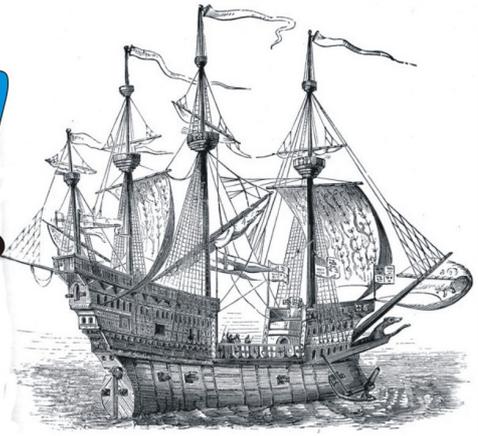


# Armada!

England Will Prevail?  
Queen Elizabeth's finest hour



## MAIN THEMES : Education and Team Building

### Outline

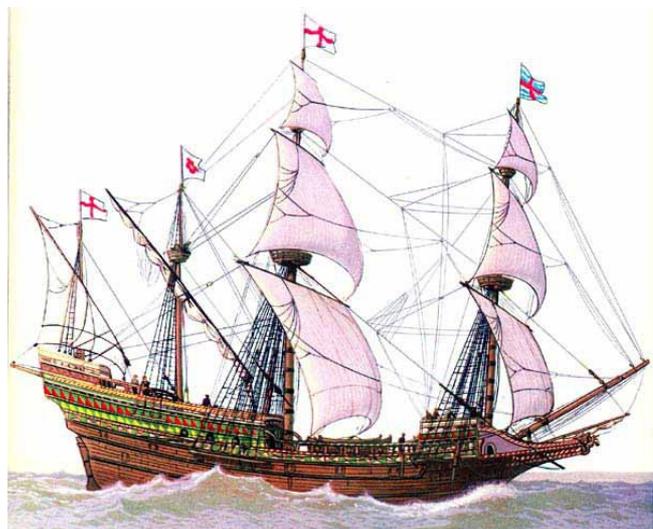
The Armada game gives players a chance to explore some of the decision-making that the England had to make faced by a huge and apparently unstoppable armada of ships from Spain.

The game includes decisions on defensive preparations, recruiting and equipping ships, as well as actions to deploy ships to attack or delay the Spanish.

The aim of the game is to set the potential invasion from Spain in its context, and highlight the contemporary attitudes and problems, encouraging the players to put themselves in the place of the key historical figures.

### Gameplay

The teams of players in this game take on a variety of role, including different factions in the Elizabethan court faced with a crisis that has the potential to spell disaster for England. Other have responsibility for the naval and military preparations for the defence of the kingdom. How well they interact will have a direct impact on the ability for the country to defeat or deflect the



vast armada closing fast. Decision-making includes deciding on how best to use scarce resources like gold, trained men and ships, as well as whether to try to negotiate, and on what terms. Each team has a different perspective on the problem and they will need to negotiate both within and between teams on the best course of action.

## Ideal Audiences

- Schools studying the Tudors and seafaring
- Organisations seeking a team-building challenge.

## Example game structures

<b>Armada : For 12 players</b>	
Team	Number in team
Queen Elizabeth's key Councillors	6
English Army Commanders	3
English Fleet Squadrons	3
<b>Total</b>	<b>12</b>

<b>Armada : for 30 players</b>	
Team	Number in team
Queen Elizabeth's key Councillors	6
Important Nobles of the Kingdom	6
English Church	2
English Army	3
English Plymouth Fleet	3
English Thames Fleet	3
Spanish Embassy	2
Spanish Fleet	5
<b>Total</b>	<b>30</b>