

# THE LEEWARD LINE

The scenario will look at the opening gambit and maneuvers of Vice-Admiral Collingwood and the lead element of his squadron. It will attempt to simulate the high risks of the first volleys of broadsides that the Royal Sovereign had to weather to allow it to break through the Rear Line of the Franco-Spanish Fleet, engaging in melee with Santa Ana while the rest of his squadron follow and break through in support.

## The Battle of Trafalgar

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After pursuing the Admiral in charge of the Franco-Spanish Fleet, Pierre-Charles Villeneuve, to the Caribbean and back, Admirals Lord Nelson and Collingwood engaged the enemy. On the 21st of October 1805, just off the southwest coast of Spain, west of Cape Trafalgar, near the town of Los Caños de Meca, the two mighty fleets finally engaged.

What followed was arguably the most famous naval battle in military history.

We're sailing along with Nelson's second in command, Vice-Admiral Collingwood, in the leeward column. The tip of Collingwood's oak and iron spear was composed of his flagship - the Royal Sovereign and six Third Rates.

Aimed at the heart of the Franco-Spanish line, Collingwood's formation weathered an hour of broadsides before finally smashing home, raking the enemy with double-shotted broadsides.

Battle was joined!

## The Forces

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### BRITISH FLEET

*Vice-Admiral Cuthbert Collingwood*

- Royal Sovereign (First Rate)
- Belleisle (Small Third Rate)
- Mars (Small Third Rate)
- Tonnant (Large Third Rate)
- Bellerophon (Small Third Rate)
- Colossus (Small Third Rate)

### FRANCO-SPANISH FLEET

*Admiral Ignacio Maria de Alava*

- Santa Ana (Overgunned First Rate)
- Indomptable (Large Third Rate)
- Fougueux (Small Third Rate)
- Monarca (Small Third Rate)
- Pluton (Small Third Rate)
- Algesiras (Small Third Rate)
- Bahama (Small Third Rate)
- Cornelie (Fifth Rate)
- Themis (Fifth Rate)

## The Scenario

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### BATTLE AREA

The scenario is best played on a 4' x 4' area with the wind blowing from the west (also, see Special Rules below.)

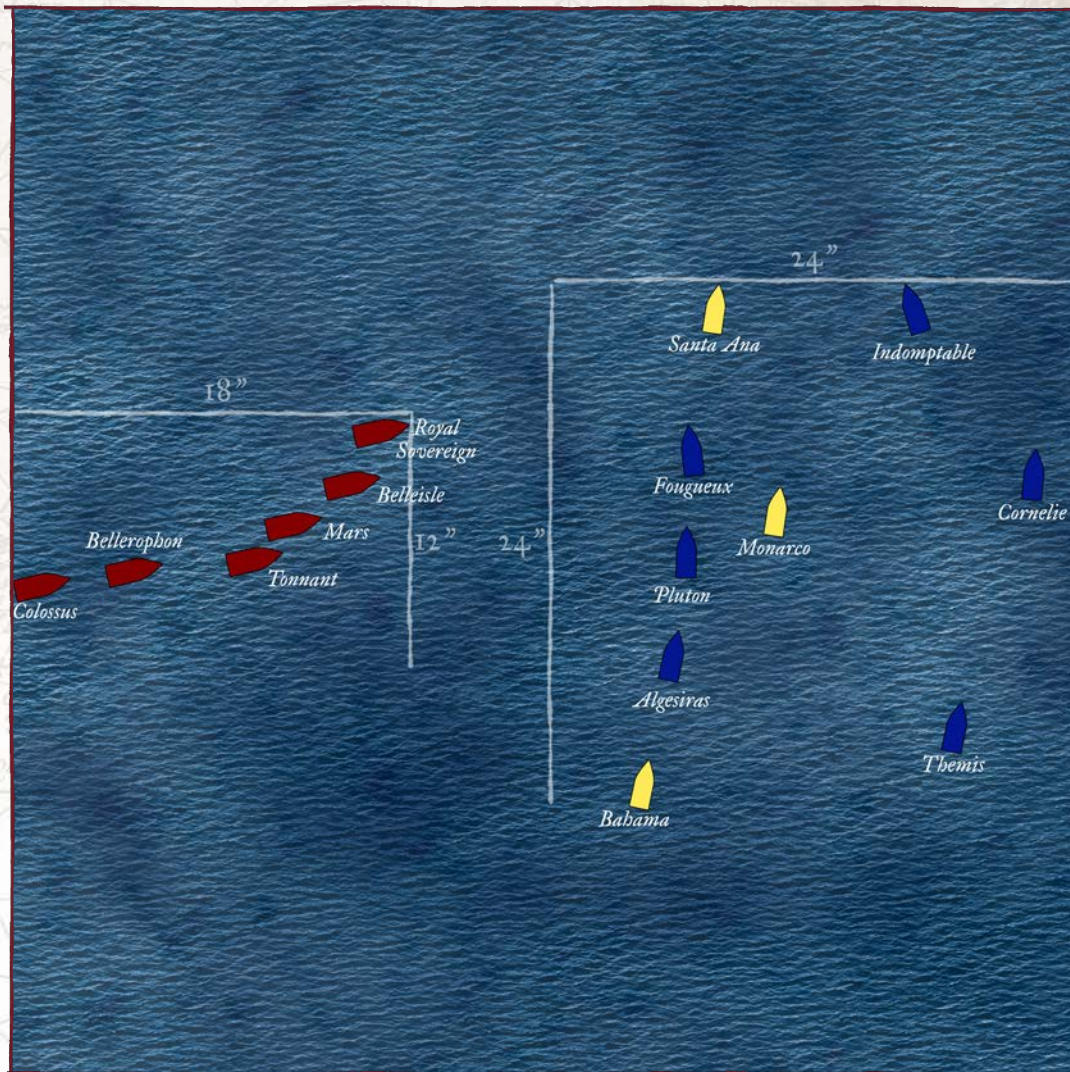
### DEPLOYMENT

Use the map overleaf as a guide to deploying both forces.

*"Now, gentlemen, let us do something  
today which the world may talk of hereafter"*  
*Vice-Admiral Cuthbert Collingwood*



## The Rear Line



### SPECIAL RULES

All British ships have Veteran crews.

Half of the large 3rd rates of the Franco-Spanish fleet have Regular crews, all other ships have Inexperienced crews.

The wind is constant but very light and is always becalmed, never roll to change the wind direction in phase 1 of a Turn (see Black Seas pg.8.)

### VICTORY CONDITIONS

The game ends when half of either fleet Strikes the Colours or is destroyed.

At the end of the game, the British player earns victory points for each ship within 6" of the northern table edge. The amount of victory points is equal to the ship's original Ship Points.

The Franco-Spanish player gains victory points for each enemy ship that Strikes the Colours or is destroyed. The amount of victory points is equal to the ship's original Ship Points.

If either flagship is sunk, the player that sunk it gains victory points equal to double its original Ship Points.

Whoever has the most victory points at the end of the game wins.



*"What would Nelson give to be here?"*  
*Vice-Admiral Cuthbert Collingwood*



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