

The Age of Sail

Scenario 2: The Baltic, 1801

March 1801: Britain confronts the alliance the Armed Neutrality of the North as Denmark, Sweden, and Russia have denied Britain trade in the Baltic Sea as well as access to raw materials there needed to build and maintain its warships.

Negotiations have failed to end the impasse, and a British fleet approaches the Baltic to force the pact members to reopen the area to British shipping. Commanded by Admiral Sir Hyde Parker, with Admiral Nelson second in command, the fleet consists of a large number of battleships (23), a host of frigates (10), and a small contingent of troops.

A Danish fleet defends Copenhagen in a fortified position; a Russian fleet of 15 ships of the line and 1 frigate lies at Reval. The Swedes at Karlskrona add 8 more ships of the line and 3 frigates to the forces of the alliance.

The British win a decisive victory if their fleet forces the surrender of Copenhagen and defeats the Russian fleet (sinks at least 10 ships); meeting one condition is a marginal success.

The alliance wins the game if they sink 10 British warships and hold Copenhagen at the end of the game; meeting one condition is a marginal success.

The game continues for 4 turns (each turn is one week) or ends immediately if Britain achieves its decisive victory conditions.

Special Notes

Britain and Copenhagen: The British defeat and 'occupy' Copenhagen as soon as the Danish Port Defense force totals '5' or less. The city surrenders at that point.

Danish Port Defense: Copenhagen is defended by ten battleships, all dismasted, and moored along a seawall protecting the city; ten smaller ships are interspersed among the battleships. Additionally, shore batteries augment the defenses. This formidable harbor defense totals '15' ships of the line. Further, there is no roll for 'wind gauge' should the British attack the harbor; each side attacks the other using total fleet numbers. The British still gain a +1 for being British at sea; Nelson can also modify the battle roll. Should the Danes send a fleet out to sea, they muster 7 ships of the line and 1 frigate and all procedures for combat apply i.e. rolling for wind gauge. For each loss of the Danish fleet moored in the harbor, $\frac{1}{2}$ a ship of the line is forfeit should the Danes put to sea, all fractions rounded up (so one ship lost while in the harbor means $\frac{1}{2}$ a ship lost of the fleet at sea, but, rounded up, means the Danes can deploy only 6 ships at sea, not 7. If two ships are lost in harbor, the Danes can still deploy 6 ships at sea; if three ships are lost in harbor, only 5 ships can deploy at sea, etc.).

Swedish Release: The Swedish fleet is in the process of getting sea worthy. Roll to see if that force can move Turn 1, March 25 (unlikely). Otherwise, it can only defend in place the first turn but does so at full strength. It is free to move starting Turn 2.

Russian Withdrawal: The Russians can attempt to move to St. Petersburg and avoid any combat starting on the Third turn of the game, April 8. Starting Turn 3, and on Turn 4 if the roll fails on Turn 3, roll to see if the Russians can make this move i.e. ice recession. The British fleet can never move past Reval.

For logistics, the game is a month long, so both sides are able to stay at sea for the duration of the scenario. However, the British must occupy a port by end of game (Copenhagen, Stockholm, Karlskrona, or Reval), otherwise they are considered logistically compromised and automatically lose the game.

There is no Diplomacy in the scenario.

There is no weather roll for Turn 1. The weather is calm.