

TRAVEL BATTLE – UNBOXED Last updated 19/6/2017

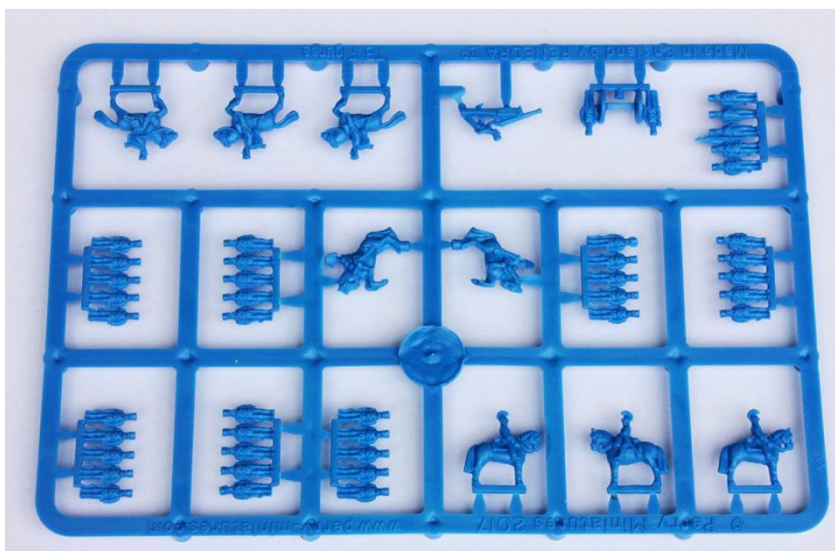
by Gary Mitchell (photos by Olivia Mitchell, Gary Mitchell and Perry Miniatures)

c. £50.00

Ok, my big 'spend' this year at 'Salute' was The Perry Miniatures new boxed game. So, before the crowds arrived and I had to run my own game, I went and made my purchase.

The miniatures are 8mm scale – but 6mm and 10mm could be used instead at a pinch, though not really mixed (in this case the extra 2mm does make all the difference). It's certainly more boardgame than miniatures wargame. There are two armies - 'Blue' and 'Red' – but I think we know who they really *mean*... My (initial) forces will be painted Waterloo campaign; but painting is not essential. The game would therefore make an ideal gift for introducing a junior relative to wargaming, and follows the clear 'kiss' principle in design and rules. Play will take about an hour, and the game is portable enough to be used on rail transport, and in one of the many 'boardgame cafes' that the fashionable are currently frequenting as a way to make friends and influence people.

Anyways, opening the box I read the rules and painting guide. 8 pages, that's all. Straightforward and boardgame like, and to the point. I had one query about them which the brothers quickly



answered ('yes, you do retreat to the board edge'), and there are simple rules to accommodate Guard troops and squares. Generals are of key importance for control and rallying. Brigades can be of varied composition - and an additional commander as 'backstop' would prove useful. The object is to break two of the three enemy brigades to win (i.e. 2/3rds of an enemy army if doubled), so would fit a campaign situation as 'routing' troops later rally and come back fighting in the next episode. Or, the game could be used to transfer action to a tabletop as sections of a larger engagement are fought in detail.

The buildings slot into place and by rotating the boards with integral hills one can get a range of combinations – the woods are designed to hide troops; a neat touch. Additional terrain could be added – but what I'd really like to see is the Perry's themselves produce a range of add-ons – maybe river boards?



A few points. One could easily devise additional rules for skirmishers and 'assault columns' – and by extending the range of infantry to 2 squares accommodate the later c.19th. Retrofitting back to the ancient period would also be possible - forward beyond c.1914 problematic, but not insuperable. With extra army sprues (in 'grey') now available I feel a whole series of Napoleonic armies coming on. Maybe 'ancient' sprues could be produced? Or colonial? Or ACW? Or fantasy? Or c.18th in tricorns? My Marlborough mad chum Steve would *love* that.

Mrs Mitchell's comment? 'Do you *need* more soldiers'? Well, yes, it's a good quick counterpoint to deploying my 28mm collection...

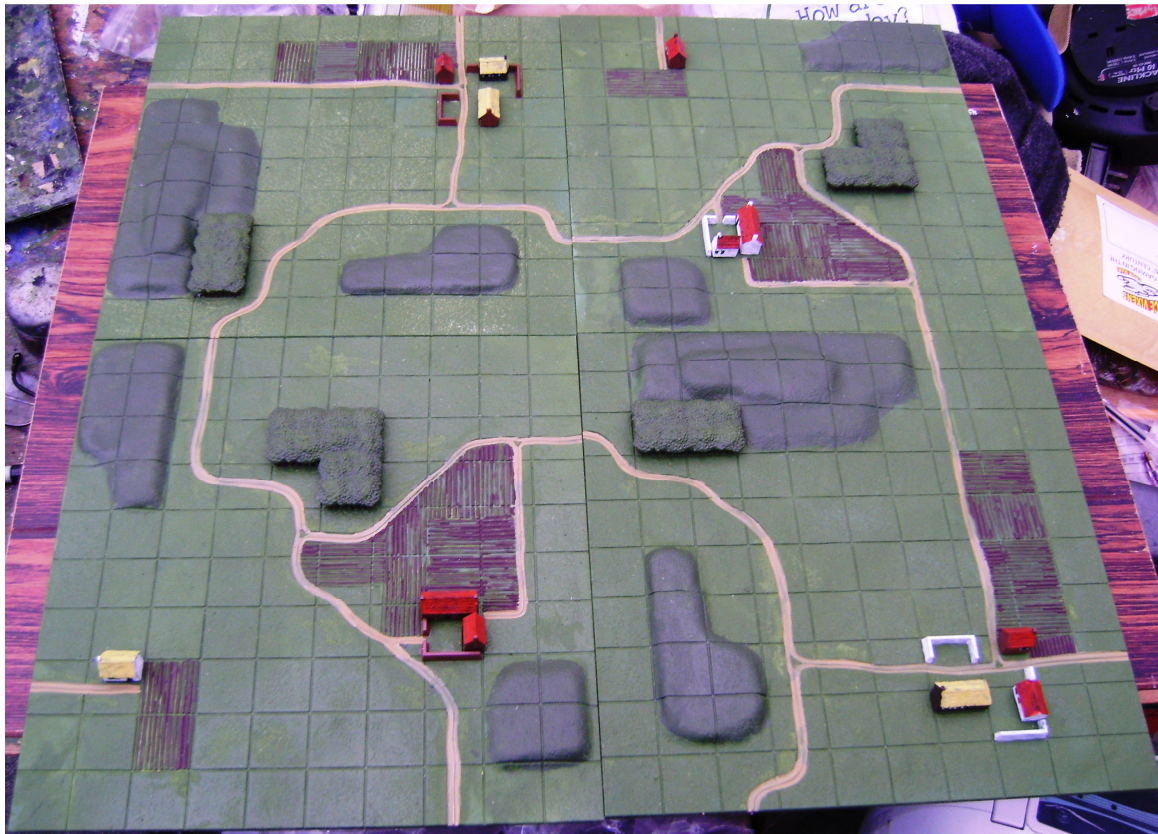
Do I like it? Reader, I bought two... 'doubled-up' as they say. This *is* my summer project...

ADDITIONAL COMMENTS AFTER UNBOXING

1) Mr Perry recommended I paint the miniatures on the sprue, and then assemble. I will experiment – this is not my usual MO... In the end I didn't. Worked fine.

2) A spare sprue of buildings would be useful to make a four (or six) sq 'town' of buildings. Badajoz? If you put the rescue of Juanita by Sir Harry Smith in a novel no one would believe it... Spares are indeed now available @ https://www.perry-miniatures.com/index.php?cPath=22_63&page=2

3) My boards are done – but a long morning's work. They fit comfortably into one of the travel boxes. "It is a truth, universally acknowledged", said Elizabeth, "that Longbourn has one of the most pleasant aspects in all the kingdom. It would be a travesty were the Corsican Ogre and his minions to invade here". "Fear not dear Sister", Lydia was unconcerned, "I am sure my dear Wickham and this Militia will give the Frenchies a sound thrashing before they reach us in Hertfordshire..."



4) With my two sets - and my 'Waterloo' predilection firmly in place since seeing the movie three times at the pictures in 1970 - I now begin my late afternoon planning my forces with a nice cup of tea. I foresee a certain level of 'creative painting' and conversion in store, but that's no bad thing. Taking an infantry – sorry 'inventory' - I see I have 16 Brigadiers/Generals; 8 Guard infantry; 24 infantry battalions; 8 heavy cavalry ; 8 light cavalry and 8 artillery. Using all my powers of self '*Persuasion*' I set aside my '*Pride And Prejudice*' and engage my '*Sense And Sensibility*' to make some hard choices. Here's my final breakdown:-

BRITISH: 1 X Wellington; 1 X General Picton; 3 X Brigadiers; 1 X Life Guards HC; 1 X Scots Greys HC; 1 X Hussars LC; 1 X Light Dragoons LC; 1 X Foot artillery; 1 X RHA artillery; 2 X Guards Inf; 1 X Highlander Inf; 5 X Infantry; 1 X Infantry with a couple of 'Sharpe dressed' chaps as riflemen. (5 brigs, 2 HC, 2 LC, 2 art, 2 guards, 7 inf)

FRENCH: 1 X Napoleon; 1 X Marshal Ney; 4 X Brigadiers; 1 X Guard Brigadier; 2 x Cuirassier HC; 2 X Dragoon HC; 1 X Carabineer HC; 2 X Hussar LC; 1 X Guard lancer LC; 1 X Line lancer LC; 2 X Foot artillery; 1 X Horse artillery; 1 X Guard artillery; 3 X Old Guard Inf; 1 X Young Guard Inf; 10 X Line Infantry with a couple in each painted as Voltigers. (7 brigs, 5 HC, 4 LC, 4 art, 4 guards, 10 inf)

PRUSSIANS: 1 X Blucher; 2 X Brigadiers; 1 X Cuirassier HC; 1 X Black Hussar LC; 1 X Ulhan LC; 2 X Foot artillery, 2 X Grenadier 'guard' inf, 1 X Landwehr Infantry; 1 X Line Infantry with a couple in each painted as jaegers; 2 X Line Infantry (3 brigs, 1 HC, 2 LC, 2 art, 2 guards, 4 inf)

'ALLIES' 1 X Brigadier; 1 X Brunswick Infantry, 2 X Dutch-Belgian Infantry (1 brig, 3 inf).

Ok, began with the 'Allied' brigade. Painting on the sprue didn't work for me, so I removed, 'based' the front rank, and attached the second to a slip of blu-tac (other materials are available) to hold it upright. Then I began with jackets, the trousers, then detail, and this seemed to suit my cack-handed painting best. Tip: for detail use the tip of a cocktail stick rather than a brush. The picture below shows that – after I thought I'd finished – I hadn't! I am now using higher magnification specs!



In the meantime I had a query about the rules, which Michael Perry quickly answered via email. Apparently in fighting – where units get to roll and extra dice – this means they choose the highest score *not* add both scores together. Guard Infantry and Heavy cavalry get a re-roll - i.e. you choose if you want to try and get a better score, but you have to stick with the second roll.

The higher magnification specs have made a huge difference. The cavalry can be conveniently painted by basing the two outsiders, and just doing individually the centre one – then putting in place. A bit of 'putty' can turn helmets into busbies; and I'm pleased with how my Scots Greys came out. Similarly, a knife can turn a general's hat into Picton's topper.



My Brits (camera doesn't do justice, soz). Note the 'Highlanders' and the 'South Essex' with the 95th contingent in the front rank. I've just heard on the interweb that spare sprues will soon be available – which is great.

Next I shall have a go at the French guard. Toothbrush bristles for lances, I feel...

Real life intervened, but I've now finished the French Guard Brigade including *l'Empereur* himself. Quite happy with the Polish lancers, and the carabineers, now to start on the French line, then the Prussians. As extra sprues become available I shall paint up other key units.



The French line are now done – led my Marshal Ney on his white horse - just the Prussians to go. I'm quite happy with the French Line Lancers and the Dragoons and Cuirassiers.



Finally the Prussians! Let battle commence. If it proves to be loads of un I shall buy more minis!



INCREASED COMPLEXITY RULES FOR THE DAMNED

- 1) 'EDGE RULE'. Troops with an 'edge' have the advantage over those of the same type who do not have it. Troops *without* an 'edge' are considered to lose by '1' if in combat with those with on edge *when their dice scores tie*.
- 2) SKIRMISHERS. It should be assumed skirmishers are *implicit* in all infantry formations – so infantry **WITHOUT** skirmisher cover (e.g. early Austrians) must consider those with to have an 'edge' on them.
- 2) ATTACK COLUMN. Where infantry have 'doubled up' two in a sq, they add 1 to their dice score if attacking forward across flat and open terrain *in first round of combat only*.
- 3) BRITISH TWO DEEP LINE. A single infantry or guard unit to sq only. All re-roll as if guard infantry *in first round of combat only*.
- 4) CURRASSIERS/LANCERS. These have the 'edge' over those cavalry of the same type who are not.
- 5) POINTS SYSTEM:-

Each Brigadier	1 point
If 'Exceptional' Army General	+1 point
If 'Poor' Army General	-1 point
Each Heavy Cavalry	2 points
Each Light Cavalry	1 point
Each Infantry	1 point
Each Guard Infantry	2 points
Each Artillery	2 points
- 7) HORSE ARTILLERY: Moves as light cavalry but has a maximum range of only 5 sq.
- 8) GENERALS. Select one Brigadier (the spare one?) to act as this C-in-C. *Add one* to their dice score when deciding board edge if deemed 'Exceptional' (e.g. Napoleon, Wellington, Katusov, Blucher, Archduke Charles) *and also when* deciding who places the first Brigade. Likewise 'Poor' generals (e.g. Mack) *deduct one*. Winning Generals have *the choice* of who chooses and/or deploys first.