini mag flashlights w/holder, Dremel heavy-duty cut-off wheels, duct tape, disposable and reusable paint brushes tape measures and silicone. With everyone's generosity, this is one of the more coveted prizes available.

Please donate something useful, fun, or silly. Last year, we saw 540 motors, glue, shrink tubing, batteries, servos, Wa-Ming motors, popsicle sticks, and a pair of Fluegel's old jeans. Every year, the Axis Admiral Grab Bag has gotten bigger, and better. Let's keep the tradition and momentum going.

Drop donations by my room by Sunday at the University Inn. Thank you for your support. 


It is Better to Give..

by the Sponsorship Committee

Calling all boats! Calling all boats!

Zig Zigar (motivational speaker) contends that what most people see as a problem, a winner sees as opportunities!

So it was when a battler saw the Axis Grab Bag as a problem...he turned it into a opportunity by encouraging our members to form a committee to get free stuff for everyone...not just Axis! Last year the Sponsorship committee got quite a few free goodies from many wonderful vendors, including Battler's Connection and Swampworks!

This year we are also opening the offer to all battlers who wish to give a nice little present to a friend. If you have something to donate to the door prizes, drop it by Curly Barrett's room sometime during the week. Your friends thank you! 

Do you have a TECHNO TIP???

Share your knowledge with your friends. Jot down your TECHNO TIP and send it to

Editor, TF-144

2613 Wheeler

Roseville, MN 55113

or e-mail to: barr010@tc.umn.edu

Bulletin Board

Battlers Connection

The fastest way to sink your enemy!
Contact us at (941)574-3208
or visit our web sight at:
<http://battlersconnection.com>

The Plans Master

For a wide variety of plans for
144th-scale ships, check out
George Goeff's web site at:
<http://lonestar.texas.net/~glover/george.html>

Swampworks

For a complete line of 144th-scale hulls,
ship kits, cannons, pumps and parts,
check out Swampworks at:
<http://www.swampworks.com>

TASK FORCE-144 Subscriptions Available to the Public

Now you can sign up your favorite hobby shop to receive their own issue of the Task Force 144 newsletter. Once available only to club members, subscriptions for the newsletter are available to non-members for only \$15 a year. Perfect for the rookie battler who wants to stay informed but won't battle for a year, this is an ideal way to increase your club's membership!
Send \$15 and the address of your choice to Ted Brodgen, 1703 Quail Valley, Iowa Park, Texas 76367.

Frequency Chart

Freq. 75 MHz	Captains	State
61	Don Cole	FL
	Kevin Fitzgerald	GA
	William Miller	TX
62	Kevin Bray	OK
	Joe Dworniczak	
	Terry McKinzie	VA
	Tim Krazkowski	GA
63	Frank Whitsell	MO
	Jeff Latham	NJ
	James Dusek	GA
64	Bill Brynes	FL
	Tom Brown	AK
	Grant Dahl	MN
	John Reise	CA
65	David Lawrence	MD
	Bob Eakin	TX
66	Jeff Lipp	FL
	S. Reichenbach	TX
67	Louis Meszaros	GA
	Darren Dickinson	TX
68	Rick Whitsell	MO
	Danny Barrett	MN
	Chris Manis	CA
69	Larry Dahl	MN
	Matt Keels	GA
	Brian Lamb	
	Mike Reise	CA
70	Jim Pate	TX
	James Foster	MO
	Jamie Foster	MO
	Michael O'Bannon	
71	Steve Milholland	MO
	Greig Stephens	
	Joel Goodman	GA
	David Vogtman	MD
	Mike Maxwell	TX
72	Jamie Foster	MO
	David Crouder	GA

Freq. 75 MHz	Captains	State
72	Craig McLean	KS
73	Chris Au	MI
	Marshall Barrash	GA
	Matt Purvis	GA
	Joe Wooten	OK
74	James Clarke	TX
	John Bruder	FL
	Joshua Bruder	FL
	John Whitsell	MO
	Curly Barrett	MN
75	Jim Ewers	OK
	Charlie Stevens	FL
76	Andrew Dahl	MN
	John Mayer	WI
77	Austin Keels	GA
	David Asman	CA
	Michael Wilson	KS
78	Robert Rucker	OK
	Jeff Lide	TX
	Mike Aono	CA
79	David Wilson	KS
	Rick King	FL
80	Tom Jass	MI
	Tony Stevens	FL
81	Ron Tibault	SC
	Doug Hunt	TX
	Wade Koehn	LA
82	David Au	MI
	Noel Cook	GA
	John Mianowski	TX
83	Mark Roe	MI
	Daniel Cook	GA
	Steve Reynolds	TX
84	David Haynes	TX
	R. Stiponovich	CO
85	Matthew Clarke	TX
	Paul Broring	MD
	Peter Demetri	GA
86	Dave Mote	IA
	Andy Ray	MI

Freq. 75 MHz	Captains	State
86	Greg Aksamit	GA
87	Matt Tibault	SC
	Mark De Antonio	CA
	Gary White	MO
88	Ted Brodgen	TX
	Chris Stoesen	GA
89	Lief Goodson	FL
	Alan Oster	FL
90	Dana Graham	CA
	Adam Thibault	SC
	Ron Horbul	MN

Ham 50 MHz	Captains	State
00	Bryan Finster	TX
01	Chris Pearce	TX
02	Patrick Clarke	TX
03	Brian Eliassen	CA
04	Wade Koehn	LA
	Brian Kohler	GA
05	D.W. Fluegel	TX
06	--	

Ham 53 MHz	Captains	State
01	Bart Purvis	GA
02	--	
03	--	
04	--	
05	--	
06	--	

Many battlers are not signed up yet, so some of the frequencies may get busier as time goes by. The order in which you are listed gives you NO rights over others listed on your frequency.

To sign up for a frequency, contact the Vice President, Bryan Finster:

972-624-1473
Bryan_Finster@exe.com



Task Force 144
2613 Wheeler
Roseville, MN 55113



~~Franklin, Missouri~~
~~9920 North Highway 24~~
~~Kansas City, MO 64125~~

64155-3132 13

Model Warship Combat Membership Application Form 2001

Primary Member : _____ **MWC #** _____ (if renewing)
Secondary Members : (Spouse and/or minor children) _____
Address : _____ **City :** _____ **State :** _____ **Zip :** _____
Phone Number : _____ **E-mail Address :** _____
Age 16 or older before January 1st of current year (Y/N)? _____

Statement of Accountability: *I understand that the MWC has been formed for the purpose of sponsoring a forum for the hobby of Radio Controlled Model Warship Combat within a gentlemanly and sportsmanlike atmosphere. If, in the judgement of the MWC Board of Directors, I fail to uphold these principles, I may be subject to disciplinary actions up to and including being dismissed from the membership of the MWC. I agree that, should my application for membership be accepted, my behavior at club events and in all public forums is subject to review by the MWC Board of Directors.*

Your signature below indicates that you've read and understand the Statement of Accountability.

Signatures : _____ **Date:** _____
_____ **Date:** _____

(All members listed above must sign. A parent or guardian must sign for minors.)

Membership Dues for Adult Primary Member	\$ 60.00	Membership Dues for Adult Secondary Member	\$ 40.00
Membership Dues for Junior Primary Member	\$ 40.00	Membership Dues for Junior Secondary Member	\$ 30.00

(Junior members [under 16 years of age] can only be a Primary Member when there are no adults who are members within the household.)

Please make checks payable to: Model Warship Combat, Inc.
Mail to: Ted Brogden 1703 Quail Valley Iowa Park, TX 76367