

Peter Pig Newsletter 006 December 2012

Bigger than 15mil (BTFM)

The Peter Pig figures have enlarged but are still about 15mm. There does seem a real trend toward BTFM. This is partially so that companies can wed the gamer to their range only. This is built in non-compatibility (Grundig 2000 video or Technics Elcassette). It is also a function of sculptors not bothering to check their work as it proceeds, using a “what the heck” mentality.

Many companies are assuming that 15mm will change in the same way that 25mm changed overnight to 28mm. The reader probably remembers that from one month to then next ranges marketed as 25mm became 28mm. 28mm is not a nice integer but the crowd has followed the instigators of 28 labelling. Maybe bigger is perceived as better?

15mm was probably intended by its founder, (Peter Laing) as a cheaper alternative to 20 and 25mm. It is also a nice integer value. I think 28mm is becoming very popular due to reduced cost of plastics, magazine article 28mm saturation and general increase in disposable income (present economics allowing). PP will stay with 15mm (famous last words?) thus representing one of the stalwarts in maintaining 15mm as an actively supported size. Of course, this puts pressure on PP to produce all that is needed for a project if the other producers of that period wander off from 15mm. Maybe the wargaming community will move to 17/18/19/20 mm over time but PP should still be there with practical and viable 15mm ranges for gamers. BTFM might continue to spread but they need the widespread demise of 15mm to be successful.

New Viking rules

There will be a new set of Viking/dark ages rules from Peter Pig. They should be out in June 2013.

The provisional title is “Longships- Vikings of the ninth century”. The rules will focus on Britain with Vikings being the main protagonists.

The aim of the rules is to play raids and battles.

The rules include a whole bunch of new concepts and mechanisms. I am sure we can convince players to enjoy the new ideas.

A basic army will have 5 units each of 8 bases. Plus a general. A typical unit would have a leader base, 3 unarmoured bases, 1 armoured base, 1 berserker base and 2 levy bases. The figures are based upon the normal PP 3x3 cm base size. This gives the painter about 120 figures to colour.

At the moment we are using 15mm figures by many different manufacturers for play testing. We find them all just fine. Of course we hope to make our own PP figures “wargamer enticing”!

The defender decides what type of plunder to offer up. The attacker can decide when to end the game. The defender then attempting to prolong the action.

Of course there is a pre-game! This is a voyage across the sea and down the coast.

All mechanisms use standard D6.

The on table game requires a 5x3 foot area split into 6” squares.

There will be a figure range too. Better not make too many promises of what it will contain, in case we are held up!

There are 2 new ways to get in touch with us at Peter Pig which we hope will speed up our response times. Previous email and telephone are still available.

peterpigorders@gmail.com goes through to the workshop computer
07552 734872 is the mobilephone in the workshop (Office hours only)

Please help us out by using the new contacts whenever possible. Nigel and Mike are very knowledgeable and process all of the mail, web and telephone orders. Thankyou

www.peterpig.co.uk

	International Airmail including Airsure® and International Signed For
Wednesday 5 th December	Asia, Australia, Far East (including Japan), New Zealand
Friday 7 th December	Africa, Caribbean, Central & South America, Middle East
Monday 10 th December	Eastern Europe, Canada and USA
Wednesday 12 th December	Western Europe
	HM Forces Mail - British Forces Post Office (BFPO)
Friday 30 th November	Airmail to Operational BFPOs
Friday 14 th December	Airmail to Static BFPOs
UK Services	
	Inland Mail
Thursday 13 th December	Standard and Mail Order Return Parcels
Tuesday 18 th December	Second Class and Recorded Signed For™
Thursday 20 th December	First Class and Recorded Signed For™
Friday 21 st December	Special Delivery™ - Saturday Guaranteed
Saturday 22 nd December	Special Delivery™

Christmas Shopping opportunities with Peter Pig ...

Online, telephone or mail order direct.

Last posting dates included to help with your planning.

It will help us if you didn't all ring on the very last posting date and our last mail collection from here will be on Friday 21st December. We only use First Class post.

Getting your order to us by Monday 17th December gives us the best chance to prepare and send it in time for Christmas as part of our Wednesday and Thursday collections.

Desperate measures.

If you buy a Gift Card we can mail them straight out to the recipient. The shopping cart allows you to use a different address for posting.

If you have left it really late then we can give you the unique code by telephone and its then up to you how you wrap it up !
http://www.peterpig.co.uk/gift_cards.htm

We will be closed from Friday December 21st to Wednesday January 2nd 2013.

Heads

The heads range has had a lot of re-sculpts recently. Instead of 16 separate heads the new sabot system has 5 sabots of 4 each, giving 20 heads. Being on a sabot should help the gamer to keep his heads more easily. We don't want anyone losing their head! The heads can be snipped off one at a time, leaving the remainder attached to an "easy to find" sabot.

The new heads are larger than the ones they replace. This is because the trend in the latest sculpts is to increase the bulk of the figures, thus needing bigger heads.

Method

First grip the existing heads and twist off with pliers. The break is usually in just the right place.

Using a compasses point make a jab into the neck centre. This will allow the drill not to wander when drilling starts.

Use 1 to 1.5 mm drill bit held in a pin vice.

Use water as a lubricant. This means dip the drill in the water before and in pauses whilst drilling.

Drill about 4mm in.

Dry fit the head to see if the spigot/neck needs to be trimmed.

Put superglue on a coin in a small puddle.

Dip the head spigot into the glue.

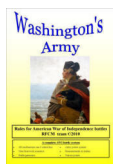
Push the head in to the figure and twist to the best angle.

Putty filer is not usually needed as the head covers the hole.

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Club deal for Washington's Army

2x Rule books,
1 x pack of extra playsheets
and a Turn Marker
for £30



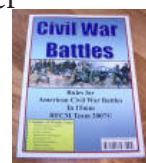
Club deal for Square Bashing

2x Rule books,
1x Army Book,
1 x pack of extra playsheets
and a Turn Marker
for £45



Club deal for Civil War Battles

2x Rule books,
1 x pack of extra playsheets
and a Turn Marker
for £30



A new way of offering clubs and gaming groups a bit of financial help ...
available as an upgrade via the Buy buttons next to the relevant Rules

Why area scenery?

This is a short diatribe as to why we always use a template to represent a scenery type rather than 1 to 1 depictions of specific items.

To clarify, a scenery template delineates an area which is assumed to be occupied by a specific scenery type. An example might be a grey piece of felt to denote an area occupied by buildings. The building models placed upon the felt only have symbolic and aesthetic relevance. Thus the models can be moved around in order to accommodate figure movement. One to one scenery is where a single tree model represents a single tree. A single building would represent a single building.

I don't use 1 to 1 scenery as it then depends on what type of building you place. For instance, a barn would not let troops shoot out from it if there were no windows on that side. It also encourages the "doll's house" thing wherein players fuss about who can see what, whereas a commander's job is more general. Except in a very low level skirmish game the player is usually taking on the role of a commander who tells his troops to "go and occupy the farm" rather than detailing which window they should use and which doors they should use. The later would be the job of a section commander at best.

Template scenery allows players to place scenery items which look great without spending time considering the peculiar aspect of each model placed. Thus a barn and farmhouse could be placed on a template, but moved around to accommodate units moving through. It also removes player decisions about specific building aspects, allowing them to be more general and realistic. Templates also remove the problem of fitting troops inside a building with the attendant problems of facing and floor area of the model.

It is usually a nice idea to make the actual template textured and detailed. Thus a building template might feature bits of cobbled texture, path texture and integral surfacing detail. We did this with the PITS templates with pleasing results.



CWB Battle Day

1st - Colin
Wooden Spoon - John
Most Brigades Busted - Miles

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Warlords PBI Challenge October 2012



Best Painted Army
-Lee

Tank Hunter Harry



The AWI range

The AWI range has been very successful. The pause at the moment is due to other projects and jobs just popping up! An example would be the WW1 Russians which the workshop wanted re-sculpting. This involved about 10 new packs (30= new sculpts) which does take time. The AWI is awaiting Hessians marching along with the French at some point.

A message from Stewart :

If you all remember i tried to organise a Peter Pig gaming weekend. I would still like to try again so i would like to know a few things;

1. What time of year would suit ?
 2. How much for a weekend of gaming would you pay ?
- If enough gamers are interested we would consider moving the event "up-country".

Please contact Stewart direct: s.meecham@talktalk.net