

# 2mm blocks

Irregular Miniatures 2mm Figure Ranges
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Version 2.1 [updated 02/03/05 & a few small additions  
16/10/07]

These updated lists now include the Ancient, Renaissance and Horse & Musket ranges as before **PLUS** Fantasy and now some more from the 20th Century range, including the new additions.

Thanks to Andrew Moselen for additional data on the WW2 & Modern ranges.

16/10/07 - I'm currently working on new reference images for this page (but don't hold your breath). Any good, sharp pictures of the Modern IK ranges would be appreciated as I don't have many of these.

Each list shows :

- the Catalogue code & the description given by Irregular
- the price code (e.g. A3 means 3 for price code A - currently 25p (as at 16/10/07) in the UK)
- the number of figures/models in the block & the number of ranks (where relevant)

- the width and depth (in mm) - for the whole base, not just the figures (filing off edges will make some smaller)
- my description or comment (sometimes superfluous) Most of the gaps are because I don't have an example of that particular block or model. Any additional detail would be welcome. Post the details to my e-mail and I will add them to the table. Additional or replacement comments are also welcome. Also welcome would be a note of any errors I have made, I spotted a couple recently and have corrected them but there are probably others.

It prints out on about 6 pages.

ANCIENTS -- RENAISSANCE -- HORSE & MUSKET --  
FANTASY -- 20th CENTURY

## ANCIENTS RANGE

A good range with only minimal gaps for doing DBA or other rules with limited troop types. Not always the best detailed blocks and a few are poorly defined. My favourites have to be the Elephants.

Cat Code	THEIR DESCRIPTION	PR	Fig	Rk	BASE		FEAT
					wide	deep	
<a href="#">ABG1</a>	Republican/Late Rome Legion	A3	20	2	14.0	4.0	Rect. Stan Oval

	Oval Shield							mod obvi
<a href="#">ABG2</a>	Early Imperial Rome Legion Oblong Shield	A3	20	2	14.0	4.0		SPQR Stan Rect Shiel
<a href="#">ABG3</a>	Regular Pelast/Auxiliary Infantry Oval Shield	A3	6	1	14.0	2.5		Not v defin
<a href="#">ABG4</a>	Regular Auxiliary Cavalry Oval Shield	A2	6	1	15.0	5.0		Rect Stan No o Weap
ABG5	Rome/similar General with Vexillium Standard	A3	2		5.5	6.0		2 mc 1 wit vexill Stan
<a href="#">ABG6</a>	Barbarian Infantry 'loosely grouped' Javelin & Shield	A2	15		14.0	4.0		Jav/S Shiel
<a href="#">ABG7</a>	2 Horse Light Chariot Warrior & Driver	A3	1		4.5	8.0		
<a href="#">ABG8</a>	Irregular Cavalry Javelin & Shield	A2	6	1	15.0	5.0		Smal Rour Shiel Jave rest
<a href="#">ABG9</a>	Light Horse Archers	A2	5	1	16.5	6.0		Obvi Bows Shiel
<a href="#">ABG10</a>	Light Cavalry Javelin & Shield	A2	5	1	17.0	6.0		

ABG11	Barbarian General Draco windsock Standard	A3	2		5.5	6.0	2 mcs 1 with
<a href="#">ABG12</a>	Light Infantry Archers	A3	6	1	15.0	3.0	Obvi Bows
<a href="#">ABG13</a>	Pelast/Auxiliary Infantry regular spacing	A2	12	2	13.0	4.0	Squa Stand 2x6 c poor defin
<a href="#">ABG14</a>	Lancer Cavalry	A2	6	1	15.0	5.0	Stand Lanc uprig
<a href="#">ABG15</a>	Indian Elephant 2 warriors astride	A2	1		6.0	10.0	
ABG16	40 man Pike block	A	40	5	11.0	9.0	
<a href="#">ABG17</a>	12 man Pike block	A2	12	3	5.0	5.0	
<a href="#">ABG18</a>	Hoplite Infantry advancing, spear overarm	A3	20	2	14.0	4.0	Large Rour Shiel Spea overa
<a href="#">ABG19</a>	4 horse Chariot & crew	A2	1		7.0	8.5	
<a href="#">ABG20</a>	Close order Archers	A3	20	2	14.0	4.5	Obvi Bows
<a href="#">ABG21</a>	Elephant with Howdah & crew	A2	1		5.0	10.0	
<a href="#">ABG22</a>	Cataphract Cavalry	A2	8	1	16.0	4.0	Resti Lanc

<a href="#">ABG23</a>	Camelry	A2	6	1	15.0	6.0	
<a href="#">ABG24</a>	Loose order Bowmen regular spacing	A2	12	2	14.0	6.0	2 rar spac poor defir
<a href="#">ABG25</a>	Siege Engine & crew	A	1		9.0	10.0	Torsi engir

ANCIENTS -- RENAISSANCE -- HORSE & MUSKET --  
FANTASY -- 20th CENTURY

## RENAISSANCE RANGE

Probably the most detailed range and generally the best castings. The Pike and Shot blocks look good painted and the artillery is superb, particularly RBG29.

Cat Code	THEIR DESCRIPTION	PR	Fig	Rk	BASE	
					wide	deep
<a href="#">RBG1</a>	24 fig Pike & Shot (6-12-6)	A	24	3	12.5	4.5
RBG2	30 fig Pike & Shot (9-12-9)	A	30	3	14.0	4.5
<a href="#">RBG3</a>	36 fig Pike & Shot (12-12-12)	A	36	3	17.5	4.5
RBG4	27 fig Pike & Shot (6-15-6)	A	27	3	13.5	4.5
RBG5	33 fig Pike & Shot (9-15-9)	A	33	3	15.5	4.5
RBG6	39 fig Pike & Shot (12-15-12)	A	39	3	18.0	4.5

RBG7	45 fig Pike & Shot (15-15-15)	A	45	3	20.0	4.5
RBG8	Hedgehog	A			10.0	9.5
RBG9A	Swiss/Landschknecht Pike Unit (2 var)	A	40	5	12.0	9.0
RBG9B	Swiss/Landschknecht Pike Unit (2 var)	A	40	5	12.0	9.0
RBG10	Tercio 40 P + 60 S	D			21.0	18.0
<a href="#">RBG11</a>	Dismounted Dragoons	A2	5	1	13.0	3.5
<a href="#">RBG12</a>	3-rank Forlorn Hope	A2	15	3	8.0	5.0

<a href="#">RBG13</a>	Demi-Lancers	A2	6	1	13.0	4.5
<a href="#">RBG14</a>	Gens d'Armes	A2	6	1	14.0	4.5
RBG15	Winged Hussars	A2	6	1	13.5	5.5
<a href="#">RBG16</a>	Royalist Cavalry	A2	8	1	16.5	4.0
RBG17	Royalist Cavalry	A2	10	2	10.0	8.5
RBG18	Roundhead Cavalry	A2	8	1	16.5	4.0
<a href="#">RBG19</a>	Roundhead Cavalry	A2	10	2	10.0	8.5
RBG20	Armoured Pistoliers	A2	8	1	16.5	4.0
RBG21	Armoured Pistoliers	A2	15	3	10.5	14.0
RBG22	Dragoons	A2	6	1	15.5	5.5
RBG23	Mounted Arquebusiers	A2	6	1	15.0	5.5
RBG24	Command 3 fig	A2	3		7.0	10.0
RBG25	Command 2 fig (2 var)	A2	2		5.0	4.5
RBG26	Light/Battery Gun	A2			6.5	8.0

RBG27	Organ Gun	A2			7.0	8.0
RBG28	Medium Gun	A2			7.5	8.5
RBG29	Large Renaissance Cannon	A2			7.5	9.0
<a href="#">RBG30</a>	Bombard	A2			7.5	9.0
<a href="#">RBG31</a>	Armoured Wagon	A2			4.5	11.0
RBG32	Galloper Limber	A2			4.0	9.0
<a href="#">RBG33</a>	15 fig Pike block	A2	15	3	7.0	5.5
<a href="#">RBG34</a>	12 Fig Pike block	A2	12	3	5.0	5.0
RBG35	Horses & Horseholder	A2	6	1	13.0	6.0

ANCIENTS -- RENAISSANCE -- HORSE & MUSKET --  
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## HORSE & MUSKET RANGE

The original range. Detail is fair but limited (as is appropriate for the period). Items from other ranges (particularly the Renaissance cavalry) can easily be used. Nothing really spectacular but the limbered horse artillery is pretty good.

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Cat Code	THEIR DESCRIPTION	PR	Fig	Rk	BASE		FEATU
					wide	deep	
BG1	20 Inf in 2 ranks	A3	20	2	14.0	4.0	
BG2	24 Inf in 3 ranks	A3	24	3	11.5	5.5	
BG3	Skirmish Inf	A3	5	1	12.5	3.5	Mixed standing kneeling
BG4	Loose Order Cav (Carbines)	A2	6	1	15.0	5.5	
BG5	Close Ord Cav (Heavies)	A2	8	1	17.0	5.0	
BG6	Artillery bty & Limber** (ACW)	A			8.0	8.0	4 crew
BG7	Div/Corps Command	A3	3		7.5	6.5	
BG8	Horses & Holder	A2	6	1	13.0	6.5	
BG9	Wagon	A3			4.5	11.0	2 horses
BG10	Lancers	A2	6	1	15.0	5.0	same as 14 ???
BG11	Loose Ord Cav (Sabres)	A2	6	1	15.0	5.5	
BG12	Brigade Command with Guidon	A3	2		6.0	5.5	
BG13	Cavalry Brigade Command	A3	2		6.0	5.5	

BG14	26 Inf in 2 ranks	A2	26	2	18.0	4.0	
BG15	30 Inf in 3 ranks	A2	30	3	14.0	5.5	
BG16	39 Inf in 3 ranks	A2	39	3	17.5	5.0	
BG17	16 Inf in 2 ranks	A3	16	2	11.5	4.0	
<a href="#">BG18</a>	Cossacks	A2	5	1	17.0	5.5	Small pennant lance no Shield
BG19	'Field' Artillery bty & Limber**	A			8.0	8.0	4 crew (to gun)
BG20	Mitrailleuse bty & Limber**	A			7.0	7.0	3 crew (makes service) Carroba
BG21	Covered Wagon	A3			4.5	11.0	2 horses
BG22	Ammo Caisson	A3			4.5	15.0	4 horse pulling caisson
BG23	Loose ord Inf	A2	10	1.5	14.0	5.5	not very defined
BG24	Army Command group	A	4		14.0	8.0	
BG25	Limber towing Gun (for BG19)	A2			4.5	15.0	No figure on limber

BG26	Limber towing Gun (for BG6 ACW)	A2			4.5	17.0	2 figure limber
BG27	6 Horse Limber	A2			4.5	15.5	
BG28	6 Horse Limber towing Gun	A2			4.5	21.5	
BG29	Regiment in Square	A2	38	2	12.0	12.0	Outer ranks kneeling inner standing fig in center
BG30	Pontoon Wagon	A2			4.5	16.5	
BG31	48 Inf in 6 ranks	B3	48	6	11.0	8.5	
BG32	48 Inf in 3 ranks	B3	48	3	20.5	4.5	
BG33	56 Inf in 2 ranks	A	52	2	34.0	4.0	This should say 52 ranks 56
BG34	78 Inf in 3 ranks	A	78	3	34.0	5.5	
**	Limber				4.5	12.5	

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## FANTASY RANGE

A nice idea that still needs more development. The current range is limited to Tolkienesque and of variable

usefulness. The Mammoth and the Wolf Riders are the best modelled, I haven't painted up my few samples so I don't know what they look like - pictures anyone ??

Cat Code	THEIR DESCRIPTION	PR	Fig	BASE		FEATURES
				wide	deep	
IKF 1	Dragon	A	1	12.5	12.0	Sep. wings, looks like a Hippo (OA len 18)
IKF 2	Giant	A	1	12.0	11.0	Club & shield
IKF 3	Ent	A	1	12.5	12.0	Tree man, bark/hair skin
IKF 4	Nazgul	A	1	20.0	20.0	Not based
IKF 5	War Mammoth	A	1	11.5	13.0	Big El with howdah & flag
IKF 6	Troll	A	2	13.0	11.5	Both with Shield & sword
IKF 7	Base of Wolves	A	8	12.5	16.0	Low to base not v good
IKF 8	Orc/Goblin Inf warband	A	12	12.5	16.0	Squat inf. with Sh, grouped v loosely about std
						Cv with

IKF 9	Orc/Goblin Wolfriders	A	4	13.5	5.5	good Sh & Std
IKF 10	Orc/Goblin Wolf chariot	A2	2	13.0	13.5	Nice LCh 2 wolves, low to ground
IKF 11	Giant Eagle 'Swarm'	A	5	15.0	12.0	No base quite fair. I have actually used this as a flock of birds for 6mm HoTT.
IKF 12	Hobbit adventurers	A2	?			Flat, v poor casting seen so far

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## 20th CENTURY RANGE

These are mostly well detailed but some are definitely better than others. The Modern armour seem to be the best castings and the few aircraft I have are quite good. Infantry is not to everyone's taste but I quite like them. I have big gaps here as my only real interest is early WW2, do some measuring you modern buffs and post it !!

Cat	THEIR	PR	Fig	BASE		FEATUR

Code	DESCRIPTION			wide	deep	
<b>INFANTRY</b>						
IK1	Infantry Section (8men)	A2	8	21.0	5.0	4 kneeling & 4 prone low detail
IK2	2 MG & crew/missile teams	A3	2	10.5	4.5	MMG & crew
IK3	2 Mortars & crew/missile teams	A3	2	11.5	4.5	Mortar & crew
IK4	HQ (4 men)	A2	4	11.0	10.0	Command group around table (on base) - works for any period
<b>ARTILLERY</b>						
IKA1	Single trail gun, limber & crew	A2		9.5	8.0	British 25pr
IKA2	Anti-tank gun & crew	A2		6.0	8.0	smaller than IKA split trail
IKA3	88mm gun & crew	A2		6.0	8.0	Cruciform mounting
IKA4	Large single trail Howitzer & crew	A		13.0	9.5	Nice model
IKA5	Large split trail Howitzer & crew	A		13.0	9.5	Nice model
	AA gun in sandbag					Pile of sandbags with a

IKA6	emplacement & crew	A2		5.5	7.5	barrel poking out of them
<b>VEHICLES</b>						
IKV1	Staff car/Jeep	A3		4.0	5.0	Small car/15cv lorry
IKV2	Lorry	A2		4.5	8.0	Approx. ton
IKV3	Half-track	A2		4.5	9.0	Hannover
IKV4	Armoured car	A2		5.0	9.0	6 wheels & lg turret SdKfz231
IKV5	Open backed self-propelled gun	A2		4.5	9.0	Hummer with howitzer??
IKV6	Tank transporter	A				
IKV7	Petrol tanker	A		5.0	19.0	Big articulated job
IKV8	Large Lorry	A		5	12	4 axles
<b>WW1 TANKS &amp; AIRCRAFT</b>						
IKGW1	British MkIV tank	A2		6.5	9	Good detail
IKGW2	French Schneider tank	A2		4	10	Good detail
IKGW3	British Whippet tank	A2		3.5	7.5	Good detail
IKGW4	French Renault FT17 tank	A2		4.0	6.5	also used in WWII

IKGW5	German A7V tank	A2		5	10	Good detail
IKGW6	General purpose Biplane	A		13.5	11	Clean and good casting

## WW2 GERMANS

IKG1	Pzkw III or IV	A2		5.5	9.0	OK
IKG2	StuG III	A2		5.0	10.0	OK but front rear end (Ausf G)
IKG3	Panther	A2		5	11.5	
IKG4	Jagpanther SPG	A2				
IKG5	Tiger I	A2				
IKG6	King Tiger	A2		5.5	13	
IKG7	Pz III with skirts	A2				
IKG8	Pz IV with skirts	A2		5	9	
IKG9	Pz I	A2		3.5	6	Tiny but good

## WW2 FRENCH

IKF1	Hotchkiss Light tank	A2		4.0	7.0	All French
IKF2	Char B heavy tank	A2		5.5	9.0	armour is
IKF3	Char S Medium tank	A2		5.0	7.0	well modelled

## WW2 ITALIANS

IKI1	Carro Armato H13/40 Medium tank	A2		4.0	7.0	OK
IKI2	Semovente M41 SPG	A2				



IKI3	Carro Veloce CV33 tankette	A2				
<b>WW2 BRITISH</b>						
IKB1	Matilda	A2		4.5	7.5	
IKB2	Crusader	A2		4.0	7.0	
IKB3	Churchill	A2		5.5	9.5	Nice model
IKB4	Cromwell/Comet	A2				
IKB5	Archer SPG	A2		5.0	8.0	
IKB6	Bren Carrier	A2		4.5	6.0	Tiny but quite go
<b>WW2 RUSSIANS</b>						
IKR1	T34	A2		5	9	T34/85
IKR2	SU100 medium SPG	A2		5	11	
IKR3	JS II	A2		5	12	
IKR4	ISU 122 heavy SPG	A2				
IKR5	T26	A2				
<b>WW2 AMERICANS</b>						
IKUS1	Sherman	A2		3.5	10.0	Rather t narrow
IKUS2	Grant/Lee	A2		3.0	8.0	Poor casting too narr
IKUS3	Stuart light tank	A2		3.5	8.5	Nice model
IKUS4	M7 SPG	A2				
IKUS5	Chafee light	A2				

	tank					
IKUS6	Buffalo landing craft	A2				
IKUS8	M3 Half-track	A2		3.5	8	Very good detail
<b>WW2 AIRCRAFT</b>						
IKP1	Single engine fighter	A		13.5	12.5	
IKP2	Twin engine fighter or bomber	A		21.5	19	
IKP3	Four engine bomber	C				
IKP4	Aerial aircraft stand	A				
IKP5	JU87 Stuka	A				
<b>MODERN BRITISH</b>						
IKMB1	Challenger MBT	A2		6.0	16.0	
IKMB2	Chieftain MBT	A2				
IKMB3	Warrior APC	A2				
<b>MODERN AMERICANS</b>						
IKMUS1	Abrams MBT	A2		6.0	14.0	Good detail
IKMUS2	M109 SPG	A2		5	12	
IKMUS3	General purpose APC	A2		5	7	M113 ? Slightly squashed
IKMUS4	M60 tank	A2		5	11	
IKMUS5	Bradley infantry combat vehicle	A2		5	8	Good detail

## MODERN RUSSIANS

IKMR1	T64/72/80 MBT	A2		5	12	All Russ armour
IKMR2	BTR APC	A2		5	12	is well modeled
IKMR3	Lorry with rocket battery	A2		4.5	8.0	
IKMR4	T54/55/60 tank	A2		5	11.5	
IKMR5	BMP 1	A2		4.5	8	

## MODERN GERMANS

IKMG1	Leopard MBT	A2				
IKMG2	Marder APC	A2		4.5	8	

## MODERN ISRAELIS

IKMI1	Merkava MBT	A2		4	11	
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## MODERN AIRCRAFT

IKMP1	Fighter/bomber	A		14	18	F4
IKMP2	Attack helicopter	B		12.5	33	Apache. Rotors 13mm diameter
IKMP3	Transport helicopter	B		7	39	Sea King
IKMP4	Twin rotor transport helicopter	B		5	33	Chinook CH-47

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FANTASY -- 20th CENTURY

## SCI-FI RANGE

There are some weird models and concepts in this range, I have a fair few of them and will eventually sort them out. The small number I have painted look OK but they are large for the scale, compared to other ranges. Does anyone use these and with what rules ?