

Square Bashing

Play testing is continuing at a pace now. There has been very little input from non local players so the group needs to energise or cease. SB is a big task in that it covers an unusually large period for PP. Usually I like to keep the rules very narrow so that they can reflect the exact idiosyncrasies of a war. SB has been cast wider in order to provide rules for some small wars that might otherwise not get attention. Of course PP will not produce figures for all those little wars but it is a nod in the right direction.

Tim is working on some Spartacist and Frei Korps forces. Stewart is doing some work on Cuba and Boxer forces. Any other volunteers? What is needed are maximums and minimums for force composition and event/peculiarities which should appear in an event chart.

e.g.

- This army has very few regular or professional infantry
- The machine guns were always short of the correct ammunition.
- There was a unit of expert assault troops.
- In assets this army would have no barrage ability.
- In the event chart there should be some note of the appalling supply situation, bad sanitation and the General's obsession with night attacks.

Of course I will make the event sheet and send it back to you for corrections and discussion.

Do note that I must reserve the right to include and exclude whatever I please!

We now have the range of **Zvezda 1/100th** snap together kits here at PP. They are nice little models that don't even need glue. The drawbacks are that the plastic is not 100% rigid and some of the parts are quite small. The kit part count varies from 5 to about 20. I assume this is a result of some kits being scaled down from their larger counterparts and some being designed as Cornflake box products with as few parts as possible.

The ones I have liked most are the BT5 tank and the Katyusha truck. The BT5 will go really well with the PP SCW range that is coming along well.

Historicon 2012

It's never too early to plan a trip so we have already booked our rooms for this favourite event in our calendar. It has now been in 3 different locations since we first attended in 2003 and meanders around various dates in July, but this year hits the end of term and sits on the side of Interstate 95 making it really easy to get to after a long flight.

Recommended ! Why not combine the convention with a battlefield tour ?



Top sellers last month from the shopping cart :

- 1 12pdr Guns and limbers
- 2 10 Square Bases 4x4 cm
- 3 ACW kepi marching
- 4 Carlists Beret
- 5 PITS Bashi bazouk mounted
- 6 Toyota pickup
- 7 WW1 French zouave infantry
- 8 Union command f/cap Adv
- 9 French Gun Crew
- 10 German Assault Engineers

CWB Competition

The CWB competition was held on 24th September 2011. The attendance was low, which was a shame. The games were great, including some tense moments when Peter's good troops would not assault some artillery...my, how he laughed!

As usual I forgot to leave some troops on an objective and ploughed on with my attack.

The atmosphere was great, mostly due to the players but also because with dice variables affecting most aspects of movement and combat, players were not expecting a specific result. Instead they had a good idea of how it would go but allowed a margin of doubt as might a real commander. I have always enjoyed falter tests in CWB as a test of player nerve and an occasional wild card.

The atmosphere was akin to some of those early war games competitions in the 1970 when all was "rough and ready" but "made good" by the attitude of the players attending.

Thanks go to Miles Milton of the STAB club for his organisation and forbearance.



AWI

Just a short note here to affirm that the AWI range is not finished yet. At the moment we are going around filling in some gaps. In particular, Legion foot command, carts, limbers and dragoons. Kev also needs some light bobs!! We will do the French at some point too.

SELWG

Thanks to Chris and the gang for SELWG. A great show.

The real plusses of SELWG are the daylight and the space both of which make the show better on the eyes and head. Thanks.

PP will be sending SELWG a new pack of generic dead WW2 chaps for all their players in order to support the great work they do in promoting PBI to the London crows.

Thank you men.

Admin ...

There is a new email for Nigel and Mike to access in the workshop to assist us in processing special orders and to answer order queries

peterpigorders@gmail.com

Newsletters will be produced when mail order and other commitments allow.

No promised date !

Julie

Results for CWB 2011 Competition

Mark	Uni	125 (4)	66 (3)	191(7)	1st
Miles	Uni	46 (1)	63 (-)	109(1)	2nd
Peter	Con	86 (2)	41 (2)	107(4)	3rd
Martin	Con	38 (1)	68 (1)	106(2)	4th
Ralph	Con	106 (2)	- - -	106(2)	4th
John	Uni	28 (-)	68 (1)	96(1)	6th
Colin	Con	35 (-)	37 (3)	72(3)	7th
Chris	Uni	32 (-)	39 (2)	71(2)	8th

Numbers in brackets, UNITS ROUTED.

Our remaining show of 2011 is Warfare. Cart code is WF11.

Shopping cart will close for 2011 on December 18th

You must find them now Captain! (21st October 2011)

This is an **updated version** generated by the bloody Yugoslav partisan commander Pops Steelich

This is a set of adjustments to the "PBI" rules that will allow you to game the common occurrence of a small group of fugitives attempting to evade detection. Examples of these "fugitives" are downed airmen, resistance fighters, sabotage parties and U boat shore parties. These fugitives are attempting to travel from A to B in order to evade capture and seek safety.

1. The Forces

The fugitives are represented by five bases of SMG, pistol or rifle armed groups. Only 2 of these bases are real (1 is rifle armed and 1 is SMG armed), the other 3 being dummies (to keep the searchers guessing!).

The searchers are represented by seven bases of SMG and rifle armed groups. Two of the groups are officer (SMG) groups. The other 5 bases are rifle armed. The searchers can also have two softskin vehicles. Any base in such a vehicle may count as LMG armed. **There is no command structure in that officers can motivate any searcher group.**

Both the searchers and fugitives are of average quality for the purposes of fighting and firing.

2. Scenario

The enemy have been alerted to the presence of enemy fugitives. It could be a betrayal of a resistance drop, U boat reconnaissance party or commando group.

The fugitive bases (2 of) must attempt to reach any other corner square of the table except the one that they started in.

3. Victory points.

Fugitive player. Each fugitive base that reaches a corner square gains 2D6 victory points. Each searcher base killed gains 2 points for the fugitives.

Searcher player. Each fugitive base killed gains D6+1 (**expected outcome 4.5**) victory points. Each fugitive base captured gains 2D6+4 (**expected outcome would be 11**) victory points.

4. The table

The table should be the normal 8 by 8 PBI gridded type.

The scenery should be of the normal PBI type. This includes a road going from one edge to the opposite which passes through the table centre (roughly).

5. Initial deployment

First the chasers are placed. The chasers deploy 3 bases (chosen from the 7 available) anywhere on road squares. The two softskins can be deployed anywhere on a road (if a base is dedicated to staying in the vehicle and staying on the road it may be LMG armed). The remaining 5 bases arrive at any road entrance if a 6 is rolled at the end of a turn. All chaser bases that are off table can be rolled for every turn.

Second the 5 fugitive bases are placed in any square that is in a table corner at the rate of 1-3 per corner. **To prevent fugitives returning to their start corner instead of the intended opposite corner a note will have to be made about who started where!**

The fugitive player has the first turn.

6. Visibility

It is assumed that the scenario takes place at night. Therefore maximum visibility range is 1 except on road where it is 2.

7. Dummies

The fugitive has 5 bases at the game start. Two of these bases are real. The fugitive player does not have to decide which are real and or dummies until either the dummy inflicts a first hit from shooting or engages in a close assault.

If a fugitive base inflicts a hit

Either “insist” the target takes a saving roll, thus confirming the base in NOT a dummy.

Or ignore the hits achieved and remove the fugitive base as having been discovered to be a dummy.

This may cause fugitives to hold their fire which seems plausible.

If a fugitive base is assaulted

Either play the assault or remove the fugitive base as a dummy.

8. AP

Fugitive bases do not need to be motivated.

Searcher bases need motivating in the usual PBI fashion except that every square except road counts as closed.

All bases have 3 choices for motivation each turn.

1. Move 1 square without attempting to be motivated. No extra AP can be used. (i.e. no shooting, assaulting etc.)

2. Be motivated in the normal manner. Fugitives cannot choose this option.

3. Roll D6-1 for AP without attempting to be motivated.

Minimum AP of 1.

9. Movement

All squares without road cost 2AP to leave. Road squares cost 1AP to leave.

10. Shooting

Maximum shooting range is into the next square (in all 8 directions) only.

11. Close assaults

All close assaults only cost 3AP, as if the bases were Russian or Japanese.

Close assaults do not get “here they come” shooting.

Any fugitive base assaulted which chooses to be a dummy is removed permanently from the game.

Both players can close assault.

If a searcher would rather capture than kill a fugitive he can gamble a kill by rolling a further D6.

- 1,2= fugitive gets away and moves 1 square away in any direction chosen by the fugitive.
- 3,4,5,6 fugitives is captured (becomes a prisoner) and moves with a attendant searcher base at the same rate as the searcher moves at.

12. Prisoners

The searcher cannot move the prisoners off the table, but may pass the prisoners to another base if they share a square at any point. If captors are killed the fugitives are set free to carry on as before.

13. Game end

The game ends when the fugitive bases are all either captured, dead or at destination corners.

Army deployment

Army deployment can be the foundation for success in a battle. This is good in that a good deployment should be rewarded and not easily negated by a shuffle by the opposition. Here are some new ideas and discourse on older ones.

Line 'em up and go for it

This where the two armies are of the same power. They line up at a start line with each unit in the place decided by the player. This needs to be done by each player in secret so that one player does not constantly re-shuffle in order to gain an advantage. This works well when there are no location objectives or difficult scenery considerations. The downside is that the player has not had to grapple with late arrivals, unforeseen bunching or units not in the right place at battles start.

Curtains for you

I first saw this carried out in Bournemouth during 1973. Bob had a game table with a curtain that could be drawn across it. Of course it was amusing to hear the "noises" from beyond the curtain as the opposition set up. It was great fun when the curtain was pulled back to reveals the enemy. A good atmospheric to the game start. This can be achieved with a 16" card screen across the table and is a nice idea. Of course your opponent might want a wee which takes him past your side of the table. There is also some opportunity for Ruse de guerre by pronouncing such things as "Yes, cavalry to hold the hill on the left". This one should really be tried with almost any set of rules for a bit of fun.

Sequins

This is where a player follows a sequence of setting up, often following a column of march. This entails dividing your force into parts. One of these parts would be the advance guard or scouting/recon units. They could occupy positions first, up to and including enemy base edge positions. Each player would then deploy his main units which might dislodge recon units by some mechanism. Lastly the rear units would only be deployed in the enemy recon had left enough space, else would become late arrivals.

This system might give a purpose to scouting and recon. In addition it would allow a few minor skirmishes at the battle outset, realistic.

Dummies

Dummies can be used to show where units might be. This would stop an opponent knowing everything at the battle outset. He would then have to make contingency plans. A good general will make contingency plans that are flexible but able to allow his main thrust to go ahead. A bad general sits and waits, reacting to developments. The problem with dummies is that different units give different signatures. A column of tanks would give off noise and visual clues rather than be unknown quantity until spotted. It would be therefore better to give each dummy a signature along the lines of "if a large infantry formation = dust cloud". The main purpose of dummies should be to confuse the enemy about exactly what is where, not to allow units to sneak up with zero signature. Would you allow your dummies to spot enemy units? I think dummies could be much better replaced with units with only some bases present. The full strength not being known until engaged. Thus a spear block might present a rank of four bases but the extra bases behind would be unknown until first engagement.

In addition skirmishing or recon screens could block visual of units behind.

My eyes deceive me

Units of similar size and speed could be swapped at the point of first engagement. The units would have to be paired off at deployment on a secret list. This would allow the African spearman to be revealed as close order archers when they first engage (or remain as the African spearmen they look like). Of course a unit of slingers cannot become an elephant (without a lot of makeup). This could be limited to 5 pairs.

Painting

Dave does all the Peter Pig painting you see at shows and in the rule books. Well done Dave!

None the less here are some thoughts.

Flesh makes a great undercoat for bright red.

Metallics are best applied after varnishing.

Dark brown is a great undercoat

Don't bother showing the whites of horses' eyes

Don't put rust on tanks but do put rust on ships



Chris at Crystal Palace SELWG
(Picture does not include his fleet to avoid any painful memories !)

I Like

- Opponents who will move my troops for me (nicely) when they are out of reach.
- A unit that seems to develop ability not expected in the rules, such as constantly winning or failing a simple task. Then doing this in successive turns.
- Points systems, so that I can plan my army before the game and bring the correct number of figures and models along.
- Flags
- Seeing a general model rush to a point of importance in order to rally the men or push home an attack.

Table size

It has been a great British tradition to play on a table of 6 by 4 feet.

This was a function of the games being played with 20/ 25mm troops in the main, thus room was needed for manoeuvre. At PP we have gone for less deep tables for several reasons.

- A less deep table allows players to reach across more easily.
- It allows some off table space in front of the playing area for "stuff".
- It prevents players having enough manoeuvre space to redeploy their army in the early phases of the game in order to nullify your bold or original attack plan.
- Less scenery is needed. Thus a table can be populated more easily with attractive scenery pieces.
- The armies are in action straight away. Surely the point of the game. The initial deployment should reflect your pre-battle manoeuvres.

Of course there must be a limit to table depth. In 15mm I would think about 24 inches would be the smallest depth that would allow some limited re-deployment?

Admin. notes for Xmas Mail

Last advised posting dates from the PO are below. Please add time to allow for casting and packaging too.

December 5th - Africa, Far East, South America, Australia , New Zealand

December 9th - Eastern Europe, USA and Canada

December 12th - Western Europe

Our last booked collection by the Post Office will be on December 21st. The shopping cart will be turned off on December 18th to give us 2 days to prepare the last mail orders. We are then clearing up , maintaining equipment and stock taking.

Thankyou for your custom this year.