

Dimensions of the bases

Explanations, 2 a :

- *Dimensions of the bases, pages 7 & 8*

Subject :

The rules precise the dimension of the bases on which the miniatures are stuck on, in order to maintain an "interoperability" with other rules (as DBx or FOG for instance), but the rules also let the possibility to use deeper base as defined on the chart p 7.

This possibility is let to allow :

- Fitting cumbersome miniatures together on a base as camels, carts or artillery (depending of the moulder),
- Switching miniatures depending the option offered in the army lists as mix troops

Or the bases' depth is important for some points of the rules as the line of departure for a escape move, the length of the command range, the shooting range, the depth of a base in a ZOC, enemy charge movements, etc (list to be continued). It is necessary so to precise how to apply the rules in case of oversized bases..

Questions :

- Can we base miniatures on a base that the depth is greater than those defined in table on page 7 ?
- In that case, how can we proceed to apply the rules that deal with ?

Answers :

- The table on page 7 shows the regular bases, which should be taken as reference for all rules mechanisms as manoeuvres, the determination o the length of movements as well as the command or shooting ranges, for instance.
- For practical or esthetical reasons, it is possible to use a deeper base in comparison with the regular one. This extension of the base must be limited to the minimum for the miniatures to fit on the base.
- From this act, neither tactical advantages or inconveniences can be dragged. That's why all the rules specifications will continue to be applied with the only standard base. The player will clearly warn its partner that he uses non-regular bases. If necessary during a match, it could be possible to replace the non-regular base by a regular one in order to allow accurate measurements due to some specific rules mechanisms.