TRIPOLI 1801



INTRODUCTION

Tripoli 1801 simulates the first foreign war of the young American republic, fought against the Barbary regency of Tripoli between 1801 and 1805. The Americans' objective is to destroy the fleet of Barbary corsairs preying on Mediterranean trade, or to seize the pirate ports of North Africa. The Barbary States seek to raid as many enemy merchant ships as possible, so that the American government agrees to pay the ransoms they demand.

Tripoli 1801 is played in 28 turns, each representing two months, between April 1801 and September 1805. It pits a single American player against the AI controlling the Barbary regencies. The forces of both sides are mainly naval, with a few potential land troops.

- The Americans have frigates and good admirals and, if needed, can raise a small expeditionary force to attempt a landing in North Africa.
- The Barbary States have numerous pirate ships and several land units drawn from local tribes. Above all, regencies other than Tripoli may be drawn into the conflict, such as Algiers, Tunis or even Morocco.

Event cards keep each game fresh through a variety of diplomatic, military, political and economic developments.

GAME LENGTH

Average game length: 3h00
Favored side: none
Hardest side to play: Americans

The game lasts 28 turns (from April 1801 to September 1805), each turn representing 2 months.

The **Barbary side** (controlled by the game only) plays first, followed by the **American player**.





FORCES

The **Barbary side** controls the **units of Tripoli (green)**, the regencies of **Tunis, Algiers** and those of Morocco (brown).

The **American player and allies** control the **US Army and Navy units (blue)**, the **Swedes (dark blue)**, **the Kingdom of Naples-Two Sicilies (mauve)** and various **mercenaries**.

GAME BOARD



The game board represents the southern coast of the Mediterranean Sea (from Egypt to Morocco), as well as the islands of Sicily, Crete and Malta, and various other territories.

The board is divided into 5 theaters covering the different regions: Morocco, Algeria and Tunisia, Tripolitania, and Egypt (Ottoman Empire).
The Sahara and Spain areas are always impassable.
Some areas of the map (Russian Corfu, Sicily and Southern Italy) are initially closed to all units and may be opened by playing certain cards.

The American player can initially enter the following regions: USA, Gibraltar, Malta and Tripolitania.
The Barbary player can initially enter the following regions: Tripolitania, Ottoman Empire (Turkey, Crete, Egypt).

VICTORY

IMMEDIATE VICTORY
Victory is immediate if:
1) The American player captures Tripoli.
2) The American player captures all the ports of Tripolitania.
3) Either side reaches 20 victory points.

Otherwise, the side with more VP than its opponent wins the game.

VP BONUS
The **American player** gains +1 victory point for controlling each of the following structures: Derna, Benghazi.

At the end of the game, the **Barbary side** gains +1 VP for effective control of each of the following structures: Derna, Benghazi, Tripoli.

SPECIAL RULES

ECONOMIC PHASE
On every even turn (turns 2, 4, 6…), an economic phase takes place, allowing players to receive income and to buy new units, replacements or cards. There is no upkeep phase in this scenario.

SUPPLY PHASE
Supply rules are in effect in this scenario.

Supply sources for the **Americans and allies**: Boston, Gibraltar, Malta, Sicily.
Supply sources for the **Barbary States**: Tripoli, Smyrna, Marrakesh, Mitidja, Tunis.



SIEGE AND BLOCKADE
A coastal fortress can only be besieged if it is under blockade.

AMERICAN MERCHANT FLEETS
If destroyed by the **Barbary States**, these units earn them 1 VP each.
They can only be rebuilt by playing cards.



However, at regular intervals, the **American and allied player** draws cards representing trade income and the VP it brings,
so he must make sure to protect these ships.

They are immobile and cannot retreat.