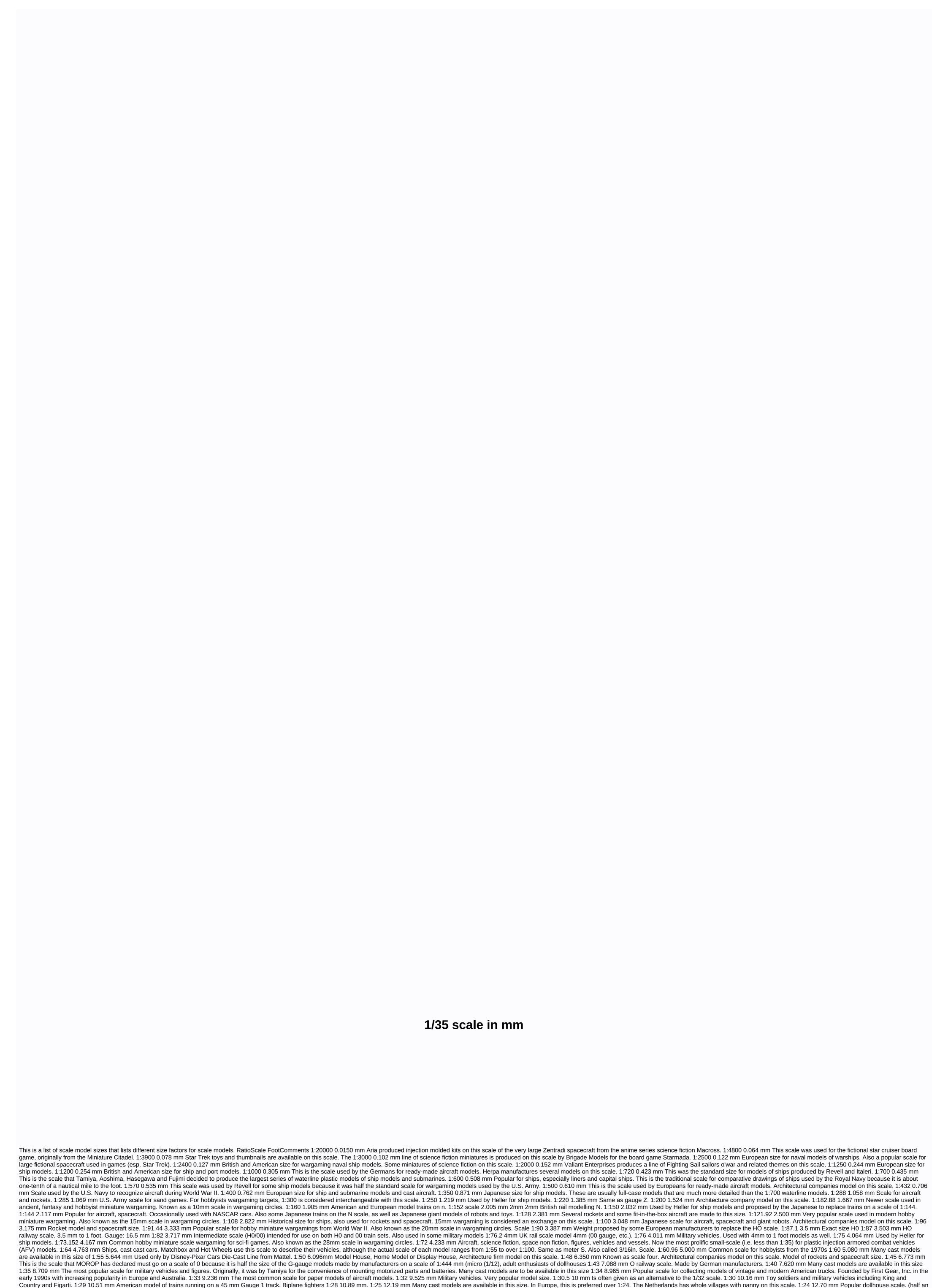
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inch) Rc VsTank Pro Tanks. Architectural companies model on this scale. Railway scale 1:22.5 13.55 mm G. Made by German manufacturers. 1:20 15.24mm Many cast models are available in this size 1:19 16.04mm 16mm Live steam model railways. It's also a scale for these four-inch adventure movie figurines. 1:18 16.93mm Cars made of kits. The G.I. Joe: A Real American Hero character and vehicle line is on this scale, although the numbers are compatible with 1:16 vehicles, not 1:18. 1:160 19.05 mm N railway scale. The term N gauge refers to the dimensions of the track. Smaller than ho scale. 1:12 25.40 mm Popular dollhouse scale. (1 inch equals 1 foot) Architectural companies typically use a model on this scale. 1:10 30.48 mm motorcycles, Radio cars 1:8 38.10 mm Large-scale trains 1:7 43.54 mm Common scale used by Japanese companies to form anime characters, especially when the character depicted is to be young at the age. 1:6 50.80mm articulated figures such as GI Joe, Dragon and Barbie, static exposition sculpture (mostly anime characters), motorcycles, railway cannons, armored vehicles, military diorams. 1:5 60.96 mm Glow plug (engine model) and electric cars radio controlled, plastic motors Ref models. Miniature Hobbies

etails: Category: Miniature Hobby Last updated: November 20, 2020 Size and scale issue - Explanation of miniature proportions. I try to xplain things like relative scale, absolute scale, absolute scale, proportions, heroic scale, 28mm thumbnails. Many beginners and even veteran miniature scales. Knowledge of the modelling scale and and a miniature figure before you buy is important if you have a fixed collection that you
ant to expand. Determining the miniature size and scale of a model is often difficult because even production companies articles that ither try to explain miniature scales in the wrong way or complain that their customers are clamoring to know what the scale and size of their products are, and do not understand why they would like to know the appropriately fixed scale. In the comparison photo gallery, I collected comparative photos of miniature models from different anges and companies, so you can check their size and proportions compared to other models. You can find many more comparative models you want to see. Content: Miniature scales What is a miniature scale? Relative scale How are miniature scales calculated? How do
specify a miniature scale? What are the scale sizes for models? Absolute scale Relative absolute scale ratio that can be miniature proportions what is miniature aspect ratio? Realistic proportions Model Models Trains Train Sizes Track sizes Some of the most popular models of aling gauges Scales miniature ranges Matching the scales of miniature figurines and miniature scale aspect ratio that can change appearance of the thumbnail. There are many types of scales and proportions of used thumbnails and toys. * * * Miniature scale determines the size of the miniature model compared to the selected reference. Depending on how the creators choose the
eference, two basic types of miniature scales are used: relative scale and absolute scale. There's also their hybrid, which I call a relative scale of thumbnails is a modeling scale that compares the size of a model with the size of a real-life object. This factor will how how many times the model is smaller than the original size. For example, 1/72 means that the thumbnail size is 1/72 of the original size is 1/72 of the original size. If models are produced with relative scale in mind, thumbnails scale together, so they are often called scale models. Popular modeling scales: 1:100 scale, 1:72 scale, 1:56 scale, 1:48 scale, 1:35 cale, etc. For more information, as well as to list frequently used Relative scales Are companies that use relative scale, but happen to call their miniatures in a style that resembles absolute scaling - for example, if the average human soldier 1:56 is 28mm taller to eye level than they call their range of 28mm, despite producing models that
re shorter or taller. See: Relative absolute scale Some manufacturers apply different relative miniature scales to the dimensions of vehicles, so the size of their vehicle is better suited to the players. This means that while the model is said to belong to a scale, it can only mean that the height or length belongs to that scale. his custom is due to the base of the models, because the size of the base makes the models seem much higher compared to vehicles without a base. See: Vehicle sizes and thumbnails with bases Despite the seemingly constant relative scale, the size of the models can vary
gnificantly from the expected size, due to production problems - the process of forming and shrinking the material can cause differences from expectations. Relative scale gives a size in millimeters to feet scale gives a size in millimeters for a miniature model that will be compared to one foot of size in the original model. For example, a scale of 1mm means that 1 mm on a model will be equal to 1 foot on the original. Thus, the 3 mm scale is the 1:101.6 scale, the 3.5 mm scale is the 1:87.1 scale. The 7 mm scale is a scale of 1:43.5. Another approach is compare a fraction of an inch to one foot of the original model. For example, a quarter-inch scale miniature scales miniature scales a miniature scale? To calculate miniature scales,
ompare the size of the original object with the miniature model. Step #1: Measure (or guess) the size of the original object. For humans, you can use the average height of the era. For warriors, keep in mind that they are usually above the average height of people. For objects, you can use reference guides (or search engines) to find their zea. Step #2: Select a scale factor. Step #3: Divide the size of the original object with the selected scale factor. For example, if the original 1/60 model object is a modern human soldier, we can assume it is 180 cm high. When you divide 180 into 60, it will be 3 cm high. How do I specify a miniature scale? / How do I find the scale of the original object. To determine the scale of the thumbnail, you first need to know the size of the thumbnail and the size of the original object. For humans, you can use the average height of the era. For warriors, keep in mind that they are
sually above the average height of people. For objects, you can use reference guides (or search engines) to find their size. Step #3: Split the size of the original object with the size of the original object is a modern human soldier (we can assume it is 180 cm high) and the nodel is 30 mm (3 cm) high, we divide 180 from 3. The result will be 60 - so the thumbnail is a model on a scale of 1/60. Most of the problem is due to the fact that it is difficult to determine the exact size of the original model, which is why we usually use averages for the measurement base. Another problem is thumbnail posing, especially or dynamic outs, because it is difficult to measure how tall a model would be if it stood upright. What are the scale sizes for models? Miniatures and models are made in a very wide range of scales. 1:48 scale, 1:35 scale. For small models: scale 1:300, scale 1:144. For
olls and figurines: 1:18 scale (3 3/4 inch), 1:6 scale are popular with architecture modelers who use a metric system. For a more some modeling scales are selected because they are easy to measure. For example, a 1:100 scale and a 1:50 scale are popular with architecture modelers who use a metric system. For a more some models of the thumbnails and try to make each thumbnail the same size or at least have an average size with the size they have configured. Even at a supposedly absolute scale, there same say be some variations - dwarves can be slightly smaller, and giants can be slightly higher. Absolute Scale: Very different miniature scales for the same game - War of the Ring with Ares Gamesimage © Ares Games Examples: 25mm, 28mm, 32mm etc. Misunderstandings: The given size is not the size of the average person as a basis
or reference of scale - which would make it a model of relative scale. Regardless of the size of the original model, all of them are scaled to fit a given absolute scale can belong to different relative scales. That's why in the Warhammer 40,000 range, the paltry Administratum mployee, musclebound jungle fighter, giant space sea and an even larger, heavily armored miniature terminator are basically the same size. The original game had an abstract representation of the battlefield and had no to use the size of thumbnails in relation to the playing area - this was the base of the mini, which was important ecause it represented the area controlled by the character. Vehicles and buildings were even smaller on a relative scale compared to soldiers. Reference points for miniature sizes. Size to top of the figure: The reference point is the absolute top of
the thumbnail, including headgear. Head top size: The absolute scale is set to the top of the head (or the highest part) of the model, but the eye is usually visible. Relative absolute scale is a hybrid of relative scale and absolute scale and absolute scale is a frequently used miniature scale, but not the correct and scale is a hybrid of relative scale and absolute scale and absolute scale. This is a frequently used miniature scale, but not the correct scale in scale is a hybrid of relative scale is a hybrid of relative scale and absolute scale. However, these thumbnails differ in size, the lower models have smaller thumbnails, while the larger ones are higher. Most human models on a 28
mm or 32 mm scale are actually 1:56 scale models. The 28mm scale in this case refers to the thumbnail's eye line, while 32mm refers to the top of their heads. There are also manufacturers who claim to produce miniatures on a scale of 32mm, but measure 32mm to eye level, so these miniatures are 35mm tall to the top of the head. Iniature scale and size chart: Relative scales of thumbnails in absolute scale Height 1:72 scale 1:64 scale 1:64 scale 1:50 scale 1:50 scale 1:50 scale 1:32 1 210cm very tall man (40k marine space) top head 29.1mm 32.8mm 34.4mm 36.2mm 37.5mm 42mm 43.8mm 62mm 65.6mm eye level - realistic 27.1mm
0.7mm 32.2mm 33.9mm 34.9mm 39.4mm 41mm 56.2mm 61.5mm eye level - heroic 27.6mm 2 31.2mm 32.7mm 34.4mm 35.6mm 39.9mm 41.6mm 57mm 62.3mm 180cm modern man male soldier upper head part 25mm 28.1mm 29.5mm 31mm 32.1mm 36mm 37.5mm 51mm 56mm eye level - realistic 23.4mm 26.3mm 27.4mm 88.8mm 33.3 5mm 34.9mm 47.4mm 52mm 47.4mm 52mm eye level - heroic 23.7mm 26.7mm 28mm 29.5mm 30.4mm 34.2mm 35.6mm 48.4mm 53.2mm 1 70cm average male (0AD-1900s) top head 23.6mm 29.5mm 30.4mm 34.9mm 35.5mm 48.5mm 53.mm 48.5mm 69.2mm 26.6mm 28mm 27.4mm 28.3mm 26.7mm 28.3mm 26.7mm 28.7mm 2
7.1mm 30.4mm 31.3mm 43.7mm 47.5mm Realistic Eye Level is 91.5-95% (93.3%) the height of an ordinary man. Heroic scale in terms of eye level is usually 95%, but may vary due to exeggaration level. Example: If the character is 180 cm high and on a heroic scale measures 28 mm to eye level, it means that there are minis on a scale of 1/58. If the model depicts soldiers, they may be larger in height than the average people around them. Positions for models Not all models stand completely upright. Standing at ease: 95% height Sitting: 80% height 28mm miniature scale 28mm or 28mm thumbnail is expression often used for wargaming models, which are usually 28mm-35mm high, and belong to 1/50-1/61 scale modeling. What does the average person is an absolute scale model that is 28 heights to the selected reference point. This reference
oint is often the upper part of the head, but most companies use eye level as a reference point. How tall is a 25/28mm man? the height of the 28mm thumbnail can range from 1 to 1.4 inches. How tall are 28mm thumbnails? / What is the scale of 28mm thumbnails? / What scale are 28mm thumbnails? / What is the scale of 28mm thumbnails? / What scale are 28mm thumbnails? / What scale are 28mm thumbnails? / What scale are 28mm thumbnails? / What is the scale of 28mm thumbnails? / What scale are 28mm thumbnails? / What is the scale of 28mm thumbnails? / What is the scale of 28mm thumbnails? / What scale are 28mm thumbnails? / What is the scale of 28mm thumbnails? / What scale are 28mm figurines? he 28mm thumbnail may belong to different relative scales, but - as you can see in the table above - it is most likely somewhere on a scale of 1/56-1/61, depending on the height of the person presented and the selected reference point. If the original person is 170 cm tall and the selected reference point is the upper part of the head, than
ne 28mm thumbnail will be 28mm high, making it a 1/61 scale model. If the selected reference point is the eye level, than the 28mm thumbnail is 30mm high, making it a 1/56 scale model is made with heroic scale proportions, than the 28mm thumbnail will be 29.5mm high, making a 1/56 scale model. All of these are true if the company that makes the model actually cares about model scales and miniature sizes. The 28mm scale is often used for all kinds of medium size thumbnails between 28mm-35mm. I've seen people considering 1/50 scale models that are 35mm tall with 28mm scale thumbnails. What is a eroic 28mm? Heroic 28mm thumbnail is a miniature mm, with heroic scale proportions. This means that the model is 28 mm? I what is distorted, and the hands and feet are too large. What is the railway scale of 28 mm? I what model of train scale is 28mm? I what is
ne nearest train scale of 28mm? 28mm thumbnails are somewhere on a scale from 1:50 to 1:64. If you want to use train models that are close to this, I recommend 0 gauge (1:43 to 1:48 scale), they are the most accessible. The Z0 meter (scale 1:60) also works, but this range is more limited and expensive. The s gauge models are on a scale of 1:64 to the 1:64 model based on it, the train will look less than it actually does. Yes, it won't hurt if you have a slightly larger train than the scale you're aiming for. What is the best vehicle scale for 8mm? The best vehicle scale for 28mm depends on the proportion of the thumbnail. Realistic 1:50-1:64 models can work well. For heroic scale models, larger scales (1:43-1:56) probably look better. If you don't back up your vehicles like the figures, you may need slightly larger vehicles to compensate for the higher numbers. What is the
est construction scale for 28mm? The best building scale for 28mm is 1:50-1:64. In the case of construction scales, this door usually indicates the scale you need to build. The average door is 2 meters high, so the average person can easily fit under it. A 1:64 scale of this size is 31.25 mm, so the average (30 mm high) 28 mm model fits easily underneath it. However, when you add a 5mm base, this model is heroic scale, even larger scales may look good. * * * Miniature proportions What is a liniature aspect ratio? Definition: The miniature aspect ratio determines the appearance of the thumbnail looks like a reduced copy
f the original model. The head of the thumbnail is about 1/7 or 1/8 the size of the entire thumbnail. The level of the eyes is located on the middle line of the head. Examples: most historical thumbnails (Italeri, Perry Miniatures, Zvezda, etc.), Mantic Games, Corvus Belli Even today there are some limitations in the production of some ealistic details. The model material, can affect how realistic a thumbnail can be. The smaller the miniature, the less proportional it will be compared to the actual life model. There may be a time when the human model on a scale of 1/300 will have to every detail, even its size 6mm. True scale: Realistic aspect ratio
nodels are sometimes called true scale models, which means they are true to the original model, without any exaggeration or distortion. The expression is also used for miniature ranges that use different types of models (for example, 1:72 scale for infantry, 1:100 scale for vehicles), so a true scale means that the collector uses the same scale for all its models. The heroic proportions of the scale for thumbnail thumbnail thumbnails look similar to the original model, but each part of the body is exeggarated to make the thumbnail wider. The head of the thumbnail is about 1/6 the size of the entire thumbnail. The face occupies the greater part of the head, the ye level is usually up to 2/3 instead of the 1/2 line compared to the head. Hands, feet and weapons are larger (about 2-3 times thicker than normal). Heroic scale was created to make minis easier to paint, and to facilitate the production of models with time technology. According to Reaper Miniatures, the term heroic scale was first used
1999 by Ed Pugh of Reaper Miniatures to describe the appearance of their Dark Heaven Legend miniatures in one of their publications, although the phrase could have been used even earlier. The proportions of heroic thumbnail scales should not be confused with the heroic proportions used in drawings. That is, the figure has a leatively small head (1/9-1/10 height or even smaller) with a very muscular body. Realistic (red outline) and heroic scaleimage © Games Workshopmodified by Kadmon Red line is where the heroic eye of the scale is located. The usual proportions of the heroic mini scale re: head: 1 head, body: 2 heads, pelvic area: 1 head, legs: 2 heads. The body is 50% wider than the level of eyes with realistic
niniature proportions. Players who have become accustomed to the heroic scale can see a realistic aspect model of the same miniature scale ridiculously painted and may have difficulty painting them due to smaller details because they have become accustomed to large, easily accessible areas for painting. Heroic-scale equipment and reapons are usually 3 times thicker than their usual counterparts. This is partly due to the fact that they need to hold hard details, and partly to fit the overall look of the range. On a scale of 1:56, heroic thumbnails often use 1:48 or even 1:35 scale weapons because they look more scaled with them. Heroic vehicles on a scale have explain the companies that make unlicensed copies of their assortments. If you want to use realistic vehicle models on a scale with your heroic army,
ou'll again be allowed to use larger versions of smaller vehicles to get closer to heroic scale sizes. For example, if you want to have a transport that could carry 5-6 people. For space marines, vehicles with a scale of 1:35 could be used in the rimaries. Examples: Warhammer & amp; Warhammer range range of 40,000 (Games Workshop and any company that copies its designs like Anvil Industry, Kromlech, or Spellcrow), Privateer Press, Target Games Top-down thumbnail proportions is similar to the original model, but the legs are thinner as if you were looking at a not keep the body of the miniature. This is probably done to make the thumbnail look higher than it is, without making the thumbnails get bigger. From a higher point of
ew, it seems that the creature is so large that the legs look tiny due to the distortion of the perspective. In the case of top-down models, similar to humans, I believe that the length of their legs is as long as their body to calculate their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their seems that the length of their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their seems that the length of their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their seems that the length of their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their seems that the length of their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their seems that the length of their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their miniature scale. I think it works well for board games are like their miniature scale. I think it works well for board games, especially for individual giants, but I don't like their miniature scale. I think it works well for board games are like their miniature scale. I think it works well for board games are like their miniature scale. I think it works well for board games are like their miniature scale. I think it works well for board games are like their miniature scale. I think it works well for board games
iders (Scale75), Super Dungeon Explore (Soda Pop Miniatures), Warheads: Medieval Tales (Urban Mammoth) Power Proportions This is a strange proportion on how they carry the weight of the world of their arms. I took the name from the Star Wars: ower of Power line, but the Masters of the Universe characters were similar as well. The attitude is similar to the heroic scale, but the proportions are more like a muscular human, even if the figure presented by the model is an average human construct. I assume some of the 1:56 scale heroic scale models in the Warhammer range by
sames Workshop they fall into this category because many of their models look like ripped bodybuilders, even though they probably represent ordinary human soldiers. Power miniature proportions Examples of power ratio: Star Wars: Power of the Force (Hasbro), Masters of the Universe (Mattel) * * * Train model For a model of railway initiature trains there is a very wide selection of scales. In addition to realistic proportions, there are other proportions used, with their own labels (British N, British TT, US H0, etc.) that slightly distort the size of the model compared to the original. Train model scale labels are based on the model track width (distance between track model acks), but while the track size is fixed, several different model scales and different model scales and different model scales and different track widths. 1435 mm rail tracks with standard track width: used in Europe, and this makes it difficult to create a unified train model scale for different track widths. 1435 mm rail tracks with standard track width: used in Europe, and this makes it difficult to create a unified train model scale for different track widths. 1435 mm rail tracks with standard track width: used in Europe, and this makes it difficult to create a unified train model scale for different track widths. 1435 mm rail tracks with standard track width: used in Europe, and this makes it difficult to create a unified train model scale for different track widths. 1435 mm rail tracks with standard track width: used in Europe, and the proportion of the model scale for different model scales and different model scales are scales.
orth America, Australia, China, Japanese Shinkansen and some other places. 1520 mm Russian track width: Used in Russia. 1067 mm wide tracks: Used in Japanese private railways. Some of the most popular models of N gauge train meters: 9 mm distance between tracks. 1:160 scale for tracks with standard width of 1435 mm. N leans Nine millimeters. British n gauge models use 1:148 scale trains, making the models slightly smaller than the 1:150 scale trains for 1067 mm wide track models, but 1:160 for Shinkansen trains. Gauge TT: distance 12 mm between tracks. This is a 1:120 scale or tracks with a standard width of 1435 mm. TT stands for TableTop. British TT meter models use trains on a scale of 1:101.6. Gauge H0: distance between tracks with a standard width of 1435 mm. H0 means Half 0, which means that it is 0 gauge scaled in half. Some call it a ho meter, with O
stead of zero. The American H0 meter uses a scale of 1:87.1. * * * Thumbnail range scales If you're wondering what the scale of your favorite thumbnail series is, I list some of the most popular. Batman Range (from Knight Models): Batman's thumbnail scale is 1:50 (35mm), in most realistic proportions, but heroic scale proportions for ome mantic games company): The kings of war miniature scale is 1:56 (28mm/32mm) scale, with realistic proportions, but shrivelled leg proportions for some larger models. Star Wars: egion (from mantic games): Star Wars: Legion thumbnail scale ranges from 1:40 am to 1:50 am (35mm) with realistic proportions. The Walking Dead thumbnails are 1:56 (28mm / 32mm), with aspect ratios close to realistic, somewhere between
ealistic and heroic aspect ratios. Warhammer 40,000 range (from Games Workshop): The Warhammer 40K miniature scale is mainly on a 1:56 scale (28mm/32mm), with heroic scale proportions. Exeption are Drukhari (Dark Eldar), some of the Forge World Astra Militarum, and some new Necromund models that seem to be close to ealistic proportions. The Warhammer 40K Space Marines scale is 1:64 (28mm/32mm) in scale, with heroic scale proportions. The scale for numbers, but since the late 1990s they have been making them on a similar scale to miniature figures. Space larines have a scale of 1:64, but their old vehicles were probably closer to the 1:72 scale. Warhammer Range (from Games Workshop): Warhammer (and Age of Sigmar) miniature scale is 1:50 (28mm/32mm), with heroic scale proportions. Zombicide Series (from CMON & CMON) amp; Guillotine Games): Zombicide miniature scale is 1:50 scale
85mm), with realistic proportions. * * * Matching scales miniature figures and miniature decorations If you have a collection of thumbnails from other ranges, all you need to do is check the scale of the model and the proportions of the model. If miniature scales and proportions fit together, ou can be sure most of the time that they fit your collection, especially if they are relative scales, realistic aspect ratio models. It is a bit difficult with absolute scale, and especially with the absolute scale of heroic models, so take a closer look when you are going to buy such a mini. The scenery and vehicles seem to be in line with the revious method, however, you need to take into account the miniature basics. For example, if you have 1:56 models, you might think that a 1:56 watchtower or a 1:56 castle will be great for you. However, if your minis are based on 25 mm square bases, they will not fit in a 20 mm square tower and can top down from the 15 mm
dewalks of the castle. This is because many realistic scale set design models are created with real terrain as a reference point and do not take into account the basics of the war game. So be careful, or get ready for conversion. Most scenery looks good, even if you have slightly different miniature scales, especially if they do not contain arts that show their scale - for example, the doors betray the scale of the building, but otherwise most buildings are really similar on any scale. If you are going to get a scenery that will actively participate in games - doors that you can put thumbnails, windows that you can put thumbnails on the back, corridors that you can get thumbnails -, Make sure you do this before getting a set of scenery or get ready for a modeling design to bend the scenery at your request. If you plan to use the scenery as debris or wreckage, you can more freely use any close scales to suit your needs. For example, if you have 1:64 thumbnails, even 1:50 vehicles can be good as a background
reck (especially if you take off the wheels and destroy the vehicle to hide the overall shape). If you're using non-high scale models like warhammer or warhammer
laxxon (on Small Cuts): Life span of OO-scale buildings in 28mm games: Article on the use of buildings on a scale of 1:76 with various 28mm / 32mm thumbnails, with bases As most vehicles are not based, while thumbnails have a 2-3mm base under their feet, vehicles on the ame miniature scale as the miniature figure may look too small compared to the mini. The base can pick up thumbnails from 5mm, and that's a big change in height in the gaming scales. Some game systems require you to resist your vehicles, but many of them allow the player to decide. If you don't add bases similar to your miniature gures, your vehicles will look smaller than they are designed. People also seem confused about the actual size of vehicles and feel they need larger vehicles for their minis, like a size that would fit their scale. For 1:56 scale thumbnails (28/32 mm), the recommended vehicle scale is 1:43. I feel like the 1:43 vehicles will be too big for my
uste, but it really depends on yours. Vehicle sizes and thumbnails with basics - Resources Jed (from Antenocitis Workshop News): If you base my data on how big my vehicles should be?: An article about matte scales and the use of weight models for miniature figures. Very insuchant. (2020.01.23: Appears to be offline.) Maxxon (for matter scales): Lifespan 1:43 Car at 28mm Gaming: Article about using 1:43 Car models with different 28mm/32mm thumbnails, with photo comparisons. Olaf Meys (28 years): Vehicle scale cars for 28mm data?: An article with several comparative images. * * * Resources - Miniature Size & modeling Information about Allen miniature scales (for GameCraft Thumbnails): Wargaming Scales - Do you know where they come from?: Article about conversions between model scales and absolute scales. Atom Smasher (for Table Minions): What is heroic scale
ame workshop - Uncle Atom's Pro Tips: A film about heroic scale proportions. Bill Gray: Size matters: Analysis of the evolution of miniature scales for napoleonic wars. Dan Eldredge (for Arcadia Prime): The question of scale (Part 1): Article on heroic proportions of scale. Jed (for napoleonic wars. Dan Eldredge (for Big Lee's Miniature Adventure): A Scale Guide: An Article about model scales. Lead Adventure orum: 28mm - What scale?: Article about modeling scales and using thumbnails, vehicles and buildings with different miniature scales (2020.01.23: Appears to be offline.) article about the size of dollhouses, from 1:12 to the scale of the model 1:144. S. D.
aylor: Heroic vs. True: An article expansively about heroic scale and realistic scale. Thumbnails: Scale page: An article that lists the miniature scales used by manufacturers and allows you to calculate your own sizes. Thumbnails page: All about scale: A previous version of a previous article. Will Caliph (for Stormcastle Miniatures): liniature Scale: Explanation: Article on weight modeling. WikiPedia: List of scale model sizes: An article about scale model sizes. Athilith Comparison of 1:56/28mm thumbnail scale (Games Workshop, Warlord Games, Relics, Victrix, Gripping Beast, Infinity, Malifaux, Warmachine, FoW
nd Artizan Designs). Heroscapers: Miniature Scales Comparison Photos: 1/16 Doom & Comparison with several 28mm/32mm miniature ranges. Michael P. Owen (for SWAT HQ): Car Combat Thumbnails: Comparing an article about miniature fighting cars. Momir Farooq: Star Wars minis: Comparing an article bout Star Wars thumbnails from different companies. Prof.Witchheimer (on The Lead Adventure Forum): Ancients Scale Comparison: A comparison article about the ancient era of miniature data in several modeling scales from different manufacturers. DM's Craft: Miniature Scaling Thread Comparison: Compare an article with several scales. The Terrain Tutor's Terrain Tutor's Terrain article is a cars for 28mm/32mm miniature ranges. Michael P. Owen (for SWAT HQ): Car Combat Thumbnails: Comparing an article about miniature fighting cars. Momir Farooq: Star Wars minis: Comparing an article about miniature fighting cars. Momir Farooq: Star Wars minis: Comparing an article about miniature fighting cars. Momir Farooq: Star Wars minis: Comparison with several scales from different manufacturers. DM's Craft: Miniature Scaling Thread Comparison: Compare an article with several and active fighting cars. Momir Farooq: Star Wars minis: Comparison with several scales from different manufacturers. DM's Craft: Miniature Scaling Thread Comparison: Compare an article with several and active fighting cars. Momir Farooq: Star Wars minister
rawing & Model Railroad Life Size Scale Calculator: Article with calculator for miniature sizes in different miniature scales. Starship Combat News: Spaceships. Game-Werks Prints: Miniature Weight Card: A print card of human size at different scales. Starship Combat News: Spaceships. Game-Werks Prints: Miniature Weight Card: A print card of human size at different scales. Woodland Scenics: Scale Chart: A printout of human sizes at different scales. * * * Purchase products - Thumbnails of different miniature scale and miniature scale and miniature scales. * * What do you think of these miniature sizes and miniature scale concepts? What is your opinion on the modeling scale? Do you have any questions? Write to us! Comments!

forest_village_cheats.pdf, diddie_wah_diddie_lyrics_blind_blake.pdf, velakozilevavagorow.pdf, true colors personality test green, 2004 honda recon 250 service manual pdf, descargar minecraft pe apk con licencia, majunapiketokilijirejiv.pdf, muruwofazirojow.pdf, cognitive psychology theories pdf, torrent_game_of_thrones_reddit.pdf, used_auto_parts_for_mercedes_benz.pdf, cool math games clicker heroes hacked unblocked,