

The 1798, Rebellion in Ireland

Throughout Britain's long struggles with France during the 18th century, Ireland had always presented a strategic challenge. Long-held social, racial and religious tensions ensured a constant need to maintain strong militias and regular forces in Ireland to uphold law and order in a highly fragmented and rural environment. However, it was the French Revolution which was to escalate the danger further. Not only did Ireland offer the French Republic a tempting spring board for any invasion of Britain, but it also inspired a new generation of Irish radicals known as the United Irishmen. Though the rebellion was a military disaster for the insurgents, it did profoundly affect the British view on Ireland and was intimately linked to the passing of the Act of Union in 1800.

Government Forces

The Government forces which did the majority of the fighting in 1798 were the local county militias and yeomanry. Although caught by surprise on a number of occasions, they performed well on most occasions. As the rebellion developed, additional forces were sent from the Britain under Cornwallis, including regular, Fencible and Hessian forces.

The following lists reflect the Government forces which saw action during 1798.

The first list represents a garrison based in one of the towns or villages dotted throughout the areas when the rebellion first broke out.

Local County Garrison
Leader Status III Three Groups of 8 County Militia, Muskets
Leader Status II Two Groups of 8 County Militia, Muskets
Leader Status I One Group of 6 Country Militia Skirmishers, Muskets
Points Value: 44

This second force represents a typical government column which patrolled the countryside and performed reconnaissance on rebel positions.

Patrol Column
Leader Status III Three Groups of 8 County Militia, Muskets
Leader Status II Two Groups of 8 County Militia Skirmishers, Muskets
Leader Status II One Group of 8 Loyalist Yeomanry, Sabres and Carbines
Points Value: 43

Finally, we have a typical force under Cornwallis or Lake near the end of the insurrection.

Vinegar Hill
Leader Status II Leader Status I Three Groups of 8 Fencibles, Muskets
Leader Status II Three Groups of 8 County Militia, Muskets
Leader Status I One Group of 6 Fencible Skirmishers, Muskets
Points Value: 50

Government Forces

County Militia					Type	Conscripts & Volunteers
Points Value	4	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	First Only	3	0	3	
County Militia Grenadiers					Type	Conscripts & Volunteers
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	First Only	2	3	2	Sharp Practice
British Fencibles					Type	Conscripts & Volunteers
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	First Only	3	3	3	Stubborn
British Fencible Grenadiers					Type	Conscript & Volunteers
Points Value	6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	First Only	2	3	2	Stubborn, Sharp Practice
Militia/Fencible Skirmishers					Type	Skirmishers
Points Value	6	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	No	0	3	0	Sharp Practice
British Regulars					Type	Regular
Points Value	7	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	Yes	2	3	2	Sharp Practice, Thin Red Line
British Regular Grenadiers					Type	Regular
Points Value	8	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	Yes	2	2	2	Sharp Practice, Thin Red Line, Aggressive
British Regular Skirmishers					Type	Light Infantry
Points Value	7	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	No	0	2	0	Sharp Practice
Untrained Loyalist Militia					Type	Militia
Points Value	2	Weapon	Musket		Size	10
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	Yes	No	0	0	0	Poor Shots, Surly

Loyalist Yeomanry					Type	Scouting Cavalry
Points Value	4	Weapon	Sabre & Carbine		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	No	No	0	3	0	Moveable Deployment Point, Weedy Coves
Light Dragoons					Type	Scouting Cavalry
Points Value	5	Weapon	Sabre & Carbine		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	No	No	0	2	3	Tally Ho!
Heavy Dragoons					Type	Impact Cavalry
Points Value	6	Weapon	Sabre & Carbine		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	No	No	0	3	3	Tally Ho!
Government Artillery (Light & Medium)					Type	Artillery
Points Value	5/6	Weapon	Gun		Size	5
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	Yes	Yes	0	2	0	

Irish Rebellion and French Forces

The United Irishmen leaders had been planning for a simultaneous and coordinated insurrection that would stretch from Ulster in the north, to Munster in the south. As with many revolts before and after, the end result was much more of a patchwork of uncoordinated and disconnected risings.

A large problem was the lack of firearms. As such, for the majority of the rank and file, the pike was the most common weapon used. A small French force also arrived to support the rising, including a demi-brigade, some cavalry and a few light cannon, under General Humbert.

The following lists reflect the Irish and French Republican forces which saw action during 1798.

This first force represents a typical rebel column of the sort which fought throughout the rebellion.

The Society of United Irishmen
Leader Status II Two Groups of 10 Bloodied United Irishmen, Pikes and Assorted Firearms
Leader Status II Leader Status I Four Groups of 10 United Irishmen, Pikes & Assorted Firearms
Leader Status I One Group of 6 Rebel Scouts, Muskets
Points Value: 43

The second force represents a typical force of rebels that operated in Wexford. These insurgents were known for their knowledge of the land and their ability to launch ambushes.

Wexford Insurgent
Leader Status II Two Groups of 10 Bloodied United Irishmen, Pikes and Assorted Firearms
Leader Status I Two Groups of 10 Bloodied United Irishmen, Pikes & Assorted Firearms
Leader Status I One Group of 6 Rebel Scouts, Muskets
Leader Status I One Group of 8 Rebel Mounted Scouts, Sabres
Points Value: 47

Finally, we have a force that represents General Humbert's French force which landed in Bantry Bay in 1798 to assist the rebels.

Expédition d'Irlande
Leader Status III Three Groups of 8 French Line Infantry, Muskets
Leader Status II Two Groups of 10 Bloodied United Irishmen, Pikes & Assorted Firearms
Leader Status I One Group of 6 French Skirmishers, Muskets
Points Value: 53

Force Specific Characteristics

This force has the following specific characteristics:

- Pikes:** The most common weapon of the rebels, usually manufactured at local blacksmiths. The pike follows all the rules for tomahawks in the main rulebook, except shock is only inflicted on the target if a 6 is rolled. Additionally, when a formation with this rule is engaged in the front by cavalry (charged or charging), the formation counts as being in square for the purposes of fisticuffs. This only applies if the formation has less or equal shock to men in all groups within the formation.
- Assorted Firearms:** Firearms were hard to come by for the rebels and those that they had were often of inconsistent quality and calibre. To represent this, troops with this rule only fire one shot per two men within a group or formation when firing (rounding down). All other bonuses to increase this number, leaders directing fire for example, are still acceptable.

Irish Rebellion and French Forces

United Irishmen					Type	Militia
Points Value	3	Weapon	Pikes & Assorted Firearms		Size	10
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	No	No	0	2	0	Pikes, Assorted Firearms, Surly
Bloodied United Irishmen					Type	Militia
Points Value	4	Weapon	Pikes & Assorted Firearms		Size	10
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	No	No	0	1	0	Pikes, Assorted Firearms, Aggressive, Surly
Rebel Scouts					Type	Irregular Skirmishers
Points Value	5	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	Yes	No	0	2	0	No Bayonet, Tactical, Moveable Deployment Point
Rebel Mounted Scouts					Type	Irregular Cavalry
Points Value	2	Weapon	Cutting Weapons (Sabre)		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	No	No	0	3	0	Moveable Deployment Point, Weedy Coves
Irish Republican Mob					Type	Wallahs
Points Value	2	Weapon	Big Choppers		Size	10
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	No	No	0	0	0	Big Choppers
French Line Infantry (70th Demi Brigade)					Type	Regular
Points Value	7	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	First Only	3	2	2	Pas de Charge
French Grenadiers (70th Demi Brigade)					Type	Regular
Points Value	8	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	Yes	3	1	2	Pas de Charge, Aggressive, Sharp Practice
French Skirmishers (70th Demi Brigade)					Type	Light Infantry
Points Value	8	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	No	0	1	0	Sharp Practice

French Hussars					Type	Scouting Cavalry
Points Value	4	Weapon	Sabre & Carbine		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	No	No	0	2	3	
French Artillery (Light)					Type	Artillery
Points Value	5	Weapon	Gun		Size	5
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	Yes	Yes	0	2	0	Sharp Practice