



O.H.M.S.

Oklahoma Historical Modelers' Society

NEWSLETTER



Volume 44, Issue 6

June, 2014

Coming Events

June 6--OHMS Meeting. MOM contest. Open theme
~~June 6-7 Tulsa Figure Show and contest at the~~
~~Wyndham Hotel in Tulsa~~
June 7-8--2012 Heartland Model Car Nationals.
Overland Park Convention Center, 6000 College Blvd.
IPMS KC Slammers Model Car Club. Contact [Bill Barker](#) (913) 250-0906
June 14--IPMS Metro OKC will host Soonercon at
Crossings Community Center 2208 W. Hefner Road.
Contact [Greg Rose](#) 405-590-7130
June 20--OHMS Meeting. Program Night. Pictures from
recent contests.
July 4--OHMS Meeting. MOM contest.
July 18--OHMS Meeting.--Program night. Build Night.

Meeting Reports

Business Meeting—May 2

We will have a presence at the hobby show at the fairgrounds May 3-4. *El Presidente* will be showing a few models, handing out flyers and generally pressing the flesh on behalf of the club. (That last part does worry me a little.)

Rick Jackson appealed to anyone planning on attending the Regional to touch base with him to provide input on selecting the Hetzel winner.

If you noticed above, it isn't a mistake. HMSNEO and the Wyndham apparently had some kind of snafu and they don't have the rooms at the hotel for the contest this year. All of this happened the first week in May (at least, that's when we found out about it). Needless to say, that allowed too little time to come up with an alternative site, so they have been forced to cancel the event.

Model of the Month— May 2



Legionnaires Pt. II

Rick Jackson



F-102 Delta Dagger

Mark Maryan



Wrecker Crane

Butch Maurey



F-89D Scorpion

Mark Maryan



USS Lafayette

Rick Jackson



German Tanker 1918

Dave Kimbrell

And a work in progress



After being brought in over several months, this evening saw Rick's busts in the form of a collection that drew the MOM award.

Program Night—March 21

The program this evening was a combination how-to.



Melyssa Smith showed us several different media she uses to sculpt figures.



David Kauer also showed how to form one and two part molds from RTV rubber molds as well as the resin products that could be used to cast parts.



A few thoughts from the Head Chicken...

The Third Rail

I read in the April 2014 issue of the **IPMS Journal** that the National Contest Committee has decided to not make any changes regarding the Out-Of-The-Box rules at this time. So it seems to me that OOB has now become the Third Rail in IPMS politics. Everyone is afraid to touch it.

I still say OOB is an ill-conceived, poorly handled, and antiquated class. In this day and time, it does nothing except tie a big rock around the judge's neck. To do their job properly, they should be looking through the kit instruction sheet to determine variances from the finished model. Given the complexity of many current kits, there is no way this can be truly done properly. Frankly, I defy anyone to take less than a half hour to make a determination about the **MENG M2A3 Bradley**. And look at how complex the **Hasegawa** instructions are

.....drill a hole here for that version; there for that one, etc. And consider all the replacement parts available. If a part is replaced by an aftermarket version, how is the judge to know?

And there are some kits that cannot be built from the box. For example, the **AFVCLUB AEC** Dorchester has a couple spots that require the builder to alter some parts just to get the model together. Yet this is not mentioned in the instructions. However, if you do not make the moderations, the model will not go together properly. Yet, if properly done, this is not something the judge would notice.

The NCC doesn't want to mess with it. A lot of people are fond of OOB and they don't want to upset people. We....IPMS.... will muddle on, but one of these days there will be a big scandal when it turns out an OOB winner didn't build his model OOB. Contest officials and judges will be embarrassed, and then there will be change.

Dak

Lester Hetzel Award Winner



WingNut Wings strikes again. This Albatros was the winner at Wichita of the Hetzel Award. You can also see that it was the first place winner in the Biplane Category.

Unfortunately, the notes of who built it were eaten by the dog. I do know he was a local, but that's it. I'll try to have the info by next month.

Oklahoma Train Show

A few of our members manned (and womaned) a club table at the Train Show we talked about last month. We had a few models and literature to hand out.



David and Jessica Rice take a turn at the table.

The Dark Side

COME TO THE DARK SIDE.....where when angry, we count to four; when very angry, we swear.

First a correction from the last issue.....Queen Elizabeth's birthday is April 21st, not April 2nd.

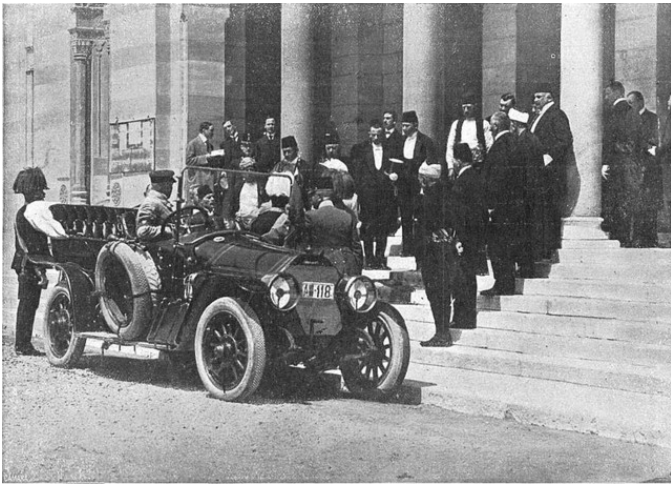
SARAJEVO: Lighting the fuse

The 28th of June will mark the 100th anniversary of the assassination of Archduke Franz Ferdinand and his wife Sophie. This was the spark that ignited World War One. Within thirty days the world would be fighting the bloodiest conflict in human history.....up to that time. The assassination gave Austria the excuse to attack Serbia, which was supported by Russia, who was allied with France. The Germans were allied to Austria-Hungary attacked through Belgium, which brought the British in as an ally to the French. Of course, everyone was just looking for an excuse to fight. If it hadn't been for Sarajevo, it would have been something else.

Ironically, it was as Chancellor Bismark predicted, "some damn little thing in the Balkans".



The Archduke became heir-presumptive 1889. His uncle, then heir, committed suicide and his father, the next in line, abdicated, leaving Franz Ferdinand the next in line. He was married with three children....one girl and two boys. From all accounts, he was an unpleasant person loved by few but his wife and children. This may, in part, be due to his political views, and in part his marriage to Sophie, who though noble, was not of dynastic rank and not considered right as an empress consort. Politically, on one hand, he was dedicated to preserving the imperial dynasty. On the other, he seems to have been in favor of more autonomy for the various areas of the Austrian-Hungarian empire. With a suspicious nature and dark emotions, they combined to upset everyone. On June 28, he and Sophie went on a state visit to Sarajevo.



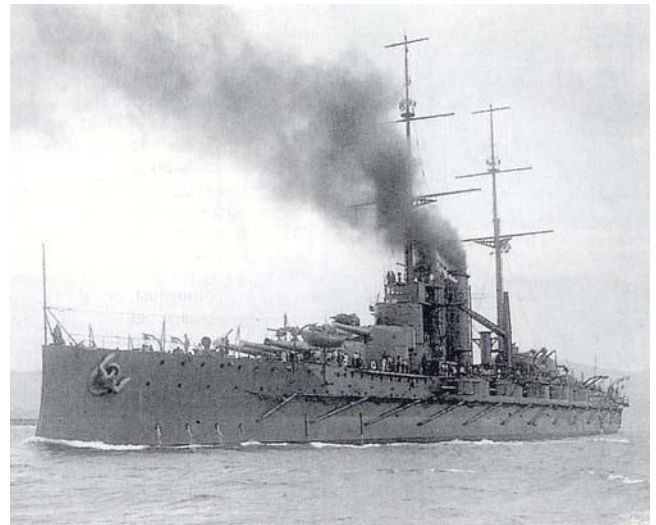
On June 28th, there were two attacks on the Archduke. The planned attack was earlier in the day when several members of the Young Serbians were set up to throw bombs at his car. Not a well coordinated attack, the one bomb thrown missed Franz Ferdinand and exploded under the car behind. The second....and successful....attempt came later in the day when the Archduke wanted to visit those wounded in the first attempt. The change in route led the cars onto the street where one of the assassins had fled. This was Gavrilo Princip. Not expecting this, he never the less took action and attacked the car with a FN M1910 Browning semi-automatic pistol, serial number 19074 firing a .380 ACP bullet.



He killed both Franz Ferdinand (age 50) and his wife Sophie (age 46). He then tried to kill himself with cyanide, but as had occurred earlier with the others, the poison was too old to do more than make him sick. The

weapons and poison had been provided by the Serbian "Black Hand" group.

The Archduke and his wife were laid in state on the Austrian-Hungarian dreadnought SMS *Viribus Unitis*. ironically, the name means "united people".



The ship then transported their bodies back to Trieste. They were interned at Artstetten Castle, Austria. Emperor Franz Joseph did not attend the funeral. A few weeks later, the SMS *Viribus Unitis* took part in the flight of the *Goeben* and *Breslau*. As WWI was ending, the Austrians decided to give the ship to the new state of Yugoslavia, instead of turning it over to the Italians. Not knowing of the change in ownership, Italian frogmen riding primitive manned torpedoes attached limpet mines to her and other ships and sank them on November 1, 1918.

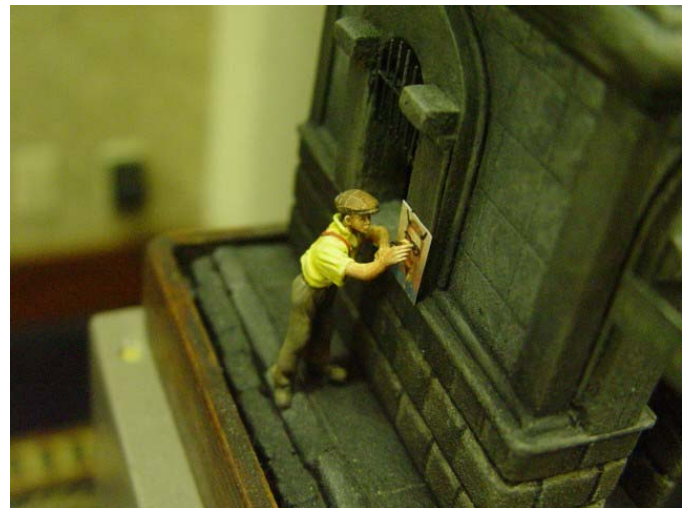


Princip was 19 at the time and thus too young to receive the death penalty. He was imprisoned for life and died on April 28, 1918 from tuberculosis.....a particularly bad form that attacked his bones requiring the amputation of an arm. The house where he lived in Sarajevo was destroyed during the war, rebuilt as a museum, destroyed again during WWII, rebuilt, and destroyed a third time in the 1990s.

The gun, car and bloody tunic can be seen in the **Museum of Military History** in Vienna.



Several years ago, at the **Tulsa Figure Show**, There was a well done diorama depicting the assassination in 54mm. I understand he had to convert the car and scratch and convert many figures. In the structure above the street, he also created a tableau showing where the assassination will lead.



It appears he got the color of the car wrong, but I still think it is a fine piece of work. I would credit it, except that I have lost the artist's name.

****All images, except for the model, came from the internet using **BING**.*

Additional reading:

Osprey Books

World War I Gas Warfare Tactics and Equipment by Simon Jones, Osprey Elite 150

French Tanks of WWI, by Steven Zaloga, Osprey New Vanguard 173

German Panzers 1914-1918, by Steven Zaloga, Osprey new Vanguard 127

First Battle Of The Marne, 1914, Campaign 177

Amiens, 1918, Campaign 197

Vickers-Maxim machine guns

Messines, 1917, Campaign 225

Cambrai, 1917, campaign 187

St. Mihiel, 1918, Campaign 238
Chateau Thierry & Belleau Wood, Campaign 177
Forts of the Meuse in WWI, Fortress 60
The Fortifications of Verdun 1987-1917, Fortress 103

Other books

GAS by Ian V. Hogg, Ballantine's Weapons 43
GERMAN TANKS IN WWI, by W. Schneider & R. Strasheim, Schiffer Publishing
COMPENDIUM MODELING MANUALS 4, Jerry Scutts, editor
The Guns, 1914-18, Ian V. Hogg, Ballantine weapons 27
Trench Fighting 1914-18, by Charles Messenger, Ballantine's weapons 28
No Man's Land by John Tolland
The Arms Of Krupp, by William Manchester
Small Arms Of The World, by W.H.B. Smith
German Artillery of World War One, by Herbert Jager
***Catastrophe: 1914** by Max Hastings
* **The Guns Of August** by Barbara Tuchman
***Castles of Steel** by Robert Massie
Dreadnought by Robert Massie

GENERAL KNOWLEDGE AND PRIVATE INFORMATION

The Archduke's Children



Franz Ferdinand and Sophie had three children. Princess **Sophie**, Duke **Maximilian** and Prince **Ernst**. Following WWI, their lands in Czechoslovakia were confiscated and they moved to Vienna. During WWII, the two boys...young men, actually.... were imprisoned in **Dachau Concentration Camp** for seven years. All three both produced heirs. The two boys lived into the 1950s, but Sophie survived to age 89 passing away in 1990.

Dave Kimbrell



The Gamer's Gambit

Greetings fellow model building, figure painting, diorama creating enthusiasts. Today I shall touch upon something specific to gaming itself. That being role playing games, what they are, what flavors there are of them, and how it has anything at all to do with our hobby. I figure it is about time I write up something specific to the title, no?

So the first question is this--what the heck are role playing games? Many of you might have an idea, be it those weird people who dress funny and throw bags of rice at each other yelling "lightning bolt, lightning bolt!" Or those funny groups whose idea of fun is to sit around a table eating Doritos, drinking Mountain Dew, and arguing about experience points, loot, and pounding that monster with their D20.

All of these are true but there is so much more. Role Playing games are bringing a story to life with a bunch of people. This story could, and often does, go in a completely different direction than envisioned or expected by the one who sets the groundwork, called GM (game master) or DM (dungeon master) and often in hilarious and interesting ways. Of course there is more than one way to play and so many different games, genres, story lines,

rules, and ways to play that there is pretty much something out there for anyone.

Let's take a closer look at the different ways one can play. There is the one most people immediately think of when you say RPG, that is of course tabletop, also known as pen-and-paper (PnP). To play you can have as little as a bit of paper and a few dice to whole maps, miniature figures (painted or un-painted, made of plastic, white metal, or resin), rule books, a scenario, a GM (or DM, this is game dependent), a set or more of dice, a character sheet, and a ton of imagination. Oh yeah, and friends to play with!

Then there is Live Action Role Play (LARP). This is more like improve theatre and, while I have not yet tried it, I am more than willing to admit I want to. Yes, I am that much of a geek. This involves dressing and acting like your character, running around bopping people with foam weapons and little bags of sand or rice to simulate magic. There are rules in this as well of course and people acting as the monsters in the world.

Next we have the electronic media version. This would be the video game version of the same tabletop type games. There are single player versions of these as well as multi-player versions. Examples would be Neverwinter Nights or Oblivion for single player RPGs, or the very well-known World of Warcraft for the multi-player option. Now these do not just need to be video games but can also be text based as well, also known as Multi-User Dungeons (MUDs), Multi-User Shared Hack, Habitat, or Holodeck. Or, if you want the least visual, most time consuming way to do the virtual gaming, there is play-by-post, where you RP via an online forum. If you are really old school you can play-by-mail. This could be via e-mail or the really, really antique version is by snail mail.

And there you have it. I will not put images up in this article because, honestly, as the whole concept of RPGs is about imagination, I figure this will be an even better introduction to the idea. Of course, if you want pretty pictures let me know and I will take pictures of my own gaming group in the process of gaming in order to assist with the imagery. That is all for now. Happy gaming!

Melyssa Smith



BATHTUB ADMIRALS

The events around the Dardanelles are unique for WW I. No other naval campaign brought together the same set of circumstances. The Dardanelles were:

- The only instance where we had extended activity instead of a single battle lasting only hours or a couple of days.
- Multiple countries involved. The naval squadron was a joint operation between the British and French navies.
- Shore bombardment on the part of the British navy. There was also an army element and amphibious landing on the Gallipoli peninsula that brought a joint-operation element to the campaign.

Ever since the *Goben* slipped away from the British in the Med, she continued to be an irritant as the *Yavuz* in the Turkish Navy. After taking possession of the ships and becoming an ally of the Germans, the Turks and their control of the entrance to the Black Sea caused supply problems for the Russians.

Now that things had settled down somewhat in the North Sea, Churchill refocused on the issue. With a somewhat colonial attitude towards his opponent, the plan essentially became an effort to simply sail into the area, show the flag, blow up a few things, and intimidate the blighters into their place. Istanbul would fall and the world would be right again.



There are actually two straits separating the Black Sea from the Mediterranean Sea. The Bosphorus Strait is by far the best known because it is right beside Istanbul. Since the Russians didn't have the ability to solve the problem from the Black Sea, the attacking force must arrive via the Sea of Marmara and the Dardanelles.

The Dardanelles varies from .75 to 3.75 miles wide. While the Dardanelles is 38 miles long, the area of interest is the first ten miles from Cape Helles to the Narrows. To protect Istanbul, numerous forts and mine fields were strewn along the area. Many mobile artillery units were also stationed on the shores to supplement the forts.



The area never moved far from the mind of Churchill since August. As the war on the European front and the North Sea began to stagnate, the idea of forcing the strait

began to percolate to the fore. Plans were developed over the course of late 1914.

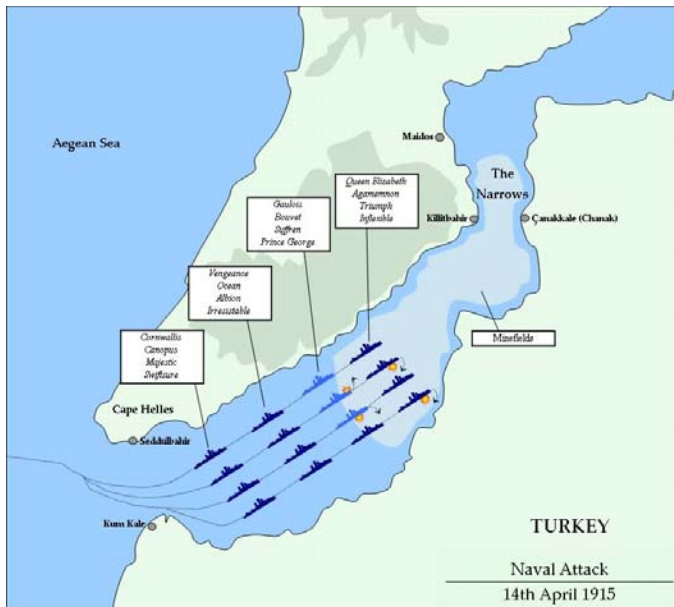
An aircraft from the *Ark Royal* did an initial reconnaissance of the strait on Feb. 15 (also something new), so the allies knew of the minefields and the forts. The first moves were minor. On the 19th, two destroyers and two battleships engaged some of the forts. On the 25th, the Turks evacuated some of the emplacements in the face of another push, allowing Royal Marines to blow them up. Finally on March 1, a four battleship group fired on defenses in the middle portion of the strait.



HMS Canopus (yes, the one that was at Coronel and the Falklands) fires the opening salvo on Feb. 19th.

Attempts were made during these operations to clear some of the minefields. Most of the effort was being made with fishing vessels and trawlers adapted for the task and manned by civilians. They did not perform well under fire or in the dark, so the main goal to clear the strait was failing.

The big push came on March 18th. The plan was to enter the strait with a combined British/French force of sixteen battleships with support from cruisers and destroyers. Once the forts and mobile artillery had been silenced, minesweepers would take out the minefields in two stages and the ships would proceed to Istanbul.



For the most part, the ships assigned to the task were considered obsolete pre-dreadnaughts. Some were literally headed to the scrap heap later in the year before the campaign was planned. The apparent idea was that all that was needed was big guns. *Queen Elizabeth* and *Inflexible* were the only modern ships assigned to the area just in case *Yavuz* made an appearance.

The problem was that the allies seemed to feel that the Turks were a bunch of unimaginative natives that deserved no respect. No self-respecting sailor would try to cram that many ships into such a confined, defended waterway against a foe they gave a grain of respect.

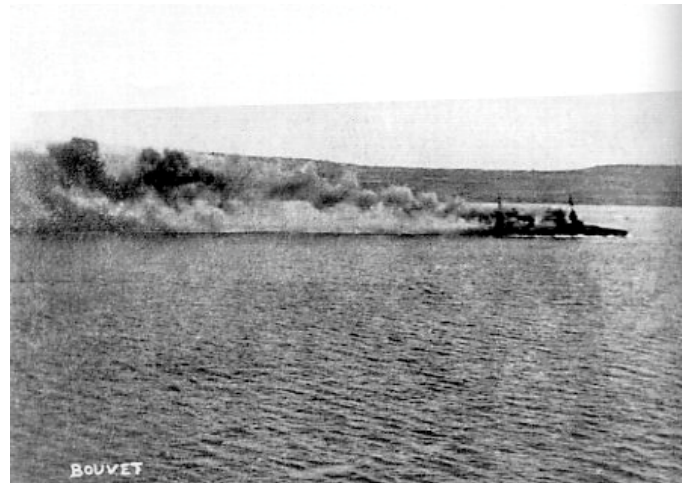
The Turks didn't even have the decency to leave well enough alone. For some reason, they thought it would be a good idea to add another mine field (field #11 in Erin Keui Bay on the first map). They had noticed the ships turned to starboard away from the bulk of the fortifications each time they withdrew down the strait. Reconnaissance noticed some of the mines, but the word didn't make it through the military bureaucracy.

The Disaster

The attack started at 1100 hours with the French starting out. After about an hour, the French line of *Gaulois*, *Charlemagne*, *Bouvet* and *Suffren* had inflicted and received damage. They were ordered to withdraw and the next line to move in.

After executing the same starboard turn as before, *Bouvet* struck a mine about 1340 and capsized in minutes, killing over 600. *Suffren* and *Gaulois* also were damaged by mines. Not recognizing what was really

happening (it was later stated that it was thought to be a shell hit on a magazine), *Invincible* was damaged around 1600. *Irresistible* followed. In trying to tow *Irresistible*, *Ocean* also was mined. The last two were still afloat when the British withdrew but ultimately sank before they could be towed by ships sent back to help.



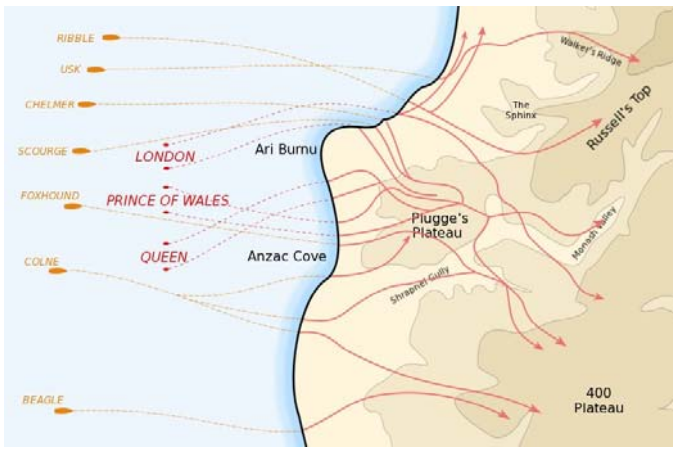
Bouvet after striking the mine



Irresistible sinking.

Never Say Die

The British didn't consider this the final effort. The land campaign on the Gallipoli peninsula would take the forts from behind. The navy would then resume the move towards Istanbul. On April 25th, many of the troops put ashore from battleships and destroyers instead of transports.



The navy continued to provide bombardment support, but at a cost. Three more battleships were sunk by torpedoes in May.

Fallout

Churchill had invested a tremendous amount of political capital in launching the campaign and maintaining it. By April, everything came to a head in no small part due to his friend/ally Jacky Fisher.

Fisher had always looked askance at the campaign as a sideshow that drained resources from the really important focus on the North Sea. With enough redirection of ships, the Germans might actually be able to gain some success against the Grand Fleet. He also had been against purely naval actions. He supported amphibious operations with naval support.

The problem was Churchill constantly overwhelmed Fisher (in Fisher's mind) and convinced him to give support to his schemes against Fisher's better judgement. The rift continued to grow as Churchill made constant end runs around Fisher and issued orders directly to the fleet.

Fisher finally resigned in frustration on May 15th. He refused to meet with Churchill to avoid the possibility of being reversed, but just about everyone not in the Admiralty heard from him about why. This was the death knell for Winston.

Churchill had many political enemies built up over a long career. Fisher had many supporters who saw him AS the Navy. This created a political crisis that almost brought down the government. To keep everything together, Churchill's position as First Lord was the sacrifice required. This happened on May 25th.

Fisher knew it was coming by the 19th. He then made the worst blunder of his career. Thinking that he now had unlimited political capital with the impending dismissal of Churchill, he demanded as a condition for returning to the Admiralty near dictatorial powers over the fleet disposition, officer and civil appointments and all dockyards and construction. He wanted to be King. He was shown the door. By May 22nd, *before Churchill actually left himself*, Fisher was on his way to his home in Scotland.

Remember a few months ago when I mentioned how the *Goben* debacle would rear its head again? The Dardanelles Campaign, brought about by Turkey's entry into the war as a German ally in part because the *Goben* arrived at Istanbul had now skewered two more careers.

Various plans continued to be drawn up over the next months, but the political pressure began to mount over the substantial expenditures of men and material with nothing to show for it. After nearly a year, the British completed the withdrawal on January 7, 1916. The allied armies had suffered nearly 250,000 casualties and the navies lost 700 sailors along with 6 pre-dreadnoughts, 1 destroyer and 8 submarines sunk. Another battlecruiser and pre-dreadnought were damaged.

The field remained in the hands of the Turks and *Yavuz* continued to ply the Black Sea for another 40 years.

Sources:

en.wikipedia.org
 forum.paradoxplaza.com
 moiado.com
 en.wikipedia.org/wiki/Naval_operations_in_the_Dardanelles_Campaign
Castles of Steel by Robert Massie

Rick Jackson

Kit Review



The MACH 2 Taxi de la Marne

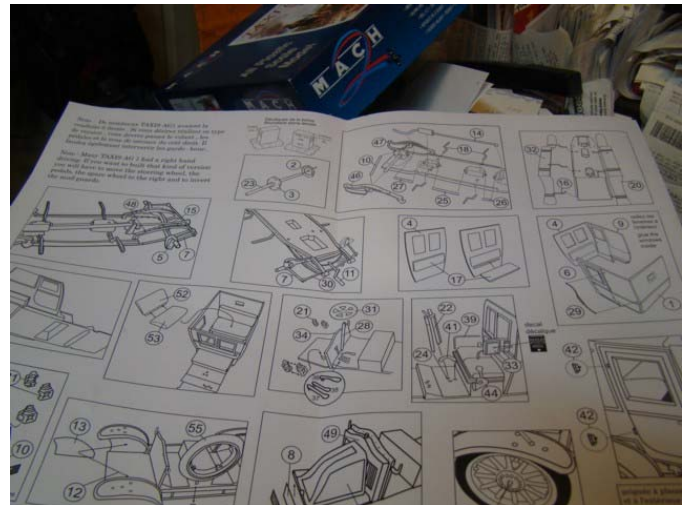
In September 1914, the Germans were about to take Paris. It took about 18000+ dead to prevent this from happening. (So when you hear the joke about how many Frenchmen does it take to defend Paris.....) Part of the troops that were rushed to the front were sent in 600 taxis. Of course, the drivers got paid. The French Treasury paid out 70,102 francs when all was done.



The French company MACH 2 has released a 1/35th kit of the famous taxi. MACH 2 seems to make kits of subjects that are not done by others. They have an interesting range of Soviet rockets. However, all the kits have a lot of flash and fit problems. The kit molding is on the crude side.



The new TAXI is much the same. Lots of flash. The small parts are not well done. However, it is the only 1/35th kit of this historic vehicle. I find it sad that a French company does such a poor kit of such an historical French vehicle. I wish I could report that it fits better than it looks, but I can't. Sadly, it fits about how it looks. I suppose you could consider it a modeler's model. One hat takes a lot of care, patients and extra work to create a fine looking model. They do provide a nice set of decals which include mile markings for a stella.....also included..... and a nice looking taxi meter face.



A Google search will turn up plenty of images of restored cars.

I am not sorry I bought this kit, but it is not really worth the \$50+ price tag.

Dak

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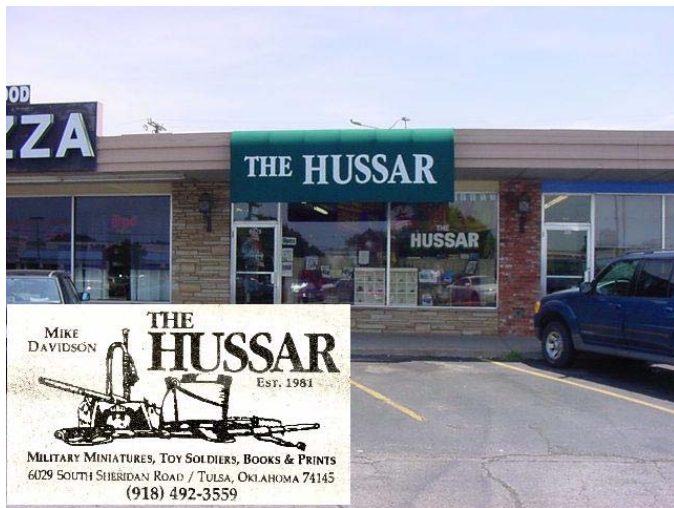
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OHMS EVENT CALENDAR

2014

June

- 6-7 ~~Tulsa Figure Show and contest at the Wyndam Hotel in Tulsa~~
- 6 OHMS Meeting. MOM contest. Open theme
- 7-8 Heartland Model Car Nationals. Overland Park Convention Center, 6000 College Blvd. IPMS KC Slammers Model Car Club Contact [Bill Barker](#) (913) 250-0906
- 14 IPMS Metro OKC will host Soonercon at Crossings Community Center 2208 W. Hefner Road. Contact [Greg Rose](#) 405-590-7130
- 20 OHMS Meeting. Program Night. Pictures from recent contests.

July

- 4 OHMS Meeting. MOM contest.
- 18 OHMS Meeting.--Program night. Build Night.

August

- 1 OHMS Meeting. MOM contest.
- 2 HAMS 8th Annual Model Car Show and Contest. Cypress Creek Christian Community Center Annex Building Gym, 6823 Cypresswood Drive, Spring TX. IPMS Houston Automotive Modelers Society (HAMS)
- 6-9 **2014 IPMS/USA National Convention & Contest** at the Hampton Convention Center, Hampton VA.
- 15 OHMS Meeting. Program night.

September

- 5 OHMS Meeting. MOM contest **OFFICER ELECTIONS.**
- 13 Fort Worth Scale Modelers SuperCon 2014. Bob Duncan Community Center - Vandergriff Park, Arlington TX, (817) 465-6661, 2800 S. Center Street. Contact David Hawkins 817-605-1433
- 19 OHMS Meeting. Program Night. Slides from Nationals.
- 20 AutumnCon 2014, hosted by Northshore Scale Modelers, Houma-Thibodaux Scale Modelers at the American Legion Hall, Post 16, 2031 Ronald Regan Hwy (formerly Old Hammond Hwy). Northshore Scale Modelers. Contact [Andy Useman](#) 225-229-8204
- 27 13th annual CASM Sproo-Doo Contest & Swap-Meet, Statehouse Convention Center, 101 E Markham St., Little Rock AR. Central Arkansas Scale Modelers - IPMS Lt. j.g. Nathan Gordon, Contact [Brianna Childres](#) 501-269-9086

October

- 3 OHMS Meeting. MOM contest.
- 4 Austin Scale Modelers Society hosts the ASM Capitol Classic at the Norris Conference Center, 2525 West Anderson Lane. [Randy Bumgardner](#) 510-402-8750
- 11 ConAir 2014-- Kansas Aviation Museum, 3350 South George Washington Blvd., Wichita KS, IPMS/Air Capital Modelers. Contact [Mark Vittorini](#) 316-440-6846
- 17 OHMS Meeting. – Program night. Build Night.

November

- 7 OHMS Meeting. MOM contest
- 15 OHMS Meeting. Annual Club Auction