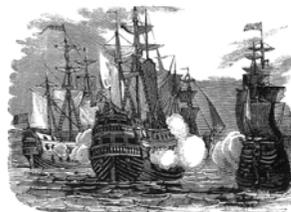


Tactics

The French navy feared the British navy and often stayed in port for many months. This meant many boring months of blockading the French and Spanish (allies of the French) ports. However, in October 1805 the combined Spanish and French fleets set sail from Cadiz. This was the moment Nelson and Collingwood had been waiting for. Although there were more enemy ships (31) compared to British (27), the British could fire their cannons faster. They usually fought by coming up alongside each other and then blasting away with their guns. If they could smash the sails and steering of the enemy ship, they could then send a party of sailors and soldiers to board the enemy. If they were successful, then the enemy ship became a prize which would be sold and they would

Hunt the Enemy - The rules

- Toss a coin. Heads are British, tails are French.
- You each have:
 - 2 first rate ships
 - 3 second rate ships
 - 4 third rate ships
 - 2 frigates
- The French and Spanish start in Cadiz harbour
- The British start at their blockading line



Gun battle
at sea

Max Adams

- Roll the two dice. You can divide the moves up between the different ships of your navy.
- If the French and Spanish can reach the open sea it will be more difficult for the British navy to hunt them down.
- The British navy needs to capture or destroy as many enemy ships as possible.
- If you pull alongside an enemy ship then you can engage them in battle.
- To capture or destroy:
 - If the ships have the same rating then roll the dice. The highest score wins but the British ships can add one to their score because they are better gunners. If a six is rolled, then the enemy ship is taken as a prize (much more valuable). If a 5 is thrown, the enemy ship is destroyed.