

Mini-Nap Appendix G: Guidelines for Using Larger Scales

For Version 8: August 2009

The **Mini-Nap** rules were specifically designed for the 6mm scale. However, they could easily be used with larger scales such as the 15 mm or 25 mm scales. These guidelines are for playing **Mini-Nap** with these larger scales.

How do we determine the size of a unit?

First and foremost; for those who already have armies in the 15 mm or 25 mm scale, your units do not need to be re-based; you may use your existing basing system.

The stand basing system I use for my 25 mm scale figures is this:

- Infantry Stands 25 mm wide by 20 mm deep, 2 infantry figures per stand
- Cavalry Stands 25 mm wide by 50 mm deep, 1 cavalry figure per stand
- Artillery Stand 25 mm wide by 50 mm deep, 1 gun plus crew figures per stand
- Brigade Command Stand 25 mm wide by 50 mm deep, 1 mounted command figure per stand
- Division Command Stand 50 mm wide by 50 mm deep, 2 mounted command figures per stand
- Corps Command Stand 60 mm wide by 60 mm deep, 3 mounted command figures per stand

Stands should have similar frontages. Where basing systems do differ, players must agree before the game as to what represents a stand within their basing system.

How do we determine the size of a unit?

The strength of an infantry unit or cavalry unit is determined as per the rules. However, artillery is slightly different. An artillery battery gets one *artillery stand* for every *two* guns that it has (round down). An artillery battery may never have more than six stands.

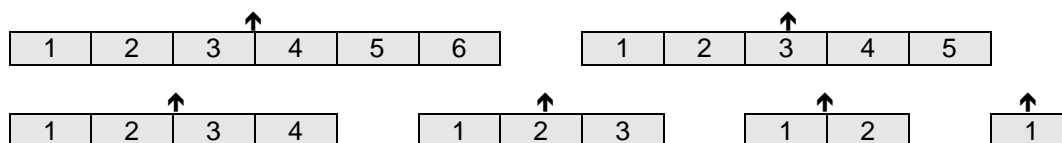
For example, say an actual historic battery had 7 guns. The 7 divided by 2 (round down) gives the battery 3 stands. The unit starts the game with three artillery stands.

Unit Formations

All of the stands of a unit (and all of the figures on the stand bases) must face the same direction unless noted otherwise for their formation and be in base-to-base contact with each other unless noted otherwise for their formation. No "echeloning" in formations is allowed; thus lines, ranks and columns within units must be kept as straight as possible. The only types of unit formations allowed are:

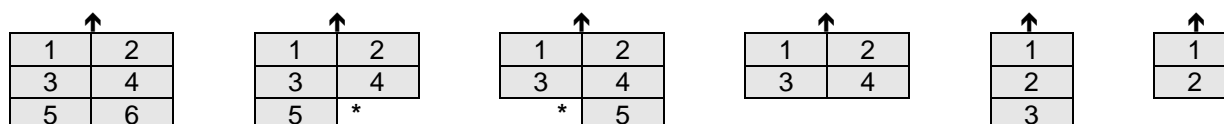
Lines

A *Line* formation is a formation any number of stands wide but only one stand deep. Infantry and cavalry units can form lines. Lines fire as per the standard rules regardless of their size. Some examples of valid line formations (for units facing the direction indicated ↑) are:



Columns

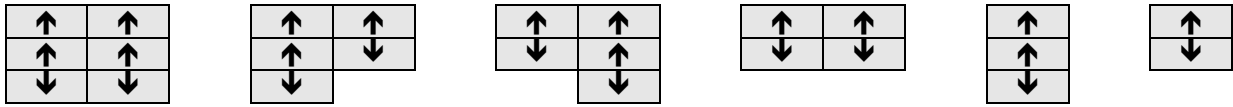
A *Column* formation is any formation more than one stand deep and a maximum of *two* stands wide. Infantry and cavalry units can form columns. A two or three stand unit can only form a one stand wide column as shown below; a four stand (or more) unit must form a two stand wide column as shown below. Columns fire as per the standard rules regardless of their size. Some examples of valid column formations (for units facing the direction indicated ↑) are:



* (A player may re-arrange the odd element of a five, seven or nine element column from one side to the other at any time as required; this is not a formation change)

Squares

An emergency square or a (solid) square is shown by forming the stands of the unit into a valid column formation with the rear stand or stands of the unit turned around to face backwards thus:



A square fires as per the standard rules regardless of size.

Skirmish Lines

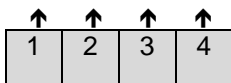
Skirmish Lines are shown as a Line, but with each of the stands of the unit spaced no more than 1/4" apart thus:



A skirmish line fires as per the standard rules regardless of size.

Artillery Batteries

Artillery batteries are always deployed in a line formation, that is, any number of stands wide but only one stand deep thus:



Artillery batteries fire as per the standard rules regardless of size.

Movement, Firing Ranges, etc:

It's really quite simple; in the 15 mm or 25 mm version change all of the move distances, charge distances, firing ranges, etc, etc, from centimetres into inches. For example, 20 cm in the rules will equal 20 inches on the tabletop.

Unit loses:

The losses of a unit are calculated in the same way as per the rules. However, in the 15 mm or 25 mm version losses are actually shown by removing stands rather than placing small markers next to the unit to indicate losses; one stand is removed for each strength point lost during the course of the game.

Finally

These are recommended guidelines. If you find any problems, then sort them out as usual with a dice throw.

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