Basing for 15mm Figures:

2 rank infantry	= 1/2” per figure
3 rank infantry	= 3/8” per figure
Cavalry	= 3/4” per figure
Artillery	= 1” per gun model

- See the army lists at the end of the rules for unit organization and nationality differences.
- Depth: As an overall standard, 1/2” for infantry stands, 1” for cavalry stands, and 1-1/2” for artillery stands, are the recommended depths.
- One gun model with two crew figures on a 1” x 1-1/2” base represents one to three actual field guns. A two gun regimental battery would consist of one base, a six gun battery would have two bases, and a battery of eight guns would have three bases. It is recommend that players mount the gun model and crew on separate bases, or arranging it so that the gun model is removable for situations were guns are abandoned.
- Leader figures can be mounted on any size base. Mounting one leader figure on a single base for division commanders, two leader figures (or an officer and one staff figure) for corps commanders, and three or more figures for army commanders helps to show the command structure on the game table.

Basing for 25mm Figures:

2 rank infantry	= 3/4” per figure
3 rank infantry	= 9/16” per figure
Cavalry	= 1-1/8” per figure
Artillery	= 1-1/2 ” per gun model

- See the army lists at the end of the rules for unit organization and nationality differences.
- Depth: As an overall standard, 1” for infantry stands, 2” for cavalry stands, and 2-1/2” for artillery stands, are the recommended depths.
- One gun model with two crew figures on a 1-1/2” x 2-1/2” base represents one to three actual field guns. A two gun regimental battery would consist of one base, a six gun battery would have two bases, and a battery of eight guns would have three bases. It is recommend that players mount the gun model and crew on separate bases, or arranging it so that the gun model is removable for situations were guns are abandoned.
- Leader figures can be mounted on any size base. Mounting one leader figure on a single base for division commanders, two leader figures (or an officer and one staff figure) for corps commanders, and three or more figures for army commanders helps to show the command structure on the game table.

Other Ratios and Scales

If your figures are mounted for any of the 1:60 ratio game systems (*Empire, Shako, Grenadiers, Valmy to Waterloo, Battles for Empire* for example), you might not need to re-base your figures. While, *Napoleon’s Eagles* will work with any size figure and ratio, all ranges are for the 1:60 ratio with 15mm figures. *Napoleon’s Eagles* can be easily played with 25mm figures. If players would like to use 25mm figures with *Napoleon’s Eagles*, adapting the ranges for 25mm figures is simple. Just multiply all the ranges by 1.5. For example, a range of 4” would be 6”. I thought about including two sets of ranges, one for 15mm figures and another for 25mm figures, but this would have added extra clutter to the rules/charts. Players can download the quick reference card for 25mm figures from the *Napoleon’s Eagles* web page. While 25mm figures look and feel better than 15mm figures, 25mm figures take up more space, and in many cases, exceeding the amount of space most spouses will allow for Napoleonic miniature armies.

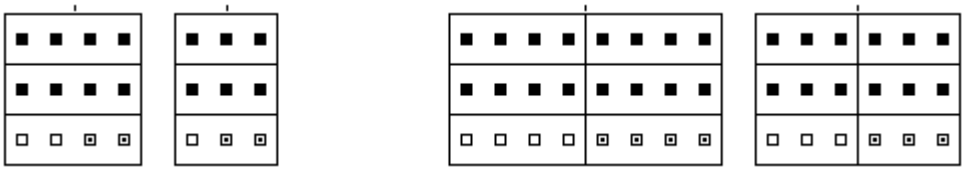
The scale of the game can be changed to any ratio with little or no modifications to the rules and charts if the players would like to use a different figure ratio. For example, the popular 1:30 or 1:33 scale, one of my favorite ratios for the visual appeal, would require 2x the number of figures, double the table space, and twice the distance or range scales in the game. That is, one inch would equal 30 yards or 2x the distances presented in all the charts. The close action, firing, and morale rules/charts require little modifications if any, but basically everything is doubled*. As mentioned before, the table space is doubled which means the space requirement to play some games is hard to attain at times.

*Usually it is just easier to make the calculations as per 1:60 and double the resulting casualties. That is, if a 24 figure unit fires, count them as 12 figures firing instead of the 24, but the resulting casualties inflicted are doubled. The same concept will apply for determining artillery fire and casualties from close actions. Example: A 20 figure battalion in line fires at an infantry target in column at a range of 4” for two (2) actions. Count them as 10 figures firing instead of 20. The firing unit has a C rating and has three rank formation training. The firing unit is also in fatigue status. The player rolls a four (4) and must apply +2 for firing at a column, -1 for fatigued, and -1 for medium range (remember, ranges are doubled). The resulting number is 4. Reference this with 20 figures (2 actions x 10 figures = 20) to reveal that two figure casualties, doubled to four, have been inflicted upon the target.

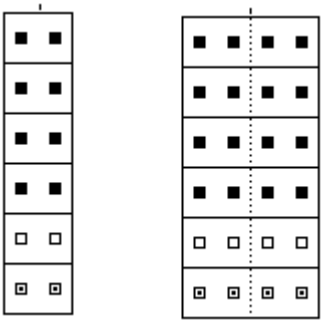
For updates and other files, check out the *Napoleon’s Eagles* webpage at:
http://ucsu.colorado.edu/~trochim/NE/NE.html

Examples of 1:60 and 1:30 Formations

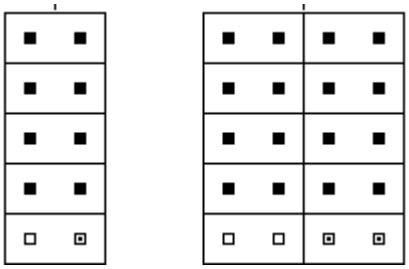
French infantry battalions at 1:60 and 1:30 ratios:



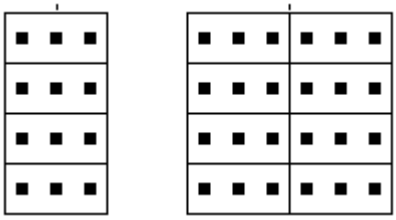
French (Early) infantry battalion at 1:60 and 1:30 ratios:



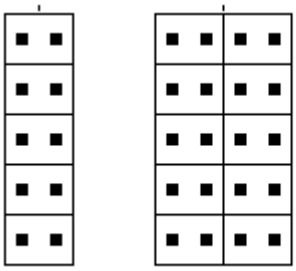
British infantry battalion at 1:60 and 1:30 ratios:



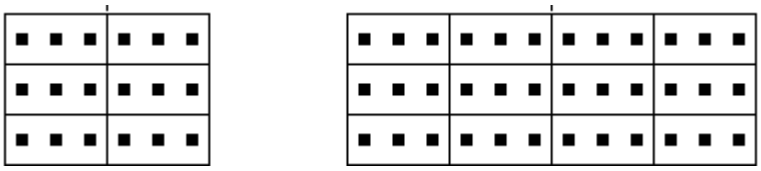
Prussian infantry battalion at 1:60 and 1:30 ratios:



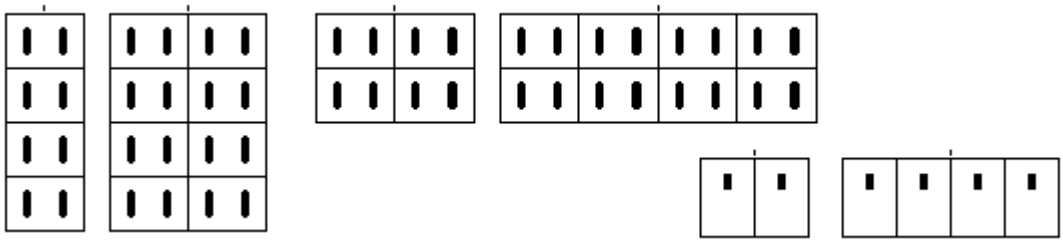
Russian infantry battalion at 1:60 and 1:30 ratios:



Austrian infantry battalion at 1:60 and 1:30 ratios:



Examples of a cavalry unit and six gun artillery battery at 1:60 and 1:30 rations:



Here is a simple tip that you might fine helpful for setting up more versatile 1:30 ratio French infantry battalions. Do you like the visual appeal of the 1:30 ratio but dislike all the extra figures you have to paint? And find that painting one battalion at 18 figures and another battalion at 24 figures a pain (see diagram #1)? Try the following to minimize the number of figs to be painted. Just paint all your French infantry battalions at full 24 figures, and then use another 6 figures (Grenadiers work best I think) based two to a stand to convert a 24 figure battalion into an 18 figure one (see diagram #2). This way you can use the same figures for a scenario that calls for either 24 or 18 figure battalions. For early French formations, adjusting the size of a battalion is achieved by removing a stand or two (see diagram #3).

Diagram #1

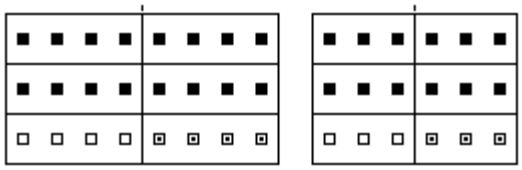


Diagram #2

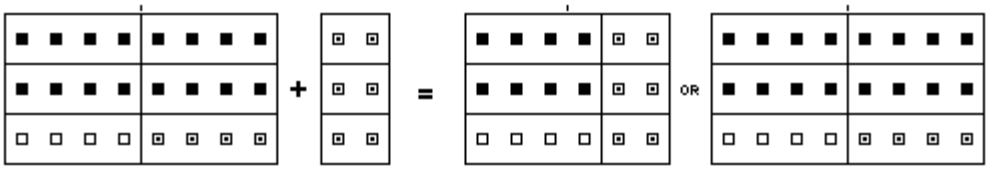
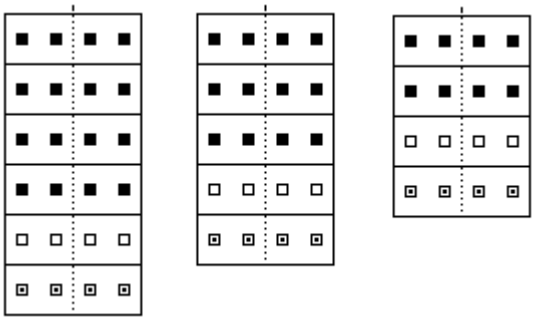


Diagram #3



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