

DUBLIN 1916



INTRODUCTION

Dublin 1916 is a simulation of the Easter Rising launched by Irish Republicans in WWI. On Easter Monday 1,200 men, women, and boys of the Irish Volunteers and Irish Citizens Army seized control of Dublin and proclaimed an Irish Republic. The British player must recapture the city at all costs, while the Irish player must hold out against odds of 10-1. The result was a foregone conclusion, but Ireland was horrified by the execution of rebel leaders and imposition of martial law, leading to a Republican landslide in the general election and the Irish War of Independence.

- The **British** have cavalry, infantry, artillery, gunboats, Daimler-Guinness Armoured Lorries (the first APCs used in battle), and plenty of reinforcements. Their morale is low as troops were rushed into battle straight from training.
- The **Irish** have volunteer units armed with smuggled firearms and homemade bombs. Most wore civilian clothes, but knew Dublin well and barricaded themselves in buildings with thick stone walls.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military or political fields.

DURATION

Average Duration: 1h00

Favored Side: British

Most Difficult Side to Play: British

The scenario lasts 16 turns from Monday 24th April to Saturday 29th April, 1916 each representing eight hours, with two turns for each day and one turn for each night.

The **British player** always plays first, followed by the **Irish player**.



FORCES

The **British player** controls the **British units (red)**, Irish Catholic units have a Gold Harp symbol, Irish Protestant units a Red Hand symbol, and 59th Division units a Cross of Offa divisional symbol. British units of the Dublin Garrison are companies, and units that arrive as reinforcements are battalions.

The **Irish player** controls the **Irish units (green)**, Irish Volunteers have a Fianna Fáil cap badge and Irish Citizen Army units have a Red Hand symbol. Irish units are companies.

MAPBOARD

The map represents the City of Dublin in 1916.
The offmap box region of Kingston cannot be entered by the Irish.



VICTORY

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The player with most VP at the end of the scenario wins the game.

VP BONUS

The **British player** earns 2 VPs when he captures President Pearse.

The **British player** earns 1 VP the first time he captures the following locations:
Boland's Bakery, Four Courts, GPO, Jacob's Biscuit factory, and South Dublin Union.

The **Irish player** earns 2 VPs the first time he captures the following locations:
Dublin Castle, Royal Hospital, Trinity College, and Viceregal Lodge.

VP LOSS

The **British player** loses 2 VP if he does NOT control the following locations at the end of the game:
Dublin Castle, Royal Hospital, Trinity College, and Viceregal Lodge.

The **British player** loses 1 VP for each Fire unit in any location.

SPECIAL RULES

ECONOMIC PHASE

There is an Economic Phase every night turn, where both sides may buy replacements and cards. No unit can be purchased if destroyed, except a few British ones (representing reinforcements from nearby places).

SUPPLY SOURCES

There are no Supply Sources, units had enough supplies for a week

URBAN WARFARE

Irish units are Guerrillas (GU), there must be a discovery test to find and engage them if they are under camouflage. But they must un-camouflage if they wish to attack.

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BARRICADES

Irish units labelled as Barricades cannot move but can receive replacements

FIRES

Fire units can be from both sides and are very hard to destroy. They appear on the map via Card play and are not able to move (except also via card play when a 'Fire Spread' card is played).



Fires will affect end of game VPs

BRITISH REINFORCEMENTS

TURN 3

- Islandbridge Barracks or Royal Hospital: Brigadier *Lowe*** and 5th RDF.
- Cabra: 144th RFA and 145th RFA.

TURN 4

- Ballybough: Colonel *McClintock**, 10th RIFus, and 12th InFus.
- Islandbridge Barracks or Royal Hospital: Colonel *Beddoes**, 4th RDF and 5th Leins.

TURN 6

- Kingstown: Colonel *Maconchy**, 2/5th ShFr, 2/6th ShFr, 2/7th ShFr, and 2/8th ShFr.

TURN 7

- Kingstown: 2/5th SStaffs and 2/6th SStaffs.

TURN 8

- Kingstown: Colonel *Carleton**, 2/5th NStaffs and 2/6th NStaffs.

TURN 10

- Kingstown: 2/4th Leics and 2/5th Leics.

TURN 12

- Kingstown: Brigadier *Blackader**, 2/4th Lincs and 2/5th Lincs.

TURN 13

- Kingstown: General *Sandbach*** and 295th RFA.

TURN 14

- Kingstown: 296th RFA.

TURN 15

- Kingstown: 297th RFA.

TURN 16

- Kingstown: 298th RFA.