

# TF144

TASK FORCE 144

The Official Newsletter of Model  
Warship Combat, Inc.

[www.mwci.org](http://www.mwci.org)  
Volume 2014

SPRING 2014  
Issue 1



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Spring 2014

Model Warship Combat, Inc.

Volume 2014, Issue 1

## This Quarter in History:

**March 18, 1944:** The last eruption of Mount Vesuvius in Italy kills 26 and causes thousands to flee their homes.

**April 1, 1924:** Adolf Hitler is sentenced to 5 years in jail for his participation in the Beer Hall Putsch (he serves only 8 months).

**April 19, 1944:** The Japanese launch the Operation Ichi-Go offensive in central and south China.

**May 1, 1934:** The May Constitution of 1934 heralds the beginning of the Austrofascist Federal State of Austria.

**May 24, 1944:** Six LSTs are accidentally destroyed and 163 men killed in Pearl Harbor's West Loch Disaster.

**June 4, 1944:** A hunter-killer group of the United States Navy captures the German submarine U-505.

**June 5, 1924:** Ernst Alexander-son sends the first fax across the Atlantic Ocean (to his father in Sweden).

**June 6, 1944:** D-Day: 155,000 Allied troops shipped from England land on the beaches of Normandy in northern France, beginning Operation Overlord and the Invasion of Normandy.

**June 13, 1944:** Germany launches the first V-1 Flying Bomb attack on London.

**June 28, 1914:** Assassination of Archduke Franz Ferdinand of Austria and his wife, Duchess Sophie, in Sarajevo, Bosnia and Herzegovina, triggering the July Crisis and World War I.

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## BATTLE REPORT: FEBRUARY FURBALL BY REGION 3

*This was a battle we had worried that the hosts might not be ready to battle - the photo at right is just 2 days before the battle (of Brian, Chris, and Stefan cooking breakfast on a propane stove in a house still without electricity from the ice storm). But power came back just in time to recharge all radios and batteries.. and fortunately Baden and Bayern are pretty much toss-em-out-they'll-fight ships.*

*(continued on page 5)*



## UPCOMING EVENTS:

**27 APRIL: PORT POLAR BEAR MONTHLY**, Susan Lake, Chanhassen, MN  
Contact: Bob Hoernemann, [b\\_hoernemann@hotmail.com](mailto:b_hoernemann@hotmail.com)  
Sanctioned

**3 MAY: SCRAP MAY BATTLE**, Prado Lake, Chino, CA  
Contact: Brian Eliassen, [brian@eliassen.org](mailto:brian@eliassen.org)  
Sanctioned

**3 MAY - 4 MAY: MAY MAYHEM**, Fletcher Memorial Park, Statesboro, GA  
Contact: Brian Koehler, [bkoehler@georgiasouthern.edu](mailto:bkoehler@georgiasouthern.edu)  
Sanctioned

**24 MAY - 26 MAY: TANGLER AT ENGLER**, Thomas Lake, Farmington, MO  
Contact: Kevin Kaminski, [kevin.ski77@yahoo.com](mailto:kevin.ski77@yahoo.com)  
Sanctioned

**7 JUNE: SCRAP JUNE BATTLE**, Prado Lake, Chino, CA  
Contact: Ty Spoopooznee, [hmswarspite@gmail.com](mailto:hmswarspite@gmail.com)  
Sanctioned

**21 JULY - 25 JULY: NATS**, Veteran's Lake, Elk River, MN  
Contact: Tyler, [hell0154@umn.edu](mailto:hell0154@umn.edu)  
Sanctioned

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## PRESIDENT'S COLUMN, BY CHRIS PEARCE

Spring is here, for much of the battling world, and many of us are starting to spend a little more time in the garage or workshop and looking forward to hearing the pitter patter of little cannons at the lakeside. Perhaps in your part of the country, it's already warm enough to take the boats out and have a little fun. For others, hopefully all that snow and ice will melt soon, and the fun will begin. (Note: while this (insert pic here) may look like fun, retrieving your ship from 32 degree water is not. Trust me on that.



So, all that said, I would like to take a few paragraphs to discuss this idea of fun. What is fun? Our bylaws state that, "The primary object and goal of the MWC is to promote the hobby of radio controlled semi-scale naval warship combat in a fun and safe manner within an atmosphere of good sportsmanship and gentlemanly behavior.". This seems like rather a lofty goal, and it is one that (I think) by and large we have tried to live up to. We haven't always succeeded, but I think that for the most part, we've done pretty well.

One of the most difficult parts of that statement is that for many people, "fun" conjures up a different vision. For some people, "fun" is building an attractive, scale looking boat that happens to have some cannons on it. For other people, "fun" is tinkering around on the workbench with some new electronic or mechanical wizbang that will be sure to impress. For others, "fun" is "To crush your enemies, see them driven before you, and to hear the lamentation of their women". Not like I've heard that quote at lakeside or anything. Probably said it myself a time or two.

Now, to the casual observer, it might seem that often times, these different and competing ideas of fun might just cause some conflict. They'd be right. This is where I'd like to bring up and re-emphasize the latter portion of the statement in our bylaws ... "within an atmosphere of good sportsmanship and gentlemanly behavior." We sometimes spend a great deal of time gnashing our teeth over what is "fun", and whether this kind of fun is better and more valid than that kind of fun. Sometimes we get so wrapped up in our idea of "fun" that we totally forget about the good sportsmanship and gentlemanly behavior.

Now, I'm going to go out on a limb a bit here, and tell you about my idea of fun. I like to have a nice looking ship. I'm realistic enough to know that battling a "scale masterpiece" is asking for trouble, but still, I like my ship to look nice. I like to have systems that work good. Very good. I also like to (horror!) put my ship on the water and sail around and shoot holes in other people's ships, and sink them. Hopefully without getting mine sunk in the process, but risk is part of the game, and if you cannot (or won't allow yourself to) sink, what's the point?

(continued on next page)

## PRESIDENT'S COLUMN

Which gets back to my earlier comment on fun. A long time ago, when I was younger and more full of myself (ahem), I thought that my way was the right way and the only way, and that people who disagreed, or who were (for whatever reason) unable to perform up to my expectations were 'not doing it right'. What I did not fully realize at the time was how much of my seemingly good fortune was the simple byproduct of having a good income stream and plenty of spare time to work on stuff. Not everyone is so lucky. Having seen the other side of that coin, I find myself appreciating how difficult it can be for other battlers. Sometimes, it's hard to find the time to build a ship and make it 'just so', or to find the money to purchase that wiz-bang that's the hot item this year. And even when one does have the time and money, there are no guarantees. Sometimes, even when time and money allow, it can be difficult to get an entire ship's worth of systems up and running correctly and keep it that way. For others, even though they can build a ship that is a technical masterpiece, health or other issues can make it difficult to battle their ship.

What it all comes down to is that we don't all have the same skills and abilities. We don't even necessarily have all the same interests in the first place. One thing that we do have in common is that when we show up at an event and put our boats on the water, we're all battlers, and we're all members of the MWC. I want to sink your boat, preferably with my nice, scale looking boat. I expect you to do the same. It's the nature of competition, and the game that we play. Unfortunately, given the nature of the game, and the fact that we're all human beings that's what makes the "good sportsmanship and gentlemanly behavior" thing all that much more important. No-one is paying us to drive hours and pay hundreds of dollars to play with our toy boats. Last time I checked, I didn't have any lucrative boat-related endorsement contracts.

Several years ago, I was thinking about such things and developed what I thought about as a sort of "code" of battlers' ethics that I would attempt to follow. That code, at least to my mind, looks something like this:

- 1) We're not getting paid to do this. This is supposed to be fun.
- 2) Shooting and sinking other boats is fun. What's fun for me should also be fun for you.
- 3) When you put your boat on the water, you are granting me the privilege of shooting at and potentially sinking it.
- 4) This privilege is something that I should respect, not take advantage of.
- 5) That being said, when you and I put our boats on the water, if you build a "good boat" and battle it well, you should have a fair chance to damage to and sink my boat.
- 6) If I attempt to circumvent that chance by abusing the rules or construction process so that I "always win", then I am Doing It Wrong. And vice versa.
- 7) If you should succeed in damaging or sinking my boat, under fair circumstances, I should be a gentleman and sportsman and congratulate you.
- 8) If I should succeed in damaging or sinking your boat, I should be even more of a gentleman and sportsman, and treat you with honor and respect.
- 9) Remember, nobody's paying us to do this. I want you to come back and have more fun with our toy boats in the future. Hopefully you should want that too.
- 10) If that's the case, and we want people to have fun and to come back next time, then perhaps we should act like it.

And that's the brass tacks of the issue. Is my fun is more important than yours, or that yours is more important than mine? Is fun a zero-sum game? Who decides???

At the end of last year, I made several posts to the members list, many of which were simply a picture, in an attempt to remind people of fun times we've had, and closed the year out with a statement. I'd like to repeat that statement here: The hobby is what we make it. What have you made the hobby today? Are you making a hobby where a battler can show up and have a fun time, regardless of their skill level or wealth? Are you making a hobby where this elitist clique, or that group of fanatics always gets their way and don't you know, the <...> have more fun? Really? Who decides? We used to say that having a closely fought Nats where it could go either way was a great thing. Were we just lying to ourselves? Or is it a great thing only if the "right side" wins??? I wonder. What are we making the hobby today?

I know what my answer is.

# FEBRUARY FURBALL



Chris and SMS Bayern ready and waiting to battle, wondering why the 'old guys' just keep talking and gabbing (probably waiting for warmer weather...)



Badly damaged SMS Bayern sinks near shore as a heartless Anson maneuvers for a couple last hits.

## Captain/Ships Present:

Brian Koehler (SMS Baden, 5.5 unit DN)  
Chris Koehler (SMS Bayern, 5.5 unit DN)  
Pete Demetri (HMS Anson, 6.0 unit BB)  
Clark Ward (SMS Scharnhorst, 2.5 unit CAE)  
Tim Beckett (HMS Vanguard, 7.0 unit BB)  
Bill Byrnes (SMS Viribus Unitis, 4.0 unit DN)  
John Johns (DKM Prinz Eugen, 3.5 unit CA)  
Karl and Eric (Z-boat, 1.5 unit DD)  
Heiko Dewald

Brian and Chris Koehler arrived around 7:30am to open the gate and set up. While the still air had been cool but tolerable, the COLD wind at the pond was a little more to attend to. First to arrive was Bill Byrnes (while Brian and Chris were out getting a propane heater), then Tim Beckett arrived, followed by Clark Ward (*who had stopped at Lowes to get ten bags of river pebble... the plan being to dump a load on the shore every regional and slowly firm up the shoreline in the usual battle area*) and Pete Demetri. As people kept arriving sporadically throughout the morning, it ended up being a later-than-usual start for one of our regionals.

## Saturday AM Battle (2 sorties)

The morning battle was Allied vs. Axis:

Allied: *Vanguard* (TimB) and *Anson* (PeteD)

Axis: *Baden* (Brian), *Bayern* (Chris), *VU* (Bill), *Lil' Scharnie* (Clark), *Prinz Eugen* (John)

**The battle turned into an Allied onslaught!** Very early on *Baden* tangled with *Vanguard* and sank after taking only 2 (really good) hits from the *Vanguard* sidemounts (*Baden* was pumping, but clearly not correctly). Fortunately *Baden* sank in only (cold) waist-deep water and could be pulled out rather easily. Clark's *Lil Scharnie* was accidentally ram-sunk by *Bayern* about 1 minute into the first sortie, but managed to get close to shore before succumbing to the wound (It got patched and back into the fray in time for the second sortie). *Bayern* was then the next target of *Vanguard* and *Anson*, but was able to survive the remainder of the sortie although with moderate damage.

## FEBRUARY FURBALL



DKM Prinz Eugen leaves a beautiful wake as she cruises around the pond searching for a target of opportunity.



SMS Baden continuing to fight with Vanguard until the last possible moment.

In the second sortie, the Bayern became the primary target, and with damage from the first sortie she did finally sink (along shore fortunately). However, Chris is a much better sidemount captain than his dad, and before sinking Bayern was able to get several surprise volleys of the twin bows (15 degree off and down) that peppered a lot of aboves/ons, and one really good side-mount sortie down the length of Vanguard as she ran along side (TimK noted the damage down that one side and that although not ready to sink, he did need to leave the pump running as Vanguard was taking water constantly). The Viribus Unitis also succumbed to the combined firepower of the Anson and Vanguard (Vanguard and a KGV-class BB are an incredibly-good pairing for wing mates) and sank. Unfortunately it did not sink along shore, but since Brian was already cold and wet he decided to go in and retrieve the submerged VU ("Alright.. I want some WARM hot dogs, NOW!").

**Allies: 4200 points, Axis: 0 points**

### Saturday PM (2 sorties)

After everyone finished lunch they began to prep their ships for a second battle. Right as ships were getting ready to hit the water, the pump circuit on the Lil' Scharnie shorted out (stopped only by Clark's quick grabbing of the hot wiring to yank the battery from the harness). The Scharnie was hence unable to make the battle until the cause of the short could be determined.

Teams were divided up for the afternoon battle.

Team 1: Vanguard (TimB)

Team 2: Anson (PeteD), Bayern (Chris), Baden (Brian), and Viribus Unitis (Bill)

Pirates: the Prinz Eugen and the Z-boat went "mercenary" and were allowed to attack any target of opportunity.

In the first sorties there were no sinks this battle. However, the Viribus Unitis suffered drive control problems (it was thought to be moisture from the morning sink that leaked into the VU's dry box) and could not stop the motors. Somewhat out-of-control, she finally ran aground on shore and was removed from the battle. The Baden fared much better this sortie (with her pump now unclogged) and although taking a LOT of damage from Vanguard she maintained engagement with the Vanguard and survived into the second sortie.

The second sortie was an interesting battle. Baden, although knowing she was too damaged from the first sortie to likely survive the engagement, resumed combat with the "Vangod" (as she was coming to be known by). Although in a couple engagements Baden's superior turning allowed her to get some good hits on Vanguard without sustaining too much damage, TimK's expert skill still got the upper hand in most of these fights and Baden finally sank (Baden fought close to shore so this would not require a swim - LoL!).

## FEBRUARY FURBALL



HMS Anson (bottom right) tries to pull ahead of SMS Baden (adjacent) to bring her fearsome quad-sterns to bear, while SMS Baden decides whether there is time to maneuver in for sidemounts or turn away to dodge.



In the confusion of the big ships maneuvering, the tiny destroyer tries to sneak in along side to fire her torpedo's.

The Bayern and Anson continued the fight with Vanguard. Bayern took his usual battle tactic and aggressively engaged the Vanguard, again taking heavy damage. The Bayern was soon very low in the water (although her pump was not pumping consistently) so 'Called 5' and broke away thinking to sink near shore while Vanguard went after the Anson. Along shore Bayern was slowly sinking into the water and barely afloat. Chris and several captains were asking if Bayern should be counted as "decks awash", but BrianK ruled to give it a moment more and see what happens. Just at that moment Bayern's pump (a Titan 12T) finally engaged and with an impressive jet of water her stern slowly rose up and pumped out, saving Bayern for the remainder of her 5 minutes.

During this time the pirates were not sitting idle nor being ignored by the regular fleets. During one of the sorties while John Jones was captain of the Prinz Eugen (John was a gracious friend and would alternate captaining the PE with Heiko), he made the mistake of getting pinned in between the engaging Vanguard and Anson (and was rewarded by becoming their new target). With that the Prinz Eugen was given a lethal blow with Vanguard's double barreled side mount. A hole the size of a half dollar was blown out and the PE quickly ran to shore only to sink within about 2 to 3 minutes with the pump running full bore. Setting that disaster aside, the Prinz Eugen got quite a few good shots in and otherwise did not sustain too much damage except in the superstructure which was loaded fully of BB's, and she was reliably able to participate in every sortie of the weekend.

### Sunday AM (4 sorties!)

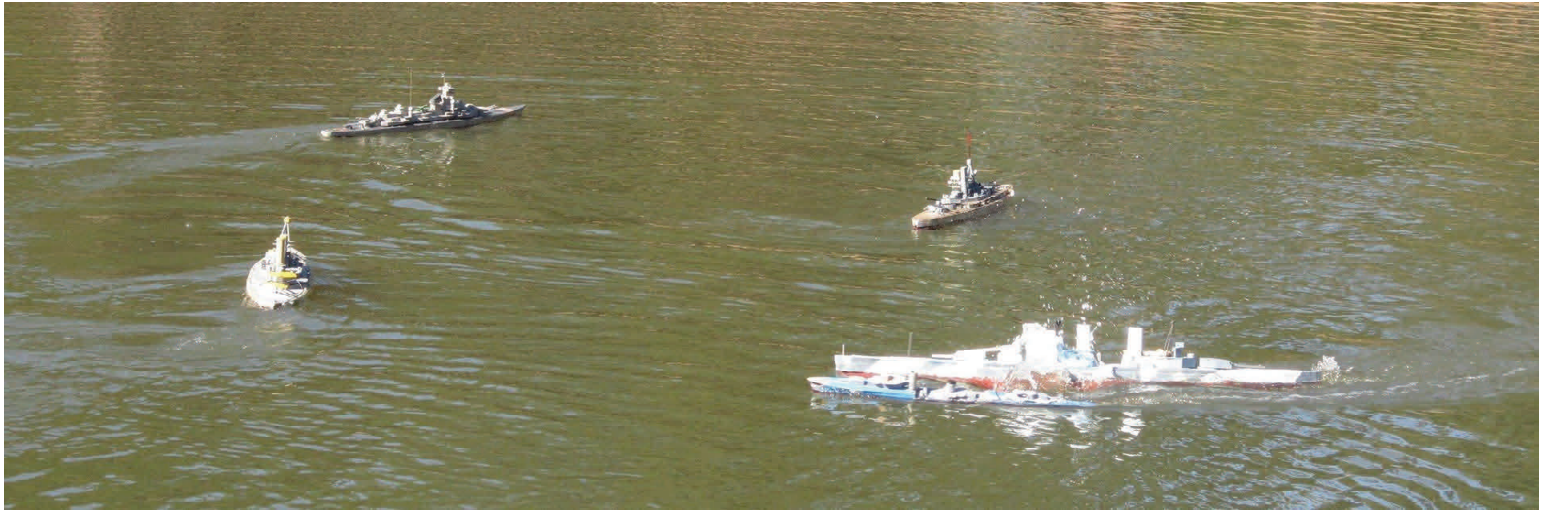
Team 1: SMS Bayern (Chris) and HMS Anson (PeteD)

Team 2: SMS Baden (BrianK), DKM Prinz Eugen (John/Heiko), and Z-boat (Karl/Eric)

Bill Byrnes (SMS Viribus Unitis) was present, but his drive still did not work after drying out like it was assumed it would. A more thorough analysis found that one of the 100amp MOSFETs on his drive circuit appeared to have shorted - still not sure how that happened! Unfortunately no spares were on hand so the VU did not sortie on Sunday.

The first sortie went fairly well for ships (nothing memorable can be recalled by the participants) and there were no sinks (for which Brian was happy). During the second sortie Baden ran short on CO2 and called 5 early with some BB's still onboard. The thought was that the cold weather might have made the press-in 1/8" hose fitting leak. However, Third sortie both Anson AND Baden ran out of CO2 very early without being able to fire all cannons. A check after that sortie discovered that the 20lb CO2 supply tank was empty. Thankfully there was a spare and Chris drove home to retrieve it and returned to the lake so everyone could finally sortie with fully-supplied bottles.

## FEBRUARY FURBALL



Z-boat firing torpedoes into the sides of the HMS Anson (see splash midsection).

As Christopher had to be at a school team practice shortly, Brian opted to leave his Baden out and continue packing so they would be able to depart quickly after the last sortie and not make Chris late. The Bayern was able to make the final sortie, although he reported having problems getting his pump to prime (finally Dad was able to still teach the young dog something - and later showed him how to check and unclog the vent hole in his pump housing). Unfortunately as battle was already underway, so dad could not show him how to check that until AFTER the Bayern had sunk from pump failure. Believing cold water is just part of his Karma (ask Brian about past battles some time) Brian agreed to go in and retrieve Chris's boat.

All-in-all it was a wonderful (slightly cold) start for the Region 3 captains, who look forward to many more battles this season.

## BOAT THEMED VIDEOS BY PETER ELLISON

Here are some video links that are all free for the streaming that are boat themed.

From PBS -

Secrets of the dead - The Japanese SuperSub i400 - <http://video.pbs.org/video/1481015813/>

Nazi Mega Weapons – UBoat Base - <http://video.pbs.org/video/2365044773/>

From the BBC

How did an artist help Britain fight the war at sea - <http://www.bbc.co.uk/guides/zty8tfr>

It is an article, with a couple of embedded video links. One of them shows a ship restored to the dazzle paint job.

Not navel themed, but really good programs about WWII:

NOVA - Bombing Hitler's Damns - <http://video.pbs.org/video/2184994583/>

They re-create the dam busters raid and explain the science and the history.

NOVA – 3D spies of WWII - <http://video.pbs.org/video/2247408348/>

The show is about the Allied aerial photographs that were used to track and destroy the Nazi rocket program.

# A VIEW FROM THE BOD

## A VIEW FROM THE BOD, BY PETER ELLISON

For those that don't know me I'm Peter Ellison, active battler since 2007, if you need a boat to place with a name, my past ships have been DKM Scharnhorst, USS Arizona, SMS Kaiser.

Here is a brief overview of what happened with the BOD in the first quarter of 2014.

This is the first of these, I will be doing them for the rest of my tenure in hopes of demystifying what the BOD does and encourage more members to put their name into the ring for a spot on the BOD.

There are only a handful of things that the BOD is required to do.

1. Select officers - President, Vice President, Secretary, and Treasure.
2. Select on a NATs site and choose the CD for it.
3. Respond to requests for rule clarifications and address any safety issues.
4. Hold the annual meeting at NATs.

To facilitate this there is a BOD email list that the 10 regional members are on. This list varies in activity from 20+ emails a day to nothing for a week or so.

What normally happens on the list is that someone makes a proposal to address an issue or a request for clarification brought up by a general member or the BOD member. Someone will craft a proposal which is then discussed till there is a consensus reached. Normally things get discussed until most people seem to be nodding their electronic heads and a vote is taken. Since the process starts with discussions most things that get voted on get approved.

Here is the list of votes taken this quarter (I don't think I missed any of them):

- Are Reversed Props and Directional Motors legal - 10 yes
- Clarification for Bow Rib Structure - 6 yes
- Change webmaster and email list manager - 7 yes
- New President Chris Pierce - 7 yes
- NATs CD - Bob was selected.
- BOD Member to Accept Applications - 9 yes

There were a number of other lively discussions, but no formal votes.

Till next quarter happy battling,

Peter Ellison

## BATTLE REPORT: BROUHAHA BY JOHN STANGLE

The 2014 Brouhaha is in the books. What a weekend! We had a great turn out, with 22 battlers from 8 different states making the trip. After worrying about weather all week, Saturday and Sunday were actually completely dry, though we did have to cancel the Monday morning battle due to torrential rain. We had a good mix of capital ships and cruisers (14 and 8 respectively), and were able to get in 5 sorties on Saturday and 6 on Sunday. gerald did a great job of cooking for everyone and that was a huge help getting back on the water and getting more battles in (Thanks Gerald!).

### Awards and Trophies

Best of Class 1,2,3 - David Ranier - Kumano

Best of Class 4 - Bob Hoerneman - Goeben

Best of Class 5 - Mark Lide - Fuso

Best of Class 6,7,8 - Tyler Helland - Nagato

Winning Admiral - Heiko (Axis)

2nd Place Admiral - Steve Cox (Allied)

Most Feared - Jeff Lide - Mutsu

Best of Scale - Tom Palmer - Alaska

Most Damaged - John Stangel - Warspite (oops!)

Special thanks to Bob for keeping score, gerald for cooking lunch, and Peter for patching my ship while I was doing CD stuff and buying hot-dogs for folks. A super special thanks to Wade for building us such a beautiful pond and inviting us over to play on it. THANKS WADE!!!!!!



Tyler, Peter, and Stangel (Nagato, Kaiser, Warspite) lurking out towards the island as Bob and Mark (Goeben and Fuso) go after Tom in his Alaska as Dirty and Gerald (Setsu and Hiei) look on.

For battles this year I decided to mix things up as I hate picking teams and doing flag / no-flag all the time.

### Saturday

#### Battle 1: Axis v. Allied-ish

First battle of the weekend was Axis v. Allied. Bob and Peter were graciously strong-armed into joining the allied fleet to balance the teams out a bit. Unfortunately it did not help too much as it was an Axis romp. The allies did manage to sink a couple of Axis ships in the second sortie. My brand new warspite experienced it's first battle and first sink, succumbing to massive damage at the hands of Tyler, Jeff, and Mark. I forget the final score but I think there was 63 belows...on just one side.

#### Battle 2: Whipper Snappers v. Fuddy Duddies

Teams divided up by age of the captain. Everyone over 43 went on team fuddy duddy, everyone 43 and under went to team whipper snapper. The capital ships were evenly divided 7 to a side, but I did not do such a good job with the cruisers, as 7 of the 8 ended up on the Fuddy Duddy side, with Heidi Ranier the only cruiser captain for the whipper snappers. The whipper snapper admiral was Mark Lide (age 15-ish). The fuddy duddy admiral was Ted - (age - plenty). Not sure of the final score but I think the whipper snappers won with tons of sinks on both sides. This battle was remarkably even matched and we ended up doing 3 sorties. Team Whipper Snapper was Mark, Bob, Tyler, Stangel, Peter, Steve, Mathew, and Heidi. The Fuddy Duddies were Jeff, Dirty, Gerald, Johnny, Mike, Tom, Wade, Ted, Heiko, Doug, Lou, David, Rick, and Randy. Hey you square cats - you just don't get our Rock 'n Roll!

**BROUHAHA**

Sunday

## Battle 3: Last Nation Standing

For battle 3 we did a 5-way fleet battle, with each fleet being comprised of all ships from a single country. After the second sortie it was sudden death till only one nation was left standing. Team America was Tom, Steve, Mathew, Mike, Doug, and Lou. Team Jap was Jeff, Tyler, Mark, Gerald, and David. Team Kaiser was Bob, Peter, Wade, and Johnny. Team Surrender Monkey...err..France was Heidi and David, and Team Grand Brittania was, well, me and Whitsell. Needless to say the old world powers of France and Britain were an appetiser to the main course of the Germans, Japs, and Americans. Hi-lite of the battle was the Americans, Germans, British, and French coming together in peace, and putting aside our differences, in order to shoot up Gerald who was dead in the water hung up on the island. In the end the Japs were too strong and sunk pretty much everyone who stood in their way, with Bob going down in the third sortie effectively ending resistance to the Japanese horde.

## Battle 4: WW1 v. WW2

Battle 4 All ships commissioned before or during WW1 against those commissioned after. This was an interesting battle as it ended up pairing Wade and all the American boats with Jeff and Tyler, as the Nagato's, believe it or not, were not commissioned until 1920/21. Again I did a terrible job with the cruisers and they all ended up on the post-WW1 side. We need more WW1 era cruiser! Anyway, by numbers it was pretty lopsided but it still ended up being a great battle that we fought for 3 sorties. Team Old Tin Cans was Bob (Goeben), Peter (Kaiser), Stangel (warship), Mark (Fuso), Gerald (Kongo), and Johnny (Baden). Team Shiny New Cans was Jeff (Nagato), Tyler (Nagato), Tom (Alaska), Mike Smith (NC), Mathew (SoDak), Steve (SoDak), Wade (Bismarck), Randy (some silly French cruiser), David (some silly Jap cruiser), Doug (an even sillier American cruiser), and Heidi (some silly French cruiser that wasn't quite as silly as Randy's), and Rick (in a perfectly respectable British cruiser). I think the Post WW1 ships won this battle but I missed the third sortie giving Mike a lift to the airport.

Monday

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Anyway, it was a fantastic time and I had a blast. For those of you who made it thanks for coming. For those of you who couldn't make it - we missed you! We will see you all again next year!

In next quarters edition:

- More well written articles.
- Building and Construction Articles

If you know of an event in the next Quarter (July-September) and would like to see it in this Quarter in History. Please send the information to [cox.steven@gmail.com](mailto:cox.steven@gmail.com).

