

Product: *Hand Vise & Pins*

.092" wire next to a paper clip.



Ball Style Pin Vise

Hole	●	●	●	●	●	●	●	●	●	●	
Bit Size	50	52	54	56	58	60	62	64	66	68	70
Wire Gauge	← 15 →			← 19 →			← 22 →				

Tips

- The Ball Style Pin Vise will break more bits, but you can press harder with it making less rotations
- Your wire gauge and bit size will vary depending on manufacturer, use the chart above as a guide
- Solder wire is good cause it bends when your drilled holes do not align 100%
- Dremels can be used instead of a Pin Vise, but the holes are often wider and less clean afterwards
- Get a Vise that has a Keyless Finger Chuck mounted on the end, it will save you a lot of time

Application

- The Pin Vise is used to ensure your models weak joints are more secure
- Take one of your pieces and drill a small hole about 2mm to 6mm in depth
- Adhere wire or paper clip into the hole with super glue
- Cut the wire off leaving about 2mm to 6mm exposed
- Now take your other piece and drill a size according to what you have exosed in the other piece
- Join the parts together now using their new reinforced pin stabilizer

Where to Buy

Hobby Town USA
www.hobbytownusa.com
Micro-Mark
www.micromark.com
eHobbyTools
www.ehobbytools.com

Manufacturers

Micro Mark
www.micromark.com
Generic
many manufacturers exist

My Comments

The pin vise is something I'd estimate gets used on about 40% of my models. I sometimes use a Dremel with units (new Satyxis Raiders), but mostly just use the hand pin vise. I grab whatever pin I find first really, although the wire is much cheaper once uncoiled. I normally use a 60 bit drill bit and use whatever pin will fit. On some models you should use larger or smaller depending on the size of the two parts (Terminus large, epic Deneghra barbs small). I always pin figs to the sculpted bases too because if I over-glue it ruins the base.

Painter Stats:

Necessity Level: Low
Skill Level: Medium
Stars: 3 (of 5)

Gamer Stats:

Necessity Level: High
Skill Level: Medium
Stars: 5 (of 5)

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