

# *The Age of Sail*

## Scenario 1: The Eastern Mediterranean, 1798

May 1798: Britain and Revolutionary France are at war and battling for control of the Mediterranean.

A French fleet has sortie from Toulon and neighboring ports. It totals some 400 transports with 40,000 troops. General Bonaparte, having just conquered northern Italy, is onboard and in command of the expedition. The convoy is escorted by 13 warships and 3 frigates under the command of Admiral Brueys. Destination is unknown.

In this theater of operations, the British admiralty has assigned Lord Nelson to command a fleet totaling 13 ships of the line. Nelson stands off Toulon near Minorca with 3 of these battleships. The additional 10 battleships are under the command of Admiral Troubridge at Gibraltar to safeguard access to the Atlantic. Only 3 frigates are available, all under Nelson's command.

The French win a decisive victory if their fleet and convoy make it past Gibraltar. If the French land their troops in Egypt and Turkey allies with France, and Naples also capitulates to French authority, AND if 8 of the 13 warships remain intact after completing both landings, the French also win a decisive victory. Should France only force one neutral power to its side, and still possess 8 of 13 warships at the end of the scenario, the French player wins a marginal victory.

The British win a decisive victory by destroying the convoy. If the British force the French back into Toulon, OR if they destroy a large portion of the French warships (9 ships) even after the French have completed a landing, they win a decisive victory.

The game continues until one side achieves their victory conditions.