
The

Indy Squadron Dispatch

Volume 10, Number 1

"The original, local squadron newsletter"

Jan 1998

SKYWRITING

GAMING WAS CANCELLED on December 13th due to lack of participation. Only three players were available, but we cancelled in time to save everyone the trip.

BRIAN RETURNS! TERRY MAKES CAMEO! BIG NEW YEAR'S CROWD EXPECTED! New Year's Day at Skinner's house Brian, Graham, Stephen, Scott J., Scott C., Terry and Alice have confirmed attendance. Story and details on page two, and see flyer.

WHILE GAMING AT MIKE CARR'S HOUSE, Stephen found that there are several new set up charts now in use. Hopefully, we'll soon get our own set and we can get copies to all local players.

THE SQUADRON FUND took a beating, as expected, for the Armistice Day Championship on November 8th. The balance now stands at \$14.70.

OH, THE SHAME OF IT ALL. Dory Oda is the one and only person to turn in her Indy Squadron Subscriber Survey. If you don't get up and go mail yours in NOW, you'll end up doing just what you did last time. (Nothing).

NEED STAMPS? Ask for the Classic American Aircraft series featuring famous aircraft like the Curtiss Jenny, F4U Corsair and P-51 Mustang (ya gotta lick 'em, though). Also available is the Supersonic Flight series (self adhesive) which was used to mail this issue. ISD Special "Year In Review" Issue!!

The Top Five ISD Stories of 1997

It's that time of year again! Time to review the most intriguing and memorable moments of the Indy Squadron's 1997 activity. Read, remember, and enjoy...

#5 "Devon Downs Fokker For 7th Kill (Vol. 9/1, Jan '97)

Captain Matthew Devon (Terry) scores his 7th victory after knocking out the engine and cutting the fuel lines of an experienced and feared DVII pilot, Lt. Franz Sprecker (Graham 5/0, who survived an emergency landing). After the death of several leading Camel aces, 7 kills vaulted Devon into the upper echelon of local Sopwith superstars.

#4 "Luigi Loses Election, Scott Ascends to Throne" (Vol. 9/1, Jan '97)

In a move that has proved critical to the financial health of the squadron, Scott Jones accepted the position of Most Noble and Righteous Squadron Treasurer. Due to his vigilance, we paid for the use of the War Memorial in advance and have actually been able to spread out the minor costs involved in running squadron events among all members. His help has been invaluable and much appreciated, and has made a huge difference in the way the organization operates.

#3 "Ziegal Pockets 12th Mission, Strutters Rule" (Vol 9/8, Nov '97)

Scott Campbell earned his first ever Dawn Patrol ace when Unt. Heinrich Ziegal (12/1, Albatros DV) logged his 12th mission against a pair of Sopwith Strutters. The mission itself was not successful (he was fought off by the tenacious fire of Graham's Sopwith observer!), but Scott's pilot has proven yet again that the simple habit of surviving can take you a long way in Dawn Patrol. (As Woody Allen said, "90% of success is just showing up!"). He now enjoys ace status and will be the strongest member of nearly any flight he chooses to lead.

#2 "Strauss Plugs Christianson, Logs 13th Mission" (Vol 9/7, Oct '97)

Long time Albatros pilot Lt. Reinhardt Strauss (Dory 13/3) returned for a daring mission against superior odds, and nearly succeeded in downing an SE 5a for his 4th kill. Behind Unt. Hermann Schultz (Alice 21/3) and Vz. Heiner Scheele (Stephen 17/7), Strauss ranks as one of the top Alb aces in the Indy Squadron, and certainly has had the longest career.

#1 "Stephen Wins Third Indy Crown; Dory Close Second" (Vol 9/8, Nov '97)

Stephen joins Dory as only the 2nd pilot in Indy Squadron history to win a third title, scratching out a narrow 114 to 104 win after Dory suffered early gun jams. Scott Campbell's rookie appearance in the Armistice Day FitS Tourney was rewarded with a hard earned 3rd place finish. Graham and Scott Jones were plagued with individual problems, including guns jams, criticals, and some absolutely horrid initiative rolls, and finished a distant 4th and 5th, respectively. ISD

A FITS NIGHT AT MIKE CARR'S HOUSE

Mukwonago, WI-On a recent business trip to Chicago, your editor in chief (Stephen) stopped by game creator Mike Carr's house for a night of Fight in the Skies fun.

I arrived at Mike's beautiful island home carrying only my small digital diary which holds pilot records. First game is a biggie, about 12 players, and I get stuck in a DH 9 among a sky full of Fokkers and Sopwiths. Two seaters can't defend themselves outside of Indy! No problem. I'll fly weenies and die before the next board starts another game. Dice roll, then the fighters mix it up and forget about us. Me, Dave Danner and Jean Rabe dive like idiots and lose the bombs, which score direct hits (!) and take out the Zeebrugge docks. Wow. Jean dives to escape. A fighter in trouble dead ahead. Distracted by the blaring soundtrack to "The Blue Max," I stupidly overdrive and press the triggers. Shots crackle, the wings don't. Lucky me. I join up with Dave again while a Fokker spins down out of control. Dave shoots another down with a pilot wound, and two Pfalz's have climbed out of the fight. We're gonna make it. The sky clears. Time for dinner. A three dollar donation buys 2 delicious but rare hamburgers (the salmonella tests were negative) and coke. Mac and Dennis Elliot make good dinner company, as always, and pass along greetings to the Indy Squadron. Mike says I get the DFC for the last mission. Stever's not there. So far, so good.

Game two has to count... it's my last. I draw a Bristol, escorting RE 8's. Thank goodness, it's got two rear guns. I get brave and pull out my 7/0-6/1 crew, but quickly regret it. A mixed bag of Junkers, Tripes and D7's. Bummer. Turn one, a Fokker underneath me and four slugs to the engine. My mission is over. I dive for the lines amidst cries of cowardice from the RE 8's I'm supposed to protect. If only they knew. Four Germans pull away to follow me, and then the RE's think I'm great. I make the lines at 4,000 feet but can't get away, so I pop a shot at Dennis and nail him. He veers away. Mac flashes across my nose. I turn and fire. A pilot hit, but he doesn't go down. My observer locks up his right gun and the left one is empty. I dive to help the nearest RE 8 but can't shoot, so I'm a coward again. A Fokker below me - the same one. Another engine hit, and this time he takes out my propeller. A low throttle landing behind friendly lines, and now my mission really is over. For all their complaining, the RE's make it back, too.

Mark Hudgens is his usual friendly self, but no date yet on Kankakee. Barber goes out of his way to shake my hand and say hi although we never fly at the same table. Kerry Nash loses a triple ace but keeps smiling. Mike has a huge gaming room and cool prints of the Red Baron on his wall. A bunch of good guys. Sigh. 2 hour drive and work at 7am. Gotta go. Thanks, Mike. ISD

The Latest Dirt

Free Kills! Free Kills! Brian, Terry Return For Traditional New Year's Day Games

In a shocking new development, the Indy Board of Discipline and Condescension has learned that both 1993 Indy Squadron Champion Terry Phillips and Brian Halberstadt, who's won absolutely nothing, will be on hand for gaming on New Year's Day 1998. Although the Board normally frowns on such party crashing without a proper application for renewed membership and the accompanying \$1,162 dollar de-lousing fee, they will be admitted on the grounds that they may yet compensate the rest of us through a series of incredibly stupid FitS lapses.

In light of this shocking news, the Yale Institute for Dawn Patrol Research and Cosmetology will initiate a manhunt to track down former Indy players Jason Meador, Clark Sigmund, Shawn Whatshisname, and anyone else who could possibly hold a pencil. Along with Terry and Brian, they will be harnessed into one colossal, unarmed Roland flight, with the rest of us getting captured Schuckerts in Allied markings with extra wing guns.

Or, they can just pay the de-lousing fee. ISD

DAWN PATROL BASH

New Year's Day at the Skinner's World War I Library!

Sleep in... the fun starts at 11am sharp! It's the first Indy Squadron "No Frills DP Marathon" (Dory's great idea!) All scenarios come from the instant, "just add water" pre-rolled mission chart made up by Terry and Stephen. Hence, this is a perfect opportunity to get a machine-gun style blitz of DP games jammed into one day! Also, it's the third try at breaking in the Skinner's new home for FitS play (they haven't hosted one since 1995!) Also be aware of the upcoming January 24rd gaming day, and cut out the updated calendar (below) and post it on your refrigerator.

The Skinner's house (from the I-65/Raymond St. exit) is: ¼ mile west on Raymond St., turn south (left for the directionally impaired) on Garfield Dr. for 3 blocks, turn east (left) on Hervey St., 3rd house on north side (left). 922 E. Hervey, Indianapolis. Trouble? Call 791-1010 for directions. See you there!!

INDY SQUADRON MASTER CALENDAR

Every calendar is updated; ALWAYS discard old one!!

Jan 1	Skinner's (791-1010)	11am	No Frills DP Marathon
Jan 24	South	tba	Mystery Mission Night
Feb 21	South	tba	Albatros Night
Mar 14	North	tba	Trivia Night
Apr 10-12?	Kankakee, IL	tba	Mini-convention??
May 9	Skinner's	10am	Red Baron Fight IX
June/July	no sanctioned games		

The

Indy Squadron Dispatch

Volume 10, Number 1

"The original, local squadron newsletter"

Jan 1998

SKYWRITING

THE NEXT GAMING DAY IS Saturday, January 31st, 10 am, at Scott & Audra Campbell's. This is a change!! Make a note of it and see the new schedule in this issue!

TWO ISSUES. ONLY JANUARY. Like wow, man.

VOLUME 10 HAS BEGUN. Those of you who remember Clark's apartment or Dory's Dawn Patrol basement (a 9 on the nostalgia scale) can appreciate that.

LOST AND FOUND. The following items were left at the Skinner's house by disturbingly careless people on January 1st: one paper DP board, a pair of blue dice with white dots, an empty shell casing, and a 20 sided green die. Claim your property.

MINUTES FOR GAMING ON 1/1/98. Smashing good day. 6 players (Dory, Alice, Graham, Brian, Scott J., Stephen) played 6 games. Donations totalled \$29.00, including a windfall of funds found in the old Dawn Patrol donation can (Thanks again, Dory). The fund now stands at a healthy \$47.00+. Scott C. and Terry were sorely missed.

ANOTHER POP QUIZ has trickled in, this one from Dennis Elliott, who, by the by, lives in Michigan (being just south of Canada), thereby bringing further shame and disrepute on those locals who still have not returned theirs. We have received 2. Thanks Dennis. (Related story in the Latest Dirt, this issue).

CHESTERTON CLAIMS 5th KILL Pitt Recovers, Makes Gallant Escape

1 Oct, 1917, behind British lines (1/1/98)-Unt. Lars Pitt's 1st combat patrol was nearly his last. Pitt and his pilot, Lt. Martin Schmidt (Graham 1/0, 1/0) were assigned an artillery spotting mission in their Halberstadt CLIV, escorted by the Fokker D7 160 of Lt. Sebastian Greenstein (Brian 2/0). Just prior to reaching the target area, they were bounced by a pair of SE 5a's. Capt. Charles Collin (Stephen 6/1) attacked first, nailing the Halberstadt with 9 hits before Pitt could squeeze off a defensive shot. Unknown to Collin, he had punctured the Halberstadt's fuel tank and initiated a severe fuel leak. Greenstein pelted Collin's SE and forced him to break off, but 2/Lt. Allan Chesterton (Scott J. 13/5) moved in for another attack. Just as Pitt tapped out a signal to his artillery unit to begin firing, he was hit with a critical wound and slumped unconscious to the bottom of his rear cockpit. Greenstein pressed his attack on Collin and effectively took him out of the fight, but it was too late to help the two seater. The artillery unit began firing and much to Schmidt's surprise, their first salvo was dead on target. With a leaking fuel tank and his observer (Pitt) severely wounded, Schmidt climbed into a cloud bank to escape the constant firing of 2/Lt. Chesterton. His job done, Greenstein also climbed into the clouds and made for German lines. Both SE's headed home, but Schmidt and Pitt's story was not over.

Pitt struggled for consciousness just long enough to signal his artillery crew to fire at will, then slumped back down into the cockpit. Schmidt, his fuel tank now dry, nosed the Halberstadt down and looked for a suitable landing spot. They were forced down into a beet field, still nearly 4 miles inside British territory, but both were still alive. Schmidt dragged the wounded Pitt from the airplane and was immediately captured by a reserve infantry unit which, as history overlooked, was actually en route to assassinate their commander, Douglas Haig. (That little joke is only for postgraduate students of WWI studies). Schmidt, feeling depressed and blaming himself for everything, went quietly into captivity and waited out the war as the prison camp parish. Pitt, however, valiently recovered from his non-debilitating wound and embarked on a ridiculously complicated jail-break scheme which entailed lowering himself out of a fifth story window via a 40 foot string of British spaghetti, which is not nearly as tender and juicy as Italian spaghetti, which of course, would never have supported his weight. But thanks to his indomitable spirit and the poor quality of English pasta, he made his escape and arrived back at his squadron two months later, albeit 25 pounds underweight. He was immediately recommended for the Prussian Military Merit Cross in Gold and would undoubtedly have received it had the authorities been able to swallow his pasta story.

ISD

WOLFF LOGS 7TH MISSION, LOSES CUT Scheele Doubles On DH 2's

1 Feb, 1917, over German trenches (1/1/98)-Veteran combat leader Lt. Ludwig Wolff (Brian 7/3) and Albatros ace Unt. Heiner Scheele (Stephen 19/9) have wiped out an entire British flight which was strafing front line trenches, according to official reports.

An unknown DH 2 pilot (Scott J. 1/0) began the strafing runs but was quickly attacked by Unt. Scheele. While Lt. Wolff held the other Englishman at bay, eyewitnesses say that Scheele fired on the DH 2 from behind for nearly two full minutes before it's right wing crumpled. Unfortunately, several of our German infantry troops are confirmed to have perished as a result of the Britisher's criminal attacks before Scheele brought him down. He died valiently, however, and his body was recovered by German soldiers and buried with full military honors.

The English flight leader, Lt. Alec Baddenborough (Graham ??/?), had tried unsuccessfully to extricate his wingman from Scheele's clutches, and now found himself alone against the two German pilots. Already damaged by Wolff's fire, Baddenborough made one last firing run on Scheele's Albatros and turned west at full throttle. Wolff and Scheele quickly closed the gap and began firing. After one burst from each of them, the DH 2 wobbled and began a slow glide earthward. Still well inside German lines and with only 500 feet of altitude, Baddenborough was forced to manage any sort of landing that he could. He crashlanded into a field and was killed instantly, with the subsequent card cut going to Unt. Scheele. Examination of the wreckage later showed that Wolff had cut the fuel line of the DH 2's engine. ISD

TWO PLANES BLOWN OUT FROM UNDER LOWENHARDT Hess Downs Camel for #18

1 Nov, 1918, over German airfield (1/1/98)-Six German planes have been severely damaged while one British Camel was lost in action. So says an intelligence report on an airfield raid over enemy lines. Lt. Malcolm McDowall (Graham 3/0) and Lt. Cody Barr (Scott J. 1/0) each carried four bombs on the raid. As they approached, two German pilots ran toward the nearest available airplane, while a third German, already in the air, circled the field. Vz. August Lowenhardt (Alice 4/0) jumped into a Roland DVIa only to have one of McDowall's bombs severely damage it before he could start the engine. Lowenhardt leaped out unhurt and ran for another aircraft, while Lt. Ewald Schmidt (Brian 7/0) climbed aboard a running Fokker D7. Barr's first bombing run sent shrapnel through Schmidt's D7, so he was forced to try another airplane as well. Meanwhile, barely 100 feet overhead, Lt. Aron Hess was doing his best to shoot down the attackers, tailing Barr's Camel and firing nonstop. Barr made his second bombing run and damaged a DrI which Lowenhardt had jumped into seconds before. For a second time, Lowenhardt leaped from the wreckage, this time to jump into a Roland DVIb. Schmidt had since become airborne in a Fokker Tripe, only to be attacked by Barr's lame Camel. Still on Barr's tail, Hess closed in for a final burst that sent the Britisher hurtling down to crash on the airfield. Having already put several good bursts into Hess' D7, Lt. McDowall turned his wrath on a machine gun nest. In a single burst he eliminated the gun and killed two crewmen. Lowenhardt had in the meantime finally got his Roland off the ground and was heading into the fight, forcing McDowall to break away and make his escape. All three Germans survived the attack. ISD

GOLDBERG NEARS ACEHOOD Frommherz Guns Down SPAD for 1st Kill

1 July, 1917, over the front (1/1/98)-Lt. Heinz Goldberg, pugnacious Albatros veteran, has led yet another successful attack in company with Unt. Oskar Frommherz (Alice 3/1). The pair attacked an English SE 5a and a single French SPAD 7 at an altitude well over 16 thousand feet, preserving their height advantage until they gained the initiative. The French airplane, flown by the American volunteer 2/Lt. Harold Bonner (Stephen 7/2), could only manage a 500' bottom shot at Goldberg's Albatros which missed wildly. As Frommherz dove to the attack, SE 5 pilot Lt. Harold Banes (Brian ??/?) closed in for a tail shot and promptly jammed his Vickers gun. While Bonner maneuvered his SPAD against Goldberg, Banes continued to fire his Lewis gun until only a single round remained. He then broke away from the fight and attempted (unsuccessfully) to reload it, while his wingman tried to carry on the scrap and assure himself that this SE pilot knew what he was doing. In between getting shot by both Germans, Bonner managed a 5 hit burst into the bottom of Goldberg's Alb, while Banes, still trying to reload his Lewis gun, shouted "I'm coming!," only to be drowned out by the roar of his own engine. Just as Banes finally finished reloading his Lewis gun, Frommherz closed in for a side shot and nailed the SPAD's engine. Suffering from a severe compression loss, Bonner was forced to cut his engine and force land on a road inside French lines. He becomes the first kill for Oskar Frommherz in three missions as an Albatros pilot. Goldberg has nearly achieved experienced pilot status having now survived his 10th mission. ISD

THE LATEST DIRT

Two Minor Items of Little or No Importance

Countless thousands of meticulous letters pour into the ISD offices each month from every corner of this great land, and generally speaking, we throw them all away. It's not that we don't care or wouldn't be delighted to take the time to read and answer each one of them, it's that they're all in the familiar crayon printing of Marty Stever. But at last, we have a letter of consequence which deserves full printing, or at least as much ink as is necessary to properly ridicule it. It comes in from longtime ISD reader and squadron member Brian Halberstadt:

Letter to the Editor:

In your last issue, you scolded all of the members of the squadron for not turning in the questionnaire, except for Dory. But if Dory is the only one who turned in a sheet, doesn't that mean that the editor failed too? Let he who is without sin cast the first stone! Everyone else may follow!

Brian Halberstadt
Centerville, Ohio

Brian, of course, it attempting to make reference to the annual Indy Squadron Survey/Pop Quiz included in the final issue of Volume 9 (1997), to which only a single individual initially responded. Of course, as with any good, scientific survey, the editor and other persons directly involved must refrain from skewing the survey results by their own participation. If Brian were an informed, alert reader, he would obviously have known that. If Brian had bothered to contact the ISD offices prior to his prosecutorial letter (I just made up that word), he would also have known that yet ANOTHER survey sheet has since been received. HA! This one was sent in by a fully lucid Michigan reader named Dennis Elliot, who would clearly desire to distance himself as much as possible from Brian. These survey results are being held in the security of the ISD compound, where they are guarded day and night by a member of the Indy Squadron Board of Discipline and Condescension, to whom Brian must still answer for stealing the Bone Head Fits Lapse Tin three years ago, another chapter in his sordid Indy Squadron history. More recently the tin has been stolen by Scott Jones, but that's another story. By the way, he didn't turn in his survey sheet, either. ISD

INDY SQUADRON MASTER CALENDAR

Every calendar is updated; ALWAYS discard old one!!

Big news here. The January 24th date has been moved to January 31st. Also, this calendar has been extended into the late summer. The good news is that most of our gaming days are coming off on their originally scheduled days, and we've been putting out this schedule for over a year now. Overall, it's working pretty well. We've only cancelled twice (and both times we knew at least the night before), and there have been only two postponements (this would be one of them!).

Jan 31 10 am, Scott & Audra Campbell's (298-9417)
8655 Rook Rd, Indpls
Mystery Mission Night

Feb 21 10 am, North
Albatros Night

Mar 14 North
Trivia Night

Apr 10-12? Kankakee, IL
Mini-convention??

May 9 10 am, Stephen & Alice Skinner's
Red Baron Fight IX

June/July no sanctioned games

Aug 1	tba
	Ground Attack Offensive
Aug 15	tba
	Great Dice Giveaway II
Sept 12	tba
	Triplane Spectacular
Oct 17	tba
	Aces High!
Nov 7	10am, Indpls War Memorial
	Armistice Day FitS Championship
Dec 5	tba
	Balloonatic Fringe
Jan 1	tba
	No Frills DP Marathon

The

Indy Squadron Dispatch

Volume 10, Number 3

"The original, local squadron newsletter"

Feb 1998

SKYWRITING

THE NEXT GAMING DAY is Saturday, February 21st, at the home of Scott Jones (7647 Boulder Lane, call 290-1578 for directions. Gaming starts at 10am sharp... be there for the on-time drawing!

THANKS AUDRA! After only three players showed for gaming on Jan. 31st, she chipped in briefly to make a 4th player. We managed to get a game in thanks to her participation.

NEW YEAR'S RESOLUTIONS for ISD. We will include (a) more new stats, (b) more new, updated setup charts, and (c) more Marty Stever jokes.

DID IT AGAIN. Volume 10, Number 2, was actually labeled as Number 1, 'cause I forgot to change the stupid computer template. Looks as if the correctly labeled issues are the ones that will be collectibles.

MINUTES FROM GAMING on January 31, 1998: Four players present (Scott and Audra Campbell, Scott Jones, Stephen), donations totaling \$4.00. The squadron fund now stands at just over \$51.00 (!!), but it should be noted that Stephen has \$10-15 in receipts yet to be turned in. Still, that's a great balance, and will easily pay for our upcoming Red Baron Fight this spring. Thanks again to Scott Jones, Most Noble and Righteous Squadron Treasurer, for providing us with this information. ISD

KETTERING SURVIVES WOUND, CLAIMS FIRST KILL Hess Gets Assist and 31st Mission

30 August, 1918, inside German trenches (1/31/98)-In a blazing dogfight that lasted only a matter of seconds, Lt. Rutbert Kettering (Scott Campbell 6/1) gunned down a British SE 5a and nearly lost his life in the process. Patrolling near the lines at almost 17,000 feet, the Mercedes powered Fokker D7's of Kettering and his flight leader, Lt. Aron Hess (Stephen 31/18) spotted two green doped fighters nearly half a mile below them. Diving to investigate, they turned out to be English fighters invading German airspace. The D7's dove in for a high speed firing run on the British flight leader (Scott Jones 2/0), each of them rattling off an interrupted burst. Hess' combat report stated that he clearly saw his tracer bullets arcing into the SE's cockpit before he banked away and lost the initiative. Kettering also reported that his tracer ammo scored hits on the Englishman, who immediately turned toward No Man's Land in a full, engine-on dive. Hess climbed away to watch his prey fall, while Kettering continued the attack on the remaining SE 5 (Audra 1/0). Seeing the Fokker approaching from above, the Britisher deftly slid his Lewis gun back on its mounting and took careful aim. As Kettering pressed the triggers he was stung by head-on return fire that gave him a light wound. He immediately dove toward friendly territory, the whole fight lasting only a matter of seconds.

Kettering fought to stay conscious and soon found a road that appeared to be in reasonable condition. He was able to set his Fokker down without further damage, and was quickly taken to the field hospital by friendly troops where his wound was successfully treated. Hess had stayed aloft long enough to watch the British flight leader (Scott Jones 2/0) stagger back across the front, apparently falling out of control several times during his descent. As he was leveling out for an uneasy landing attempt, the SE 5 again fell out of control, this time smashing into the ground just inside British lines.

As both Germans had fired on the downed plane at the same instant, Hess and Kettering cut a deck of cards for the kill. Confirmation was awarded to Kettering for his first victory. ISD.

SQUADRON MEMBERSHIP DRIVE

Gamers, College Students, and Aviation Buffs Targeted

Extremely poor turnouts for gaming over the last several months (December's gaming excluded) prompted the Squadron's regular attendees to ponder a new strategy on January 31st. The natural cycle of life has taken some of our traditional core players out of the loop, or at least handicapped their efforts to regularly participate. Through no one's fault or ill intent, we have been forced to cancel several gaming days recently or scrape together 4 players at the last minute (and we're barely playing once a month!). Hence, we've embarked on a plan to bring new players into the fold.

Scott Campbell is going to contact the Nineteen and One gaming club on Keystone Ave. and see if we can host a DP game there on an upcoming Saturday. We will simply take one of our pre-scheduled events and move it to that location. The goal will be to introduce new players to the game, hand out DP flyers, and collect names and addresses to build our local ISD mailing list. Stephen will call the Game Preserve in Greenwood and attempt to set up a similar gaming day. We will also create some informative flyers to hand out, designed to introduce prospective players to the game and create interest. Computer generated posters will be put up at several hobby shops around Indianapolis, as well as churches, radio controlled aviation clubs, and colleges.

And finally, we will use word of mouth to recruit new players from our own circle of friends. It's simply not possible to continue regular gaming with the level of participation we've had over the last 6-8 months. The days of 6, 7 and 8 players per night at Dory's Dawn Patrol Basement are gone, and new players are desperately needed. ISD.

He'd never flown a Zeppelin before, but Bob was sure he was lost.

THE LATEST DIRT

Pop Quiz Results

The final, shameful results from the Indy Squadron Pop Quiz are in, with only 3 members taking part (by far our worst showing ever!). Many thanks to the faithful few: Dory, Scott Campbell, and Dennis Elliot.

Both local players said that they ripped ISD open and devoured every word. Understandably, our out of state respondent said that he scanned it for the most interesting parts. The "favorite column" question was quite interesting. "Dogfights" was the only column unanimously selected, with "Skywriting," "Ace Update," and "Anything That Makes Fun Of Marty Stever" finishing strong with majority voting. The "Latest Dirt" also received one vote for favorite column. "Favorite Squadron Event" and opinions on the Victory Medal varied drastically, so no specific trend could be detected. The Armistice Day Fits Tournament and the Red Baron Fight award (glass goblet) both got excellent marks for continuation.

All three respondents said they spent about 10 minutes reading ISD, and read it at least one time thoroughly. Opinions were nearly unanimous that the Dispatch should be published with the same frequency as always, and that Terry's 4 page foldout format was superior to our current 8 ½ x11 issues. Scott Campbell also suggested a brief biographical outline of one successful pilot in each issue.

Specifically as a result of this survey, a status listing for everyone's most successful pilots will be proposed ("Top Gun Pilot Charter," this issue). Also, due to its overwhelming popularity, "Dogfights" will continue in its current format, and a glass goblet will again be the award for this year's RBF IX. We will also investigate the possibility of going back to the old, 4 page ISD format. Thanks to Dory, Dennis and Scott C. for their help! ISD

THE INDY SQUADRON'S "TOP GUN PILOT CHARTER"

Okay. New idea. This could be lots of fun for everyone, but it will take a minimal amount of participation. As we learned from this year's Pop Quiz, we cannot expect an overwhelming response, but the tiniest bit of involvement would make this a success. Scott Campbell, who suggested a specific pilot be featured in each

ISD issue, initiated this idea. Our previous efforts with a similar column didn't pan out, so here's an easier idea that requires less effort by our lazy members.

The Indy Squadron "Top Gun Pilot Charter," should we get sufficient response to print it, will list all the ace and experienced pilots in the Indy Squadron. If you don't have any aces or experienced pilots yet, don't worry. The Charter will include the top pilots from your roster (up to 3) if you have no aces, so everyone will be included. Obviously, some of us have been playing DP much longer than others, so there's no need to feel like your pilots "aren't as good as so-and-so's." This is not a comparison; it's a fun way to get acquainted with the best pilots that your wingmen, or enemies, can put in the air, and get recognition for your own pilots. Wanna participate? I've made this real easy! We just need your pilot's names and rank, m/k records, type of aircraft flown, and your name. Call 791-1010 and leave it on the message machine, mail it to 922 E. Hervey, Indpls, 46203, or give it to Stephen at the next gaming day. Here's what not to do: don't be too lazy to do it now, show up at the next gaming day and start scanning through your roster and expect Stephen to be your secretary. We've made this real easy, but it will require some effort. With participation, the Charter will appear immediately in the next issue of the Dispatch! ISD.

Whoppin' Big Flight Destined For Kankakee

Make Plans to Join Annual Superbash!

Biggest Indy Contingent in Years!

A rollicking good time will be had by all who attend this year's Kankakee Mini-Convention, possibly the single biggest concentration of DP games in all Fitsdom. The Indy Squadron will support the event with an entourage of at least 4 players! Brian Halberstadt (!), Scott Jones, Scott Campbell and Stephen are all confirmed for the trip, and others are expected to join in! The group will likely travel in a single car and leave on the Thursday prior to the event at about midday. We're not sure what weekend it will be held on (and it's not been announced), but it's usually the 2nd or 3rd weekend in April, and the 2nd weekend is Easter this year, so the 3rd weekend is likely. If you need to reserve vacation days at work, reserve the Thursday and Friday of BOTH weekends, then cancel the incorrect one when it's officially announced.

Indy Squadron Master Calendar

Every calendar is updated; always discard old one!

Feb 21	10 am, North Albatros Night
Mar 14	North Trivia Night
Apr 10-12?	Kankakee, IL Mini-convention??
May 9	10 am, Stephen & Alice Skinner's Red Baron Fight IX
June/July	no sanctioned games
Aug 1	tba Ground Attack Offensive
Aug 15	tba Great Dice Giveaway II
Sept 12	tba Triplane Spectacular
Oct 17	tba Aces High!
Nov 7	10am, Indpls War Memorial Armistice Day FitS Championship
Dec 5	tba Balloonatic Fringe
Jan 1	tba No Frills DP Marathon

The

Indy Squadron Dispatch

Volume 10, Number 4

* *Special Edition* * *Special Edition* * *Special Edition* *

March 1998

SKYWRITING

THE NEXT GAMING DAY is Saturday, February 21st, at Scott Jones' house at 10am (290-1578 for directions).

WHY A SPECIAL EDITION?

Several reasons. A) We are trying hard to go back to the four page format as requested by our recent Pop Quiz respondents, and we needed a test issue for a platform. B) There was quite a bit of legitimate squadron news that needed to be made known to the members. C) Later in the summer there won't be much time to put out issues, so we might as well pump them out while we can.

IT'S CONFIRMED. The Indy Squadron has secured the Indiana War Memorial's MacArthur Hall on Saturday, November 14th for our annual championship. See article in this issue.

THE KANKAKEE DATE is still up for grabs. It could be held in April or May this year. See article this issue.

SCOTT CAMBELL'S NEW GAME BOARD is great! We were desperate for a new board, and his is first rate. If you haven't seen it yet, it's worth the effort.

PRINT UP MISSION LOGS. This means you.

KANKAKEE DATE UP FOR GRABS

Full Indy Flight Prepares For Action

Unfortunately, we are still awaiting an official date for the action packed Kankakee FitS Mini-Convention, held annually each spring in Illinois. Based on a conversation between Stephen and Mike Carr a few days ago, they are now considering pushing the entire convention into late May. The dates currently under consideration are the weekends of April 18th, April 25th, or May 31st. It's still quite possible that the more traditional April date will be kept, but those who are preparing to take vacation days need to know all the possibilities.

The Indy Squadron group travelling to Kankakee this year – whatever the date may be – includes, Scott Campbell, Scott Jones, Stephen and Brian Halberstadt. This represents one of the strongest Indy flights in years, not to mention the fact that it's going to be a blast! It's not too late to make plans to join the group, though the time for advance planning is now. If you are an Indy squadron regular who has not yet made plans to go, please consider it and contact one of this year's participants soon. We'd love to have you with us, and could easily take one or two more people without adding another vehicle. Also, the trip gets less expensive with each additional person that goes. The bigger the party, the greater the possibility of taking two cars, which allows more flexibility in our arrival and departure times.

Early plans are to leave around noon on Thursday and arrive in time to play several games that night. We will game as usual on Friday, Saturday and Sunday, and leave fairly early on Sunday afternoon (maybe 12-2pm). This will allow Brian to make the trip back from Indy to Dayton and arrive at home at a decent hour.

One final note for anyone involved in organizing the Kankakee event... we need to know a date as quickly as possible to get vacation days at work, make transportation plans for the group and get hotel reservations. ISD

INDY SQUADRON FLIES AT GAME PRESERVE

First Step In New Membership Drive

Important date! Mark your calendars for Saturday, March 14th, when the Indy Squadron will make only it's second ever public gaming display at the Game Preserve in the Greenwood Park Mall. Gaming starts at 10am sharp and continues until late afternoon. This is a critically important event for the Indy Squadron for a number of reasons. First of all, the manager of the Game Preserve has agreed to allow us to play there and provided us the space, table and chairs for the event. It would be a shame for us to have only two or three people show up, and it would probably be the last time we were permitted to be there. We need a good, strong showing. If you have not been playing with us recently, you would be helping the Indy Squadron in a tremendous way if you would show up for all or part of this day.

Secondly, the purpose of this event is to recruit new players. Hundreds of local gamers pour in and out of this store weekly, and this is the perfect opportunity to showcase our game to them. We will have flyers made up in advance to briefly introduce the game, our local squadron, and the FitS Society. In addition, the Game Preserve's manager (Steve) has offered to let us put up posters announcing the game well in advance, which, of course, we will do. This is a major showcase event for us, and we should be well prepared to exploit it.

And finally, we need to show our appreciation to our hosts for allowing us to be there. It has been suggested that each player present try to make some sort of purchase while we are there, no matter how small. Hey, we're all gamers, and this is a game store, so that shouldn't be much of a problem. If you need dice, game supplies, or are looking for a new game, this is the time and place to get them.

Please put this date on your calendar now and "do your bit" to help the Indy Squadron on a very important day. This is the type of activity and effort that it will take to draw more players into the Indy Squadron. More players, more games, more fun. Not to mention the fact that it's no fun showing up as the third player! ISD



Figure 1 Even though they were deep in German lines, Sgt. Bob looked out the cockpit of his SPAD and felt strangely secure.

INDIANA WAR MEMORIAL WELCOMES INDY SQUADRON Tradition Continues At McArthur Hall

For the umpteenth year in a row, the Indy Squadron Armistice Day FitS Championship will be held in the Indiana War Memorial's McArthur Hall. War Commission officials confirmed the date by telephone last week. This year's championship will be held on Saturday, November 14th, at 10am. Built in the 1930's to commemorate the Allied veterans of WWI, the War Memorial is one of the visible and dominant structures of the downtown area and certainly among the most beautiful. It's interior holds a rich collection of Indiana WWI history and a complete war museum.

The rental for the Hall has increased this year to \$50, which covers the entire day plus all associated costs. Fortunately, thanks to Scott J.'s treasury efforts, we should easily have enough in the squadron fund to support the event. *ISD*

The Latest Dirt An Observation, A Question, And A Nasty Rumor

A close observation of our demographics reveals that this may well be a waste of time. In spite of our recent Pop Quiz, which drew a whopping three responses from our apparently comatose readership, we will now again pose a question to you the astute reader, although the effort required of you to respond will have been significantly reduced.

This is our best effort at going back to the old 4 page format, and your opinion is solicited (that means we want it). You may respond via the communication device of your choice, at the time of your choice, and will not be asked to perform any duty so demanding as licking a stamp.

One final rumor: a number of people from all around FitSdom have asked us for years to compile our house rules and make them available for the asking. Well, the effort has begun and should soon result in a complete synopsis of every house rule from Point Blank Range to the Observer's Defense Rule. Stay tuned, and be sure to get your copy. *ISD*