

HORDES OF THE THINGS

The following basing conventions are used for my 6mm HOTT armies.

ELEMENT	FRONTAGE	DEPTH	NOTES
Dragon	40mm	40mm	1
Airboat	40mm	40mm	1
Behemoth	40mm	40mm	1
Artillery	40mm	40mm	1
Beasts	40mm	40mm	1
Magicians	40mm	40mm	
God	40mm	30mm	1
Hordes	40mm	30mm	2
Flyers	40mm	30mm	
Hero	40mm	30mm	
Paladin	40mm	30mm	
Cleric	40mm	30mm	
Knights	40mm	30mm	3
Riders	40mm	30mm	4
Lurkers	40mm	30mm	
Shooter	40mm	20mm	6
Warband	40mm	20mm	5
Sneakers	40mm	20mm	
Blades	40mm	15mm	6
Spears	40mm	15mm	6

Basing Notes

- 1 Because of the wide variety of figures that can be used for Dragons, Behemoths, Gods etc. the depth of the base is somewhat flexible and should be adjusted to the minimum size to fit the particular miniature (usually in increments of 5mm) though it should never be less than the depth indicated above.
- 2 Hordes are made up of 3 strips of figures, placed randomly about their base to indicate their disordered and ramshackle nature.
- 3 Knights are made up of 2 bases of mounted troops - this also applies when using chariots as knights.
- 4 Riders are made up of 1 strip of mounted (or chariot) to help differentiate them from knights.
- 5 Warbands are made up of 2 strips of infantry placed randomly about their base to help differentiate them from rank and file troops like shooters and blades.
- 6 Shooters, Blades and Spears are all composed of 2 strips of infantry. These strips should be lined up together to indicate their more disciplined nature. Blades and Spears are placed centrally on the base, whereas shooters are placed centrally but towards the front edge of the base to help distinguish them from Blades and Spears.