

LUDUM AD BELLUM – BASING NOTES

WHAT THE RULES SAY

1.3. Stand dimensions

Recommended Stand bases are 60mm wide X 40mm deep (for foot), 60mm X 60mm (for mounted) and ART. Stand depths may be increased to accommodate models. Leave vehicles like TNK and motorised lorries *etm* unbased – also AIR. Using different sized bases? No prob, simply adjust to choice.

HELPFUL HINTS FOR ADJUSTMENT

Many players will already possess miniatures based for other rule sets – for example 'Warhammer' and it's numerous variants, 'Club 1813', 'Midgard', 'Ad Glorium – Et Ultra!', 'Black Powder', 'Hail Caesar!', 'Chain Of Command', and a plethora of so many, many others one would be hard pressed to shake a stick at.

We do not recommend re-basing unless you intend 'LAB' to be your primary gaming system.

Instead, simply use 'sabot' bases, or card templates to place individually based miniatures upon. The key thing is a consistent *frontage* for Stands during play. Depth is much less important.

For example, if your models are based on 25mm rounds, then use 6 models on a 75mm by 50mm or 5 models on a 60mm square base. Alternatively, you can reduce the number of miniatures that make up a Stand. As long as all players are aware of what is what in the game, that's perfectly fine...



A selection of the author's Britis Napoleonics. These are based for 'LAB', but sabot bases are provide for the miniatures most frequently used in 'skirmish' games. Note this allows a selection of characters (see page 11 of the main rules).