

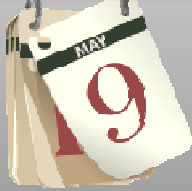
TASK FORCE 144

NATS ISSUE

Official Newsletter of Model Warship Combat, Inc.

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Summer - 2010



AUG 13-15, 2010
ICE BREAKER

CHANHASSEN, MN
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AUG 21-22, 2010

AUGUST ARMADA CLASH
POOLER, GA
CONTACT: PETE DEME
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SEPT 04-07, 2010

**THROW DOWN IN MO
TOWN**

SPRINGFIELD, MO
CONTACT: KEVIN KAMINSKI
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OCT 15-17, 2010

SOUTHEAST REGIONALS
OAKBORO, NC
CONTACT: ROB STALNAKER
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DEC 30, 2010

**ATLANTA AREA HOLIDAY
DINNER**
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Two fleets meet in a small pond

NATS 2010 Monday Campaign

By Tyler Helland

Campaign this year was agreed upon by both of the admirals and the Contest Director to be run entirely in the large pond instead of forcing the convoy runs to go under the bridge and into the small pond. The Allies home port and targets and the Axis forward base was near the pavilion while the Allies forward base and the Axis home port and targets were on the far side of the pond. Battle started with several cruisers on the water along with a handful of

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Monday Campaign

-Continued-

battleships. Early on the action was slow. Either it was a smaller NATS lacking the man power to mount a huge fleet at any one time or the inaction was a tactical calculation. The Allies for were counting on their stern gun superiority to leave the axis with fewer bbs on the water towards the end of campaign and held their class 10 and class 8 aircraft carriers until the last twenty minutes of

campaign. The first convoy ship was rookie Jason Bray attempting an LST run. Randy found the small ship by itself in the corner and picked it apart until he declared it sunk. A little later both fleets nearly simultaneously launched a convoy ship and each attracted plenty of enemy gun fire. Ron's freighter made it across for a forward run with some damage however Gerald's seaplane tender wasn't as lucky. He sank near the shore and was able to retrieve it for a later run. Ron decided to try to

make it back but was sunk. The next round of convoy ships was soon ready. Steve Reynolds made a forward and a return run with a freighter thanks in large part to the excellent escorting by Don and Dave's Iron Dukes. The Axis attempted to split the enemy's fire by sending Fluegel's and Dirty's class 6 ships in separate directions but the Allies, with a numerically superior cruiser force, were able to track them both down and sink them on their forward runs, despite the escort

provided by the Yamato, Bismark and Fuso. The Axis were able to foil Peter's Liberty Ship run and sank her on the forward run. At this point in the battle there was a 10 minute lull where only a few LST runs by Brain Bray were being run. Kevin Bray thought he could sneak in to shoot some targets with his Des Moines but he forgot that this is not a very sneaky ship. John Stangle's Westfallen is a sneaky ship and stuck him with several

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RETRACTION

The Ediot would like to correct several errors made in the Spring 2010 issue of *TF 144*.

In the article “BrouHaHa 2010” written by Tyler Helland on Page 574, “When we check in ...” should have read, “When we checked in ...” On Page 582, “It reminds me of that movie from the 80’s, *War Game*. The only way to win is to play.” should have read: “It reminds me of that movie from the 80’s, *War Games*. The only way to win is **not** to play.”

Bismarck full steam ahead



found his fill of sidemounts or if there was an uncalled ram but he lost his battleship a little while later. Eventually it was time for the carriers to hit the water. First was Steve Riechenbach’s best of scale

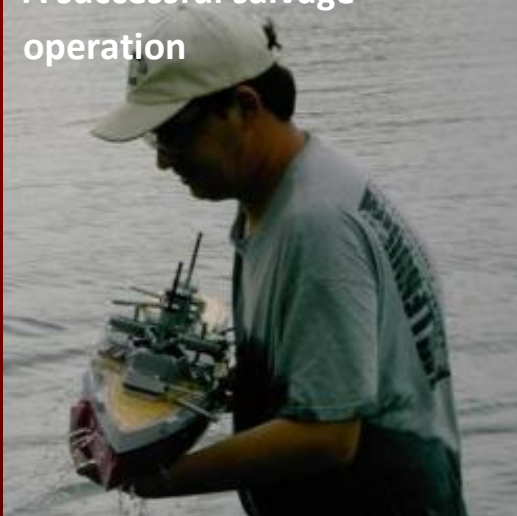
Yorktown. He started the run down the shore towards the bridge but after encountering many Axis attackers he decided to double back. As he went into a large slow turn about two minutes into his run Jeff licked his lips and watched the class 10 carrier cruise right in from of the Yamato. Jeff’s Yamato has two pumps and six cannons all firing directly off the bow simultaneously which, by his own description, is something he has wanted to do for the last twenty years and finally did it. Jeff had a wargasm and his Yammer hammered most of his bbs into the carrier.

The guns hit fairly high and

tipped the ship over. The island superstructure blew over to the opposite side of the ship and made the list even worse. She sank soon after. Looking at the damage it was probably the force of the guns shredding the flight deck and superstructure that destabilized the ship as his actual hull damage was not severe. As the Axis fleet was occupied by the carnage two Allied escort carriers, both class 8 ships, were able to sneak out to open water and complete a forward run. The Captains of both ships thought a return run was feasible however the plan was only half realized. One sank and one made it. Meanwhile the Axis convoy fleet was up to its own dirty tricks. Gerald had recovered

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A successful salvage operation

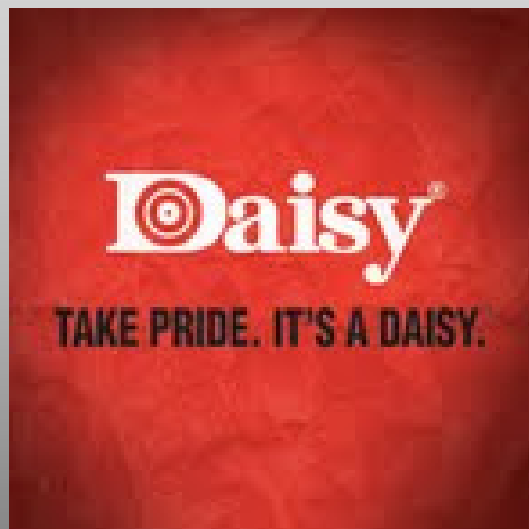


Monday Campaign

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sidemount rounds to put him down. Something similar must have happened when he later took the helm of the South Dakota. We’re not sure if he

THANK YOU 2010 NATS SPONSORS



How to Make Cool Battle Lights

By Johnny Adams

I had been dreaming of Night Battle for over two years prior to my first full NATS. I wanted to have some running lights and some driving lights on my ship. I had a hard time understanding some of the advice so I headed down to Ace Electronics, one of my favorite stores, to investigate lighting options. Phil at Ace Electronics had a way of explaining things so I could understand; call me Forest.

So let's start with running lights in series. If you want to make a string of lights without running a positive and negative wire to every light it's easy to do. Start with the first LED and solder the red wire to the positive, ANODE, terminal which is the longer of the two. Solder the black wire to the negative, CATHODE, terminal. Now calculate voltage. If you are using 3V LEDs then you can run about two of them in series on a 6V ship ($6V/2 \text{ lights}=3V \text{ each}$). The LEDs can run on less voltage but won't be as bright. This is hard to calculate


sometimes and hard to achieve exactly 6V.

An easier but more complicated method is wiring lights in parallel. It is easy because all you have to do is wire all of the positive terminals together and wire all of the negative terminals together and connect the terminals to the battery. BUT WAIT! We have one more step; we need to add a resistor to each LED to reduce the voltage to the required input voltage. The resistor will go between the battery and the

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Monday Campaign

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his seaplane tender, patched it and made a forward run. He was sunk on his return run in part by Bob, who had pulled up alongside him and as he was being pushed away by the Yamato Bob fired off a bunch of bow sidemount shots. The first few rounds cracked off but as the Yamato started to grind the NC under just a bit the gun barrel was pushed under water and the gurgling gun sounded off multiple shots before a push was called. Later Steve Dickow started the Altmark on a forward run. Right after calling '30' it was met by the business end of Bob's Washington. His triples blew out a huge chunk of balsa and Steve was astonished to see how fast his freighter could sink. At just under a minute and less than fifty feet it might have been the shortest convoy ship run in history. Campaign concluded and the importance of cruisers was once again proved. The Allies stern guns put down all of the Axis convoy ships and only allowed one forward run. The Axis defended their targets and four of the twenty remained while shooting down all of the Allied targets. 

Monday Fleet Battle

By Bob Hoernemann

NATS was back in Houston this year. The best place to have it if you don't mind being hot all week. The pond is great, the pit area is great. They provide lunch and drinks. It's just the 100+ degree weather and massive storms that always seem to happen that keep it from being perfect. This year the weather was cooperative, the heat wasn't bad, we had some clouds and the rain missed most of the battles. The talk before NATS on the allied side was all about what the Axis would do. We looked back to NATS 2007 which took place in the same pond with the same Axis Admiral. The majority of the play took place under the bridge in 2007 and we assumed that the Axis would attempt the same game plan this year. The Allies held a numbers advantage and this strategy might help even the odds. Our plan was to put the slow ships in the small pond and the fast ships in the large pond to surround the Axis fleet under the bridge. Of course plans are nothing once the battle starts. Tim's NC developed gun problems and did not make the

sortie. The Axis did not go under the bridge and a couple Allied fast ships ended up in the small pond. Unfortunately for the Axis so did Wade's Bismarck. When battle was called Wade sailed around the small pond eating bbs, wondering why he was over there. He sank early in the battle. The Allied fast fleet was now outnumbered in the large pond. The NCs captained by Admiral Ron, Doug, Andy and Bob were chased by the fast ships on the Axis fleet. Doug was separated from the group and pounded under the waves. Meanwhile the slow fleets played under the bridge. Chris brought his NC out to the big pond after Wade sank but did not have many bbs left to cause any havoc. Johnny's borrowed VDT was rammed and sank. Stangle's Westfalen went out of control and floated up against the shore. The Axis did a pretty good job keeping the Allies away. Reynolds still managed to bring the I-Boat in and make a good sidemount pass. The fast ships played in the open water while Jeff took a dive into the slow ships when he saw an opening. Don got his Duke in for some haymaker shots on Stangle's crippled

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How to Make Cool Battle Lights

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cathode and is usually attached to the cathode. The calculation for the resistor is the hard part and will be discussed below.

The formula I use is a simple resistance formula I obtained from Phil at Ace Electronics and is also posted on Wikipedia.

$$\text{Resistance} = \frac{\text{Supply Voltage} - \text{Forward Voltage}}{\text{Current}}$$

So in my application I was using a LED with a 4V forward voltage and 30mA current draw. With these numbers I calculated the following:

$$\begin{aligned} \text{Resistance} &= 6V - \frac{4V}{.03A} \\ &= 66.7\Omega \end{aligned}$$

The choice of resistor is based on two things, the current and the voltage. I was told that I can use a resistor with a higher power rating but not one with a lower power rating. I purchased 1/8 watt resistors since the power was less than .125w but I could have used 1/4w resistors. In the end I got a 1/8w, 66Ω resistor with 5% resistance tolerance. Some of the 3mm LEDs run off of 2.4V. I used six of the 3mm amber bulbs for the sides of my ship and 5mm super white LEDs for the ‘cannon’ lights.

I took this information and my components and went to work. I found a drill bit the exact diameter of the 3mm lights and was able to push them in from the back so that they were flush with the outside of the ship.

This actually cut down on the viewing angle so that they were mainly visible straight on and harder to detect in the dark from other angles. These lights were helpful in determining where the middle of my ship was when it was on the water. Before installing the LEDs I added the resistor and then shrink wrapped the anode and the cathode making a large LED package. Later I cut the LEDs short and only put shrink wrap over the cathode

and the resistor. I was going to ScotchKote™ the anode and cathode behind the bulb to reduce the package size even further but ran out of time. After wiring all of the LEDs and resistors I cut up a circuit board and connected several strings of lights to the board instead of trying to solder a multitude of wires to each other. The circuit board also has a 3 pin header connection which I liked. This cleans up the interior of the ship and generally makes life easier. The header matches up with some surplus connectors I purchased and is the same connector used on computer motherboard fans. I just tie wrap the long wire inside the ship when it’s not needed.

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Thursday Campaign

By Tyler Helland

It was decided somewhere in the Allied ranks that it would be a good strategy, and a lot of fun, to go after Jeff's Yamato. Various calculations were done to decide how many bbs it would take and opinions varied widely. Eventually this plan was for three cruisers to shoot all of their bbs for above, two Iron Dukes to empty their haymakers, two NC's to empty all of their guns, then two more NC's to empty all of their guns and finally the rest of the Allied fleet. With a generous points advantage at this point in the week, and a large cruiser fleet to carry out the rest of campaign, the Allied admirals had no qualms about committing that many ships to a single target. The sortie unfolded as planned, with Bob, Tyler and Andy in cruisers and Dave and Don in the ID's all competing with each other to get their bbs into the big Yammer. As soon as the Iron Dukes disengaged the NC's squeezed their way in to shoot the huge ship. Without any sidemounts or enough friendlies nearby, the behemoth ship settled and sank. Bob had tinned the camera girl on what

to focus on for the first part of campaign but Jeff must have got to her first because she missed nearly the entire encounter and the sink. Being fiends for warship combat footage you can imagine Bob and Tyler's dismay as they watched the video but only heard the action taking place down the shore, leaving the moment to live on only in memories. In retrospect Jeff first thought that the Allies were wasting their bbs. As the unrelenting attack continued he started to wonder how many bbs it would take, and after realizing how serious they were about putting him down it was already too late to escape. Meanwhile the Iron Dukes that had peeled off to help Steve Reynolds make two consecutive carrier forward runs. At the same time the Axis took Fluegel's class 6 convoy ship across and completed a forward run. Brian Bray and Ron Horbul were scooting around with an LST. When Ron was done with the LST he took his freighter out and made a forward run. Andy lost his Baltimore due to a burnt out pump. Gerald's seaplane tender was able to sit just outside of port for the first four minutes of his return run

without anyone noticing him. After a long straight sprint down the shoreline with a few pursuers he pulled into port. Several witnesses thought it was an awfully fast five minutes but they didn't see him sitting the majority of the run without attackers right in front of his port. Next Ron took his freighter on a return run but was sunk. During the skirmish as Paul's Kirishima was trying to get shots on the convoy ship Brian Lamb's Iron Duke was finishing his haymaker into the juicy, undefended bow of the Jap ship which soon became tired of floating. Dave Ranier launched his freighter and with little resistance and great escorts was able to make a forward and return run. Meanwhile Gerald's seaplane tender was put back out to sea and made a forward run but took some damage in the process. He was unable to get away from port right away because of a heavy warship presence. Bob was anxiously awaiting his thirty seconds of sea room to expire and when it did he unloaded a fierce volley of stern guns into the ship. His return run was contested by Tyler in the Warspite, who was able to get behind the escorts

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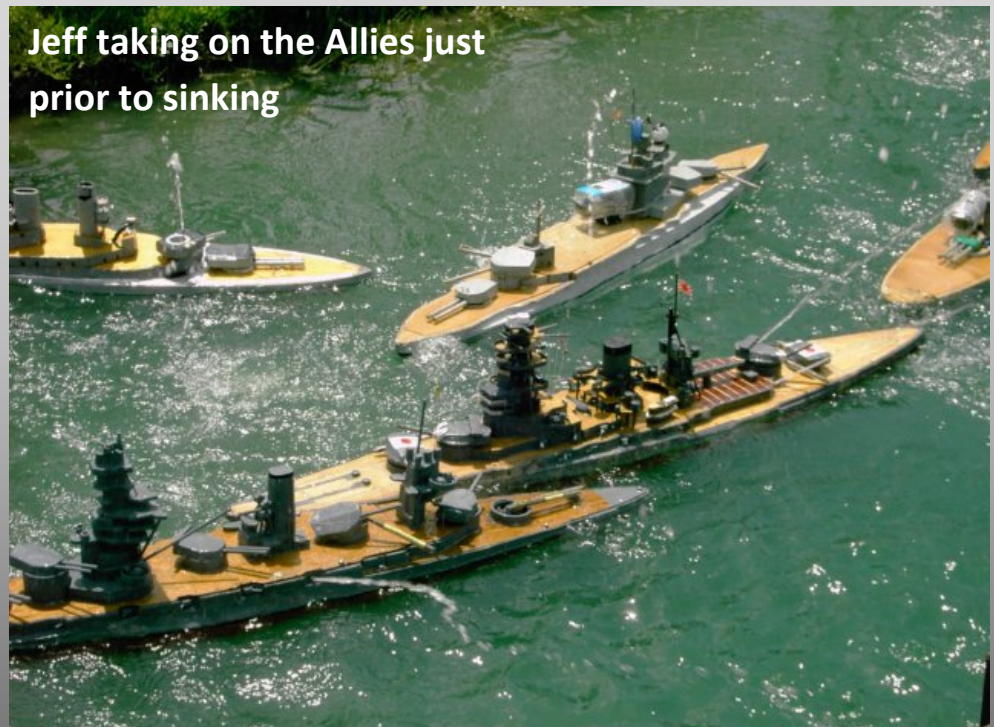
Friday Battle – The Strangest Battle Ever at NATS

By Johnny Adams

The Axis fought hard all week and seeing a glimmer of hope with a landslide victory, the Admiral called for all ships to deploy to the ‘pool’ at the far end of the pond. The Axis Admiral declared an Axis victory if we could sink all the Allied ships, and the pool was our only chance. All of the Axis captains gulped their ration of sake and put their ships on the water. BANZAI!

We launched near the bridge as usual and then headed across the lake, completely confusing the Allied captains.

The first sortie started with the majority of the ships in the pool ‘harbor’ and a few in the pool ‘slot’. The two Bismarcks and the VDT started in the slot and took heavy damage as the Allies descended on the pool. Kessler’s Bismarck made a run for the harbor and took heavy damage from the Port Polar Bear NC’s. He made it but was pumping hard. Steve’s Bismarck sank from the onslaught. Dallas got his VDT back to the harbor as well but he also took on damage and



was pumping hard. A line of sidemount Axis ships formed across the entrance to the harbor to block it off and force the Allies to attack at the choke point. Lief, Gerald and Paul ran out in front of the line, causing some trouble. Jason Bray took some early damage and went out on ‘5’.

The Allies had expended all of their ammo and ran away to wait out their ‘5’ with James Foster, Dallas and DW chasing them around.

The Axis were on top of the world! We had driven the back from this small patch of water and they were not going to take it away from us. We were told that if we sunk all of the Allied ships we would win NATS and we believed it! How much sake did we have?

Things really heated up in the second sortie. The lack of action left most of the captains in a frenzied state and the carnage started right away.


John Stangel suffered motor trouble in the first sortie and ran his pump stream powered Westfalen directly into the middle of a pack of North Carolinas, guns blazing and screaming BANZAI. He took on so much damage that the pump stream pushed the small ship underwater like a big bratwurst torpedo.

Dallas got away from the harbor and was sunk near shore. Kessler and Lief were in the small pond taking on Ron’s NC and Don’s and Dave’s Iron Dukes. Lief and

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Thursday Campaign

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for a good bow sidemount exchange, which was just enough as the seaplane tender sank right outside of port. Fluegel also had put his convoy ship out and was chased down by Rick and Bob, who managed to put enough stern guns into him and drive by him enough times to bounce those holes under the waterline and sink him. At this time an LST captained by Brian Bray was sunk. Next Steve Reynolds took a freighter forward and returned it under outstanding escort protection, and then took an escort carrier back on a return run. Near the end of campaign, to prevent the Allies from launching any more convoy ships, Jeff called man in the water to retrieve a sunken ship when no convoy runs were being attempted. It was an excellent tactical move that prevented the Allies from making a return run on a carrier that was being prepped. The battle ended with some of the Allied battleships playing with the two Badens. The Axis were once again able to shoot down more targets than the Allies. 

Friday Battle

-Continued-

Dave traded sidemounts causing Lief to sink but Dave followed him under shortly after. Ron got some triples into Kessler's Bismarck which sank.


DW had dropped his transmitter and lost function so his ship sat in the harbor to pump out, dead in the water. Peter got in and gave him some holes but not enough to sink him.

Finally the Allies made a move into the harbor with Tyler leading the way on the right side of the inlet. He was followed by one of the Brays on the left side and Andy, Bob and Tim Beckett covered the center. I was trying a little too hard to hold my place in the line near the left side and was getting pushed back with Jeff. I traded shots with Bray and Tyler but too many of them got to Jeff and he went down. I couldn't believe it! I looked up and deep in the harbor was Beckett and he was hitting my bow with his triples. Then Tyler hit me port amidships with his haymaker and opened up a huge hole. I was too heavy to move and had to take it. I was starting to settle and



Tyler was nice enough to roll my ship to shore for me. Foster was the last man standing and received the full attention of Bob, Tim Beckett and Bray's Massachusetts.

Back at the pool harbor Bob was pumping hard while on '5' and kept spraying all of the captains on the pier causing them to turn and dodge the water stream targeting their radios. Bob! Bob! C'mon!

In the end it was a huge swing for the Axis as we thought we had them on the ropes but they sunk quite a few of our ships. It was very intense, the most intense of the battling events I have ever been in. It was our last chance for glory this year but there will always be next year. 

How to Make Cool Battle Lights

-Continued-

I was originally going to just have the amber lights and then I wondered how I would know if anyone was in front of my cannons. I returned to Ace Electronics and purchased the 5mm super bright white LEDs and bulb holder made for small flashlights. The bulb holders are panel mount like the C&K test switches we use so I cut some angle aluminum, drilled a hole for the holder and another hole to mount to the ship. I should have used two mount holes to prevent the mount from turning.



I also added a blinking green light for the bow and a blinking red light for the stern so I would know my orientation in the water. These were not permanent but were taped onto the ship when I needed them. I also added Dean's Mini Connector to the bow and stern lights. I wasn't happy with the



red and green LEDs because they weren't as bright as I expected but in the end it worked well. If they had been too bright I might have attracted attention but they were still visible from twenty feet away.

So now that I have it all wired up what do I do next? Leave them on all of the time? No, not me; I connected the amber lights and the cannon lights to the available switch on my dual firing board which is active by the open firing button on my radio. This allowed me to turn them on momentarily so I could see what was going on and then quickly turn them off. I also used a spare Team Delta board and connected it to the

AUX channel so that I didn't have to share it with the pump. I didn't want to have to choose between a pump and lights on my little ship. I put the green and red running lights on the AUX toggle switch since I would leave them on for a longer periods of time.

That was it! They looked great on the water and I could see everything within five to six feet of my cannons. I loved the way they looked on the water and had dreamt of a lighted ship for so long. I was a fun and at times frustrating project but I am thrilled by the results. I plan on adding more but you will have to wait until NATS 2011 to see the results.

Monday Fleet Battle

-Continued-

ship but was driven off by Leif's sterns. Paul and Bob found a good spot to trade sidemounts and sterns along the shore. This distracted Paul from going further down the shore and finding Andy who was quietly floating, waiting to get off of his '5' with a burned out pump motor. Good thing it was a first sortie with light damage or he never would have made it. The Westfalen made it off of '5', John got her out and did not get his iPhone wet. Then the sneaky Axis dropped his transmitter bag on Peter's Arizona in an attempt to blind the gun crew. Fluegel called '5' but only made it twenty seconds before he sank. The sortie ended with Leif, Steve and Paul trying to finish off Peter's Arizona. The second sortie saw most of both fleets pile into the small pond. Dirty's pump would not prime and the Kongo sank in the middle of the small pond. It was a pretty sink where the half of the ship comes out of the water, goes nearly vertical, and slips under. Jason Bray got stuck near shore and stated a furball with Jeff, Leif, Brandon, Paul, Steve R., Tyler, Kevin, Bryan and many others.

Tom Palmer teaching the West Virginia how to float



Bob backed his Washington in from the middle of the pond and dumped all of his triples into Leif's bow. Leif had targeted Jason and did not see Bob coming. Jeff found Palmer off by himself and made several passes. Jeff also bounced between Steve R. and Peter, tossing shots as they came to bear. He was soon out of bbs, on '5' and into the big pond. Dave's Duke went down shortly after Jeff called '5'. Bob and Andy chased Foster's AD around the little pond. Someplace out in the big pond Steve's Bismarck got mauled and was sunk. Paul's Kirishima sank next to shore and just as he pulled it out Stangle also sank. His iPhone was still safe. Tim and Chris chased Brandon's Fuso and finished him off with some propwash. Kevin was distracted by the pretty sink and absorbed a ton of haymaker shots from Gerald. Brandon had a hard time

finding his ship. Everyone kept telling him it was over there, when it was really over here. By the time he found it most of the ships were off '5'. Palmer, Gerald, Tim and Chris stayed to play. Gerald made the most of his time by sinking Palmer, with a little help from Chris' propwash. The sortie ended with the two NCs chasing the Kongo into the big pond. The Allies had won a 8,480 point difference victory! Interesting scores were:

Arizona: 43-4-30
Iron Duke (Dave): 45-6-33 sink
Massachusetts: 86-18-27
Fuso (Leif): 113-5-28 sink
Bismarck (Wade): 117-2-9 sink
Bismarck (Steve): 120-6-39 sink
Westfalen: 38-14-34 sink
Andria Doria: 54-10-32
Nagato: 74-21-27
Salt Lake City: 0-0-1 How'd he get 1?



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“It is your attitude, and the suspicion that you are maturing the boldest designs against him, that imposes on your enemy.” - Fredrick the Great