

Peter Pig Newsletter 003 Christmas 2011

Hello from Martin , Julie, Nigel and Mike at Peter Pig.

peterpig.co.uk

Welcome to newsletter number 3.

At this moment we are busy embarking on the construction of some new racking in the workshop. This will take a great deal of time , so releases will be very slow. In addition, Martin is doing some more development on Square Bashing over the holiday.

Figures to be made at the moment include AWI carts and some light infantry, AK professionals and some SCW. The film "Land and Freedom" gave a real boost to the SCW thinking. There is enough work for the next 6 months piled up!

Make sure you have a busy Christmas too. All the best for 2012.

What was hot in 2011? ... runners and riders from the shopping cart stats at PPHQ.

24001	Ashigaru spears Advancing
17023	Toyota pickup
02045	ACW 2 horse limber f/cap
17007	T55 Tank
17062	Helmet AK47
08422	25mmAT Gun (one of)
05006	AWI Brit infantry
17128	USMC M16 advancing
17131	USMC Grenadiers
17129	USMC M16 Firing
02068	Union command f/cap Adv
02003	ACW Union forage cap adv
17089	Arab/PLO AK47
17141	AK USMC snipers
17053	ZPU 1 Barrelled AA Gun
24017	mounted samurai with spear
XX003	10 Square Bases 4x4 cm
02026	ACW 2x 12pdr artillery guns
XX002	40 rectangular Bases
02007	ACW kepi marching

17134	USMC SAW Advancing
17157	USMC squad leaders
17130	USMC M16 Kneeling
24013	Samurai foot with swords
01009	Viet Nam M113+crew
08072	French Gun Crew
17136	USMC Command
SSSSS	Special order agreed IN ADVANCE
08038	German Early AT Rifles
08008	German 5cm Mortars
17067	MG+Gunnery for vehicles(6)
17159	USMC medics
08035	German 37mm AT gun
17145	USMC Humvee HMG
24016	Samurai mounted with sword
23002	WOTR retinue archers
17117	Hardened Militia (Cap) AK47 Adv
02024	ACW Union gun crew f/cap firing
24003	Ashigaru spears fighting

peterpig.co.uk

These are the best sellers (not including show sales or orders placed by phone) from our entire catalogue in 2011.

If you can predict the sales list for this time next year please get in touch so that we can get casting from the correct moulds as soon as we reopen in January !

The shopping cart will reopen the first weekend of January 2012.

Show discount codes for use on the shopping cart will be available for all shows next year. They are published in advance on the Shows webpage and are the **only way to get 10% discount** on show orders. There is an option to pay by Paypal or email us on

peterpigorders@gmail.com

and we can halt payment if you prefer to use cash on the day.

Square Bashing Development Day

Saturday November 26th and the adjoining Friday evening were given over to play testing the Square Bashing rules.

The rules are about 80% done. The accompanying army book is about 50% done. These will be two separate publications. There will be a couple of armies given in the rule book, probably 1914 British and German. The playtest group consisted of Stewart, Chris, Miles, Ralph, Sean and Martin.

The table area is 4 foot wide by 3 feet deep. This is divided into 6" squares. Thus an 8 by 6 grid is the battle area. This works well in the games played so far.

The rules will allow the use of armies from about 1900 (Boers) up to about 1922 (Poles). The expectation is that players can build any one of these "bolt action" armies and pitch it against any other army from the army book. To help with historical games all the armies have one or more historical opponents available. An example would be the Freikorps and Spartakist armies.

An average (median) army would consist of 12 infantry units (4 bases of 3 figs= 12 figs per battalion), 5 guns and 5 machine guns. Each army also has a higher command base. The basic rule structure is about set in place. That is to say, that a turn begins with gas and is followed by asset choice. After this the movement and assaults are carried out.

Throughout the rules a system of "right to left" is used so that players are not confused about which units they have or have not moved. In addition it helps players check they have considered all the units. SB does not use a motivation system. All units can move.

The basic fight mechanism is that a square fights an opponent's square. Squares mean that it is easy to define what troops are in support distance and which units are on flanks etc. In addition the barrages gain from having delineated squares.

Fights are fairly quick, because there are only usually 6 turns in a game. Each fight has a win or lose outcome. The attacker has to kill more to win, else he loses. Often more casualties are suffered in

the fall back than in the initial fighting.

Morale is also conducted by the square. This means that the whole square shares a single result of either "OK", "stand", "retire" or "potential routs".

The victory criteria for each side are different. The attacker must take the objectives and defender's battle line to succeed. The defender needs to hold his battle line too. Points are also awarded for dead bases and related casualties. The rules are wide ranging, 1900 to 1930, so there is a system of status values to help compensate poorer armies. This is so that players can be just as successful with poorer armies as those using superb armies(?).

Saturday 11th February 2012 next SB playtest day - Yeovil - free to attend. Version 41 testing now!



Our first shows of 2012 will be, all with Hammerin' Iron,
York 5th Feb, Tunbridge Wells 26th Feb and Alumwell 11th March

www.peterpig.co.uk

01305 - 760384

Making an island for Hammerin Iron

Hammerin iron requires two islands.

They can be flat, which is ideal for a fort.

These flat islands were often eroded quickly by the water flow, whether from tide or current. This would necessitate constant work on the island. Alternatively they can be contoured and “lumpy”. These are more likely to have a rock base to stop them getting washed away too quickly.

What follows is a set of suggestions of how to make an island. Some of the ideas might be useful.

First. Buy some very thin ply. I used 3mm, but you could use even thinner marine ply. Ply is good because it will not warp as easily as some other materials. Also the rough side will help key in scenery better than say plastic card.

Second. Mark out some hexagons. This can be done with a pair of compasses. Draw the correct size circle that would touch all the points on the hexagon. This is smaller with the hex mat than with the free hexes system. Measure from the mat or spare free hexagon, from point to opposite point. Half this distance to find the radius. Using the compasses without changing the span, mark off the radius around the circumference. It will fit exactly 6 times (??). From any two adjoining corners mark off the centre of the next hexagon.

Third. The ply will cut easily with a junior hacksaw or similar.

Fourth. Seal the ply with a coat of varnish to further help against warping.

Fifth. Glue on some contours made from ply off cuts. Try to achieve a high peak at one of the island extremities. It looks good.

Sixth. Cover the whole thing with “Tetrion” or other filer. I use Tetrion because it is flexible and acts like glue.

Seventh. Whilst the filler is wet sprinkle dried sand over it to give roughness. Then use a small screwdriver to drag routes and paths through the roughness. Allow to dry really thoroughly.

Eighth. Paint in green with yellow beaches. Keep it bright for those games held in low light situations.

Ninth. The sand roughness will help you hi-light with dry brushing. Use a broad sable brush. I often use yellow to highlight green as it is pleasing. The beaches can be hi lighted with white.

Tenth. Pile on green foliage on a removable basis to simulate woods (Evergreen or similar).

The islands can be stored in a bit of bubble wrap. The Tetrion makes them chip resistant. I quite like building specific scenery for specific games as it can be dedicated to that game. Players should be rewarded for good scenery. It is also nice to know what scenery to bring to a game rather than a rummage in a terrain box for proxies. I would really like to make a single piece for the whole table at some point. That would allow the roads to be integral as well as adding scenery that had no specific effect on game play but add to the aesthetic.

Picture - Islands in action at SELWG, (Crystal Palace in October) , skilfully pointed out by Chris. Peter Pig carrier bag carefully posed in the corner of the picture ... we sponsored the event by supplying a thousand carrier bags !

Hammerin’ Iron will shortly be taking a break from the show circuit. It started the tour at Salute and will be at York and Alumell early in 2012 before finishing the complete “season”.

If you have any pictures of your own fleet or game set up would you be happy to share here ? please send to :
julie@peterpig.demon.co.uk



Why do Peter Pig rules use “5,6= success” a lot ?

by Martin

Many Peter Pig rules use the convention of 5,6 being a success. There are many reasons for this, a few of which I shall list here. Firstly it should be said that Peter pig systems are subject to “like” and “dislike” like many things in life. Thought I had better say this to prevent readers from getting upset or insulted. This article is not intended as a personal assault on your own thoughts, so please don't get angry. This is more insight than justification.

- Because 5,6 is a minority probability (two out of 3 or 33.3%) on dice it is harder to predict how many will be achieved. Of course it should be 1 in every three rolls, but a low number of rolls (say 7) often prevents the occurrence levelling out. Throw a hundred dice and the (1 in 3)result is much more visible/proved.

- Just some maths. If you roll 4 dice seeking 2 scores (say 5,6) your chance of two successes is $1/3 \times 1/3 = 1/9$. If you roll seeking 4 score (say 3,4,5,6) your chance of two successes is $2/3 \times 2/3 = 4/9$ which is not double as you might expect with the result twice as easy to achieve.

- The 5,6 is a high number and thus we give it a higher status. This re-assures players that their high number is a good thing. This is also linked with having the piggy on the 6.

- The relative erratic nature of 5,6 as opposed to 3,4,5,6, will allow an underdog to hope for success even when he has far fewer dice.

- 5,6 is sensitive if any modifiers are applied. Thus 5,6 to 4,5,6 is actually 50% better. Which is a big increment!

- 5,6 was also chosen so that a player can roll a satisfying amount of dice (subjective). My personal number of dice for a good fight outcome would be 9. If 9 is the intended average then a 1 or two dice modifier has a smaller effect.

- I do not like using single dice as the normal resolution to combat (although it can happen) as it does not feel like throwing a mass of resources at the enemy. I enjoy picking out the successes. A single die is very wild indeed (it can take any value with equal probability with no centralising of the results), especially when using a D10 to modify single digit base factors. This having been said I am happy with a single D6 for movement or AP as it puts pressure on players to operate within confines (“do what you can with what you have”. Eleanor Roosevelt). Good commanders are able to make the best of what is given, poorer ones moan about it to the exclusion of getting on with the job.

Other success scores are used in other Peter Pig rules for different reasons. I can go into these reasons in a future newsletter.



Pin Vice

This is a wonderful tool. I usually have about six on the worktable. They make an excellent drill method because they are very controllable on delicate and small castings. I use water as a lubricant because it disappears as if by magic. Otherwise drill bits get stuck in metal and snap.

If you are sculpting something small then a bit of brass wire can easily be held in a pin vice, allowing you to work on the said piece from all angles without getting your fingers all over it by mistake. Most pin vices have a flat end, which allows the pin vice to be stood up whilst the piece is drying. This is how I might work upon a bladed weapon or a musket. I have another pin vice with a compass point permanently installed. This is great for marking a start for drilling or keying in pieces before gluing. The pin vice can also be used to grip several strands of thread, twisted repeatedly and thus create cables or cords.

peterpigorders@gmail.com will now get you through to Mike and Nigel in the workshop for info about your orders