

## An Emerald Encounter

**It is the Easter of 1916 & Dublin, the capitol of the British Imperialistic army of occupation is in termoil.**

**Our senario takes place in O'Connell St. in and arround the the GPO building ( the main post office) where a small group of freedom fighters (later to be known as the Irish Republican Army are holed up. Their aim is to free Eiren once and for all from centuries of oppression and to secure a Fenian victory. Since the sad days of of King John and the first Anglo Saxon invasion the proud Celts have proven a thorn in the side of the English. Monarchs such as Henry VIII, Elizabeth I James II and Good King Billy III have battled it out either on paper or on the banks of the mighty Boyne in 1690. Palmerston and Disrali have been vexed through the Catholic Emancipation Acts of the 19th century andthrough patriots-trouble makers such as Wolfe Tone and Eamon de Valera who lead the first probacht na h'Eiren as Teasach from the Orchas in 1922.**

**The once proud Celts have been raped of their land, many have fled to new lands through famine in the 1850s but a determinded core have stayed to fight and seek revenge for lack of help during the failed potato crops from their Protestant English overlords. They are willing to fight for a new dawn in a new land with or with out the six most norhern counties in part of the province of Ulster.**

### The Game

**This is a game of hidden movement and siege tactics.**

**each player choses a side.**

**The British forces must put out the revolt as it could damage their authority and all enemy forces must be killed. The building must be stormed . NB this cannot be done untill the sniper has been exposed due to risk of loss of life. Once the sniper has been discovered he remains in sight for the rest of the game. One point awarded**

**Points available- use of one cannon (4 shots availabe as the arsonal was raided the previous evening)**

**The British commander Major James BSE Smythe one fighting point  
The rest of the troops are equal.**

**The Irish forces - resist the assalt and kill all enemy forces( no surrender as it is better to die in action as opposed to a firing squad in Killmaine Goal. One point**

**The Irish commander Michael Collins has one fighting point**

**The sniper has one fire power point for surprise.**

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