

## E9. BASES AND BASING YOUR MINIATURES

Your model troops and equipment must be mounted on bases. All **25mm scale bases** (includes 20mm and 28mm etc bases) have a frontage (width) of 60mm, all **other scales** must have bases 40 mm wide. The **minimum depth** of each type of base and **number of figures or models** per base (for small scale miniatures this should be increased appropriately) varies according to troop etc type are as follows:

Troop Type & Dressing Order	Minimum Depth		Number of Figures or Models per Base
	25mm*	Other	
OO Infantry	30mm	20mm	2 figures per base
NL Infantry	30mm	20mm	3 or 4 figures per base
NC Infantry	20mm	15mm	4 figures per base
NR Infantry	40mm	30mm	5 to 8 figures per base
OO Mounted Troops	40mm	30mm	2 figures per base
NL Mounted Troops	40mm	30mm	3 figures per base
NC Mounted Troops	40mm	30mm	4 figures per base
Elephants	60mm	40mm	1 model (or more) plus crew figures per base
Artillery	60mm	40mm	1 model (or more) plus crew figures per base
Wagons	60mm	40mm	1 model plus draught animals etc per base (but see also below)
Field Defences	30mm	20mm	As appropriate

NB. \* 25mm above includes 20 and 28mm etc models. Other scales include 15mm, 10mm and 6mm.

### BASING OPTIONS

In some cases it is convenient to use bases that are deeper than the minimums listed above. For example 15mm scale **OO infantry, cavalry** and **camelry** are best mounted on bases 40mm deep. 15mm scale **NC infantry** may have bases 20mm deep and **NO cavalry** have bases 40mm deep if you wish. The use of deeper bases for **OO troops** enables them to turn to flank without changing frontage, which is how it should be as well as better representing the area of ground they are dispersed in or effectively control.

In the case of most **18th Century Generals** it is preferable to use the basing option for **non-combatant command bases** described in **PART 6**, Option 5. You may also prefer to use that option for some 17th Century command bases.

**Wagons** (**WWgs** and defensible **BWgs**) are a special case as they may be used as field defences (**E8, E17 & E18**), the depth of the wagon base determining the frontage of the defences thereby provided (**E17 & E18**). Consequently the points cost of a defensible wagon is determined by the depth of its base in terms of multiples of 40mm for 15mm or smaller scale figures, or of 60mm for 20, 25 or 28mm scale figures. Hence, a 15mm baggage wagon (**BWg**) with a base depth of 80mm costs 8 points. Treat such deep bases as two, or if appropriate as three, bases and handle them as such when they are shot at by artillery (**Rule 57**). Laagered wagons (**WWgs** and **BWgs**) provide cover for troops in or behind them (**Rules 54 & 56**).

### Double bases

Some troops typically fought in deeper formations or with a number of ranks of one type of soldier in front of a series of ranks of another type. Examples include pikemen in the former case, and mixed units of infantry spearmen supported by archers or crossbowmen (**E39**), in the latter case. You may find it more practical and convenient to double base your figures to represent these troop types, that is to use a base which is twice as deep, mounting two ranks of figures on one base, either all of the same type, or, with a front rank of one type and a second rank of another supporting type, as appropriate. In play a double base should be treated at all times as if it were two bases, one behind the other, taking as many losses to remove the whole base as it normally takes to remove two bases (**Rule 16**). You may record the loss of one normal base by such a unit by using a **casualty base** in the normal manner (**Rule 16** and below).

### Multiple bases

Some published rules use larger bases for figures etc. If your miniatures are already based in this way you can treat each base as a 'multiple base' (i.e. as several standard bases operating together) for the purposes of these rules. For example an infantry base 80mm wide by 40mm deep counts as four **NO bases** (2 wide and 2 deep). Your troop formations may be a little less flexible as a result but otherwise the rules play just as well. Record losses in the normal way allowing for the numbers of bases represented, but only remove a multiple base when the appropriate number of **APs** have been recorded and the appropriate number of standard bases would otherwise have been removed.

### Casualty bases

To assist in keeping track of losses it is advisable to provide a number of casualty bases for each of the base sizes (standard base sizes only) in your army (**Rule 16**). A casualty base can be just an empty base, but to make them more attractive you may wish to add dead or dying men and/or horses and other appropriate battlefield debris.

**NB.** Small discrepancies in base sizes can be ignored and will not affect the action in a battle or its outcome, especially if the basing used by both sides is similar. When using **double bases** or **multiple bases** record the loss of each 'standard base' with a casualty base (see above) in the normal way (**Rule 16**).