

12.6 – Copenhagen (Slaget på Reden), 2nd April 1801

History

Another of Nelson's victories, but somewhat more hollow than Trafalgar or the Nile. Denmark joined the pro-Bonaparte "Armed Neutrality" and imposed an embargo on trade with Britain. Angered by the Danish strategy of protecting merchant convoys with warships and the fact that Denmark ignored British attempts to board Danish convoys to check for military supplies bound for the British enemy France, a fleet under Admiral Hyde Parker was despatched on a punitive expedition with the aim forcing Denmark out of the Armed Neutrality. The Danish navy was ill prepared for the battle, but still made a courageous stand in Kongedybet outside Copenhagen. The result was a costly naval battle which led to the utter defeat of the Danes.

Note

The Danish fleet data has been reworked thanks to some research done by one of our Danish readers, and incorporates some new elements.

Environment

Wind from the South West, Normal. Visibility Good. Long side is West. The Western table edge consists of shoaling water and the coastline at Copenhagen. The NE, E and SE Boxes consist of the Middle Ground shoal and are impassable to all ships of the line.

Guns

All guns are Form Line of Battle Class A unless where shown.

British Setup

- ☞ Vice Admiral Nelson (Superior) – *Elephant*
- ☞ Rear Admiral Graves – *Defiance*
- 🚢 R3 [74] *Defiance*, *Monarch* (Elite), *Ganges*, *Bellona*, *Russell* (Elite), *Elephant*, *Edgar*
- 🚢 R3- [64] *Ardent* (Elite), *Agamemnon* (Elite), *Polyphemus*
- 🚢 R4 [50] *Glatton*, *Isis*
- 🚢 R5+ [38] *Amazon*
- 🚢 R5 [36] *Blanche*, *Desiree*
- 🚢 R5- [32] *Alamene*
- 🚢 R6 [28] *Dart*, *Arrow*; [24] *Jamaica*

All British Crews are Veteran unless shown otherwise.

The British fleet enters through the S Box.

Danish Setup

- ☞ Olfert Fischer – *Dannebrog*
- Steen Bille – *Danmark* – ships in his force are marked ^{SB}.
- 🚢 R3 [74] *Danmark* ^{SB}, *Tre Kroner* ^{SB}
- 🚢 R3- [64] *Indfødsretten*, *Mars* ^{SB}
- 🚢 R4 [56] *Prøvesteene*; [54] *Dannebrog*, *Elefanten* ^{SB}, *Holsten*, *Jylland*, *Siæalland*, *Wagrien*
- 🚢 R5+ [40] *Iris* ^{SB}
- 🚢 R6 [26] *Charlotte Amalie*
- 🚢 R6- [22] *Cronborg*; [20] *Rendsborg*, *Nyborg*, *Aggershus*
- 🚢 U [18] *Nidelven* ^{SB}, *Sharpen* ^{SB}
- 🚢 U [16] *Hjælperen*
- 🚢 U [10] *Elven*
- 🚢 U [Gunboats] *Gunboat Flotilla 1* (*Nykøbing*, *Aalborg*, *Christiansund*, *Arendahl*, *Langesund*, *Odense*), *Gunboat Flotilla 2* (*Flensborg*, *Stege*, *Staværn*, *Viborg*, *Nakskov*)
- 🚢 R6 [Floating Battery 16] x 3 *Hajen Stykpram*, *Søhesten Stykpram*, *Sværdfisken Stykpram*
- 🚢 R6 [Floating Battery 24] x 1 *Defensionflaade* nr. 1

- *Trekroner Fort* (NE face)
- *Trekroner Fort* (E face)
- *Trekroner Fort* (SE face)
- *Shore Battery*
- *Shore Battery*

All Danish Crews (ships and forts) are Veteran. Underlined Danish ships are block ships, which are at anchor and cannot move.

The *Trekroner Fort* is placed at the junction of the NW and N boxes, half way between the Northern table edge and the southern end of the N and NW boxes. The Danish fleet and floating batteries are laid out in line ahead along the junction of the NW and N, and W and C boxes. The two land batteries are positioned on the shore, in line with the Southern end of the Danish line (there were other batteries on shore, but they were masked by the Danish ships).

Special Rules

Floating Batteries, Gunboat Flotillas, Fort and Shore batteries have the following statistics:

Name	Class	Broadside	Hull	Crew	Gun
Floating Battery 16	—	7	7	1	A
Floating Battery 24	—	7	7	1	A
Gunboat Flotilla	—	8	3	3	E
<i>Trekroner Fort</i> (all faces)	—	10	10	2	B
Shore Battery	—	9	9	2	B

Solo Game

This can be played as a solo game, ideal for getting to grips with the rules. None of the Danish ships will attempt to set sail, so it becomes an exercise in gunnery and seamanship on the part of the British, who must attempt to inflict a crushing defeat on the Danes without suffering too much damage. Danish ships and batteries will fire whenever they are able at the closest warship, and will (if given the choice of more than one target at the same range) always shoot at the largest target in terms of guns or remaining firepower.

Victory Conditions

The British win if they sink, capture or force to strike more than 2/3 of the Danish fleet. The game ends automatically if the Danes sink or force to strike more British ships than they themselves have lost. If this occurs the British fleet is ordered to withdraw.