

# TASK FORCE 144

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**DEC 30, 2010**

**ATLANTA AREA HOLIDAY  
DINNER**

**ATLANTA, GA**

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**MARCH 19-21 2011**

**BROUHAHA ON THE  
BAYOU**

**BOUTTE, LA**

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**JUNE 19-24, 2011**

**NATS**

**ELK RIVER, MN**

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# Warship



# High School

**Freshman Year**

**By Johnny Adams**

After four years in the hobby and two years of active battling I took a few moments to reflect. Every month I am in the hobby I learn something new and many of the tasks I need to do like maintenance or improvements to my ship get a little easier.

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I also began to notice that each year I seemed to progress from basic projects to more advanced projects. After my second year in the hobby I noticed a trend in what people do in their first and second years and a lot of us go through the same problems over and over. The longer I participate the more advanced projects became. This is not unlike High School really as each year of battling brings on a whole new experience. You have groups of people to that hang out, some with a lot of personality and some that are more reserved. I decided to write a series of articles based on Warship High School to recount my experiences year by year from the perspective of a student of the hobby. It should be a long series as I go through Warship High School, College and Graduate School. The twelve year plan is in effect ... The first year of any school can be very tough. It is even tougher when you are a former jock soon to be attending a trade school. I knew it was going to be challenging. I hadn't really made anything from scratch; all of my previous experience

was with kits or purchased ready-to-run. If I had taken shop as a kid I might have been able to walk out to my first battle with the perfect ship. The year was long, starting with a hull I purchased from BC in 2007 after seeing my first YouTube video made by Kotori, *First Casualty*. It was just a cool video! I had never seen the ships that close and all I knew is that they were shooting BB's, one of my favorite things as a kid. Freshmen year ended with the South Texas Turkey Shoot in November of 2009, my first full year of active battling. As far as construction goes I did okay and got the windows cut and attempted water channeling but just didn't really get the concept down completely. It seemed to take forever for me to make any progress as I tried in vain to make something and then gave up after a half of dozen attempts. I saw a used ship for sale and decided to get it. It was the hull only and I thought all I would have to do is add motors, guns, electronics, wiring, air system ... no

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# Beamy Ships

By Mike Mangus

At the last few battles I've noticed some single rudder ships that turned pretty well. They were short, beamy ships. Chatting with other captains at the events confirmed that ships with wide beams turn better.

Hmm ... that got me thinking. So short and fat is better? I wonder what ships fit in that category?

I imported the MWC Shiplist into Excel®, added an extra column and did up a quick calculating function to give me a length to beam ratio for all of the ships on the list.

After sorting the list by ratio some interesting stats appeared. Note that I did not include the Monitor class ships.

Best length to beam ratio:  
USS Florida (bulged) DN – 20.3

Second and third best length to beam ratio: USS Mississippi/Kilkis PDN – 20.2

Fourth best length to beam ratio: Evstafi PDN – 19.6

Best Axis length to beam ratio: Westfalen DN – 18.6

The Westfalen is also the first three shaft, twin rudder ship on the list

Seven of the ships in the top ten are dreadnoughts and three are pre-dreadnoughts. All three PDNs were ranked 2-4. The first non DN or PDN to show up on the list is the Provincien CAE sailed by the Netherlands with a length to beam ratio of 16.5 (37<sup>th</sup> on the list).

Beamiest battleship: USS South Dakota – 15.9 (50<sup>th</sup> on the list)

Beamiest battlecruiser: Yavuz sailed by Turkey – 15.9 (51<sup>st</sup> on the list)

Some popular ships in the hobby:

Bismarck BB – 14.4 (99<sup>th</sup>)

North Carolina BB – 14.8 (87<sup>th</sup>)

Yamato BB – 14.8 (86<sup>th</sup>)

Nagato (bulged) DN – 15.4 (124<sup>th</sup>)

West Virginia DN – 18.3 (10<sup>th</sup>)

Von Der Tann BC – 15.5 (71<sup>st</sup>)

Scharnhorst BC – 13.0 (148<sup>th</sup>)

Iron Duke DN – 14.4 (96<sup>th</sup>)

Invincible BC – 13.9 (115<sup>th</sup>)

Deutschland CA – 11.5 (216<sup>th</sup>)

Glorie CL – 9.7 (404<sup>th</sup>)

So does this actually mean anything? Yes and no. Many other factors play into a ships turning ability. But if someone was looking for a place to start for a turn and burn slugger, the length to beam ratio might be a good start.

# Throw Down in

## MOTown

By Zach Hoernemann

Hi, I'm Zach. I'm 7 ½ years old. I started battling last year. My ship is the bike. It was my dad's first ship. He fixed it up this winter so he didn't sink so much. When I asked my dad, his name is Bob, if I could go to a battle with him this spring he said I still had a lot to learn. First I needed to learn the Rules of Boat battling. I already knew some of them. Like Rule 1: Don't chase sterns. Rule 2: Stay away from Jeff. Rule 3: Stay away from shore. Rule 2 is easy because I've never met Jeff. But I've seen him on vides and he's funny. Dad also told me I needed to learn how to load bb's, that's easy. I had to learn to patch, easy. I had to stop being annoying, what does that mean? I also had to shoot at someone and make holes in their ship when my dad was looking. I battled with dad this summer and got better. At the Ice Breaker I shot lots of people and wasn't even annoying. Dad was still thinking about it but decided I was ready for my first out of state battle.



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## **Throw Down in MOTown -Continued-**

I was pretty excited to go. We packed up the car and got an early start on our drive Friday morning. I brought along my Nintendo DS and a DVD player. I got to watch two movies and play DS all day when we drove down. I never get to play DS that much it was awesome! We got to the hotel and saw some people I knew, like Tom Palmer and Kevin, the guy with the big beard; and Kim, he battles with us in Minnesota. I met a bunch of new people too but I can't remember their names. Dad was working on his new ship at the hotel, it's a Kong. He didn't have any superstructure yet. Lots of people came by to say hi and look at the ship. Kevin even stayed to help build. We went out to a big restaurant where I could eat anything I wanted. I got steak and lots of desert. I spilled my pop too. When we got back to the hotel I played DS some more and then dad made me go to bed, we had a battle in the morning. Dad woke me up and I had a donut and orange juice for breakfast. It's the best breakfast ever!

We drove down to the pond to start battling; we were the first ones there. No one else was coming down. That was fine with my dad because he needed to drive his new ship around and test it. I got to play more DS. When everyone finally go there we found out someone locked the gate after we drove by. A couple of guys with VDTs picked the fleets. Flag: Tim B (NC), Tom P (Wee Vee), Kim (Marlborough), Bob H (Kongo), Kevin (Derflinger), Dave (VDT), John S (Westfalen) and Zach (The Bike) verses No Flag: Chris P (NC), Doug H (We Vee), Johnny A (Baden), Randy (Tiger), Kas (I-Boat), Mark (VDT), Jay (Wichita), Rick (SLC), Frank (Nashville). That's a lot of ships. It's a good thing we had flags or I would never have been able to remember who was on my fleet. But why did they get pink flags, pink is for girls, yuck! We started battling and I stayed away from the big battleships and backed in to shoot a few of them. Mark went right after Tom; dad says he does this all of the time. They shot each other up a lot and both of them sank in the first sortie. My team did pretty good; no more of our ships sank and we had a lot of no flag guys pumping hard. Mark and Tom patched their ships so they could battle again.

In the second sortie Mark and Tom battled each other again, this time only Tom sank. Johnny and Randy sank too. There were not that many No Flag guys left at the end of the battle so I still had bb's I couldn't shoot at anyone. Some of the scores my dad said were interesting where: Tom 81-12-15 sink X2, Bob 102-2-23, Zach 16-3-8, Johnny 26-12-17 sink, Randy 60-4-14 sink, Kas 46-20-29, Mark 76-21-76 sink, Frank 0-0-0. Dad said I needed to be more like Frank and not get shot up so much. But Frank's guns were not working; he was borrowing Tom's ship so he couldn't really battle. Rick said he had WOB and needed more WOW. Dad told me that means Works On Bench and Works On Water. When Jay got done counting dad's ship dad couldn't believe he had 100 aboves, but he did. Now who should be more like Frank! Kas took a lot of holes for having such a little ship and didn't sink, that's pretty good. Since my Flag Fleet won the battle 15,075 to 9,575 we gave them John and his Westfalen. Battle started again but we had to keep stopping because lots of people were walking by. We'd battle for a couple of minutes then stop for a couple of minutes, then

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## Warship High School -Continued-

problem ... yea right. I did get the ship up and running before too long but had a binding drive shaft and had to get it changed out for a new system.

I was still not quite getting the concept down and so more months passed when I saw another ship for sale, a ready to run Tripitz. Now that is just what I was looking for and I bought it right away. I decided to upgrade the wiring and found myself mired in indecision which I am frequently caught up in. As a result this ship sat for a long time and by the time I tinkered and experimented and learned the ship I had run out of time before my first real battle.

My first battle was the Brouhaha at Wade's. It turns out it was not only my first battle, but my first regional, the first Brouhaha, my first out of town boat trip, and the first time I fired the guns. I had by this time gone through two full years of building, tinkering, experimenting, screaming, throwing, cussing, fuming, and much wailing and gnashing of teeth. I was at wits end and on the brink of a

nervous breakdown as I hadn't slept much since I was up every night that week until the wee hours working on the ship before the weekend. This ship had to work, it had too! I wanted to battle so badly and it had become the Holy Grail for me.

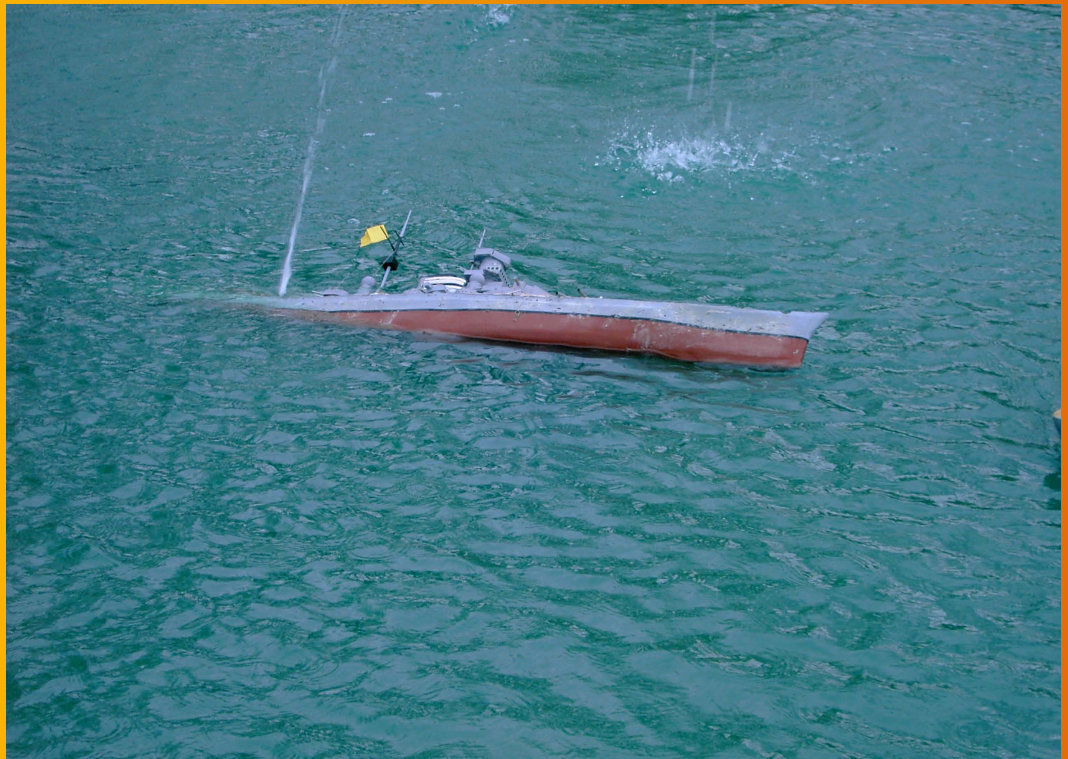
At the hotel I started the final preparations of which I had no idea what to do ... by asking questions and then doing what I could. I was very upset to find out that for some reason none of the guns worked. I assumed since they worked last spring when I bought it that they would work now ... haha, funny huh? I received some assistance with tweaking and I think we got all of the guns except one working that night. I borrowed a up-feed and that fixed the problem.

So I got the ship together the

next morning and went to the pond. I got setup and started testing and tweaking. To my absolute horror none of the guns would work at all. I found some help and eventually got four of five working but one of the stern guns had a rough spot on the piston and never worked again. The bow guns generally only worked during tweaking and once on the water stopped working; go figure.

I thought if I didn't have all of my guns that I should just sit out until I got them working. I could feel myself getting worked into a frenzy and was ready to pack up and go home. Then a few folks came over and helped me out and gradually I began to calm down.

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## **Throw Down in MOTown -Continued-**

battle more. It was pretty annoying. In the first sortie Doug and Kevin both sank. Kevin said his skin was really old and couldn't take any damage. My dad had a gear come loose before the battle and fixed it but it came off again. He couldn't move very fast and got shot up pretty bad. One of my dog bones came off and I couldn't move very well but no one shot me. I guess we had a lot of WOB and not much WOW that battle. We had lunch, dad made hot dogs with his new grill for everyone. Then we battled again. Chris chased my dad around a lot but couldn't sink him. At the end of the sortie Dad ran all the way around the pond to try and get away from him and Randy. On our fleet Tim was sunk and on their fleet Doug, Johnny, and John all sank. We beat those No Flag guys pretty bad again, 14,800 to 9,650. The good scores were: Tim 47-15-39 sink, Bob 132-6-52, Chris 59-6-34, Doug 53-6-32 sink, John 54-11-30 sink, Kas 38-10-25, Mark 32-4-32. Most of the people were ready for a third battle but some of them

couldn't make it. Kim went on the No Flag fleet. Chris, Jay, Johnny and Doug didn't battle. Dad wasn't sure if we could make it. Both of our radios were running low on power. Dad's kept beeping during the battle. We only made it through the first sortie then we had to go back to the hotel and recharge. No one sank in the first sortie and only Kevin sank in the second sortie. Some of the scores were Tim 47-10-26, Tom 59-7-32, Kim 31-13-27, John 21-12-43. For dinner we went to Buffalo Wild Wings. There were a lot of people there watching football. When we got back to the hotel I patched my ship and my dad's ship while he worked on our drive systems. The next morning I got another donut for breakfast, being in a hotel is so much fun. We drove back to the pond and this time the gate was locked so we had to wait for Kevin to unlock it. Battle started with fleets as Flag: Chris P, Doug, Bob, Kevin, Dave, John S, Kas, Zach verses No Flag: Tim, Johnny, Tom, Kim, Randy, Mark, Rick, Frank. Doug lost control and drifted into shore. Johnny came over and just as he lined up people started walking through. It was a really long wait for Johnny. He got a few shots in and was driven off. A little fur ball started around Doug. Dad tried to coach

me into shooting someone but I didn't want to get trapped near shore. Johnny couldn't get Doug but he got Dave as they went haymaker to haymaker. Dave sank. More people walked by and there was another pause in the battle. Randy was close to shore and thought he'd make it off of five before they walked by. But he had time left and dad dove in to unload with a haymaker. Randy got off five but had a huge hole in his side. The sortie ended but there was a lot of ships ready to sink in the second sortie. Randy was the first to sink followed shortly after by Johnny who was tripled by Chris over and over. It just kept going from there. Soon dad sank, Doug sank and John sank. Scores: Bob 66-9-22 sink, Dave 47-15-31 sink, John 30-8-25 sink, Johnny 57-11-25 sink, Mark 49-14-30. Dad made hot dogs for everyone again and I had left over chicken fingers from Buffalo Wild Wings the night before. I talked to Kim's dad a lot, he likes fishing and so do I.

Everyone got ready for the next battle. Kevin and Randy traded fleets, John and Kas both went No Flag with Rick and Frank switching to Flag. Most ships battled on the left side of the

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## **Throw Down in MOTown -Continued-**

dock. Doug ate triples early in the sortie. He kept eating them until he sank. I thought it was Tom sinking and started a little smack talk, "You're going down Palmer, oh yea!" I need to work on ship ID some more. At the end of the sortie Chris and Dad were trying to shoot up Johnny. Johnny had lots of haymaker bb's left and dumped them into Chris and Chris sank. All he had to say was oops. The second sortie started on the left of the dock again. Dad shot Mark up and he sank. Kevin and his old skin sank too. John took a swim late in the sortie. Scores were: Chris 83-6-27 sink, John 24-11-19 sink, Dave 34-8-28, Tom 101-7-19, Mark 44-11-38 sink. The last battle on Sunday started, we still had a lot of people walking through the battle and stopping us. While my dad was shooting Tom Randy backed in and got him pretty good. Tim chased Doug around and sidemounted him. Kim came in to help and stern gunned Doug when he got caught in a little moss. Tim backed in and opened two very large holes in the

We Vee with his stern guns. Doug soon sank. The sortie ended with Randy and Tim chasing dad around the pond. The second sortie started and Johnny shot my dad with a big spurt that opened a big hole in his ship. Johnny, Tim and Kim spent most of their bb's sinking him. Dad was battling under the dock. He ran to the right side and turned toward shore to shoot Johnny but Kim was right behind him and shot him. He blew out a big hole in my bow. When I tried to get away Johnny was right there to shoot my other side. I was too close to shore and paid for it. After chasing my dad and sinking him they finished me off. Scores were: Bob 113-5-40 sink, Zach 44-3-6 sink, Mark 31-11-40. Monday morning dad woke me up again. I was pretty sleepy. We packed up our stuff and drove to the pond. Not as many people were there to battle. We split up the fleets to Flag: KGV (Jason), Baden (Johnny), We Vee (Tom), VDT (Dave), I-Boat (Kas), SCL (Rick) verses No Flag: We Vee (Doug), Deflinger (Kevin), Tiger (Randy), VDT (Mark), The Bike (Zach), Nashville (Frank). Jason was having problems with his guns and was trying to get them ready. Lots of people were trying to help. Before we started battle

my dad told me to shoot at Jason. He's an easy ship to remember. I did not want to get stuck next to shore again. My ship had new balsa patches in the bow to remind me. Dad told me he was going to sink Tom. Johnny was having some problems also and came in to battle late. Battle started and Jason was way out in the middle of the pond. I backed up and shot him a few times. Most of the guys battled on the left side of the dock. My dad and Tom had a stern to stern one-on-one right in front of the dock. Dad backed up and put his haymaker in Tom's amidships and gutted him over and over. Tom was pumping hard early. On the left of the dock Mark's VDT was pumping hard. He had just replaced several sections of silk span patches with new balsa. Johnny arrived just in time to save Tom. Johnny dumped his box sidemount into Mark's VDT and finished him off in less than a minute. After Mark sank dad continued his assault on Tom. Soon everyone was out of bb's and off the water. Jason discovered that when people were trying to help fix his guns my dad turned off his air, that's why his guns didn't work. The second sortie started and this time Jason had guns.

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**Throw Down in  
MOTown  
-Continued-**

Tom and my dad battled in front of the dock again. It took a while but Tom finally sank. About the same time Doug sank. Then Jason and Johnny sank. My dad and I still had bb's left and were chasing Kas. I backed up to try and get a shot in and they both ran me over. The Bike sank and Tom was nice enough to go and get it. He dumped the water out and we kept battling.

Right at the end of the battle Dave's VDT got stuck on part of the dock and could not get off. Dad thought he had bb's left and drove over to line up the perfect shot. He drifted into position and fired; only air. The battle ended. Scores were: Jason 56-10-18 sink, Johnny 24-11-16 sink, Tom 56-17-56 sink, Mark 43-12-36 sink. Some of us counted and everyone packed up to head home. I had a great time battling and won the Best of Class 3 award. The drive home was pretty long but I played my DS the whole way. What a great weekend!

**Warship High School  
-Continued-**

I found out that lots of captains launch with a problem gun or two or three, they just keep it to themselves. I had a very tough pump problem; it just wouldn't prime no matter what. I thought maybe it was not sitting flat or the battery wasn't strong enough so I decided to work on it later. Well in the end I did get some good battling in. I had a good sortie with Dallas and I got YouTubed. I also met Tom Palmer my eternal nemesis and learned about count-patch-battle and having a blast with the guys.



**Continued in TF144 Winter 2011**

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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**