

Manann's Teeth - Death By Water



2276

One year later.

The fledgling People's Republic of South Dock has seceded from Marienburg. After an abortive attempt to reclaim it by force, Empress Magritta VI and her advisors have been content to settle with the autonomous district. The money lost in import revenue is simply recouped at point of exit from South Dock, leaving the island largely cut off from the rest of the city. Of course, a brisk black market trade flourishes out of the Republic, encouraged by the ruling council. The deepwater channel of the Bruynwater ensures that plenty of trade still flows into the district and so a full embargo is deemed impossible, despite the protestations of the more militant Marienburgers and representatives of the restored church of Manann. Even the most indignant noble has balked when asked by Magritta's advisors whether they are prepared to foot the bill for a full on military campaign to reclaim the island.

Until now.

Unprecedented raiding off the coast of Westerlund, new rumours of bestial hordes in the forests to the North, and strange tidings of a mighty fleet from distant Cathay have convinced Magritta that it is time to get her house in order. The fragmentation of her city has left it poorly placed to contend with these new threats, especially since much of the production output of Marienburg remains housed in the factories and warehouses of Southdock. The Imperial purse strings have loosened and a flow of gold has begun to attract various mercenaries for hire to her cause. Her patience grows thin.

Meanwhile, the haughty sea elves harbour deep grudges against the Republic. The fragile truce established after the Bruynwater Channel incident is hanging by a thread, largely due to ongoing efforts by the Republic to radicalise the poorly compensated workers of Elf Town. The public immolations of some of these 'spies and miscreants' along the dockfront of Elf Town has won the Asur no favours with the people of South Dock.

Can the proto Republic continue to chart their dubious course of freedom? Or will the forces of capital, imperialism and superiority sink their dreams of independence?



“All these things have been illegal, as illegal as the Revolution, as the shirking of Imperial rule, as our warring with the sea elves, illegal as liberty itself... Citizens, do you want a revolution without a revolution? What is this spirit of persecution which has directed itself against those who freed us from chains?”

- Matron Maalke, Council Member of the South Dock Assembly

Manann's Teeth is a one day mega game at Darksphere on Saturday 6th December, from midday to 6pm. With a twist, we will play both a massive multiplayer game and a skirmish game at the same time, on the same board. We'll head for dinner and drinks somewhere nearby afterwards. Tickets are £10, plus an optional £10 if you want to chip in to my whacky terrain plans. There are three factions:

- **The Republic of Southdock**
 - A rag tag bunch of politically active militiamen, and whichever mercenaries they have scraped together enough money to pay off.
- **The Empress' Forces**
 - The professional standing army of Marienburg, much reduced due to ongoing troubles in the North, and also supplemented with various mercenaries.
- **The Forces of Elftown**
 - Professional Elvish garrisons and mercenaries, used to fighting in the Old World and eminently disdainful of humans.

Empire, Renegade Crowns, Ogres, Bretonnians, High Elves and Cathay are particularly encouraged. Dwarves would naturally ally with the Republic against the Elves.



The event will be smaller in scope than some of our recent endeavours. Each player will need a 750 points force following regular force composition, with the following changes to unit sizes

- Infantry Units: 5-15 US
- Cavalry Units: 6-10 US
- Monstrous Infantry: 3-9 US
- Monstrous Cav: 3-6 US

Consider 0-1 per 1000 limitations to be 0-1 per 750.

Magic missiles roll D3s instead of D6s when generating the number of hits, since they are very powerful at low points levels.

Each player will also need a separate Skirmish force of 60 points

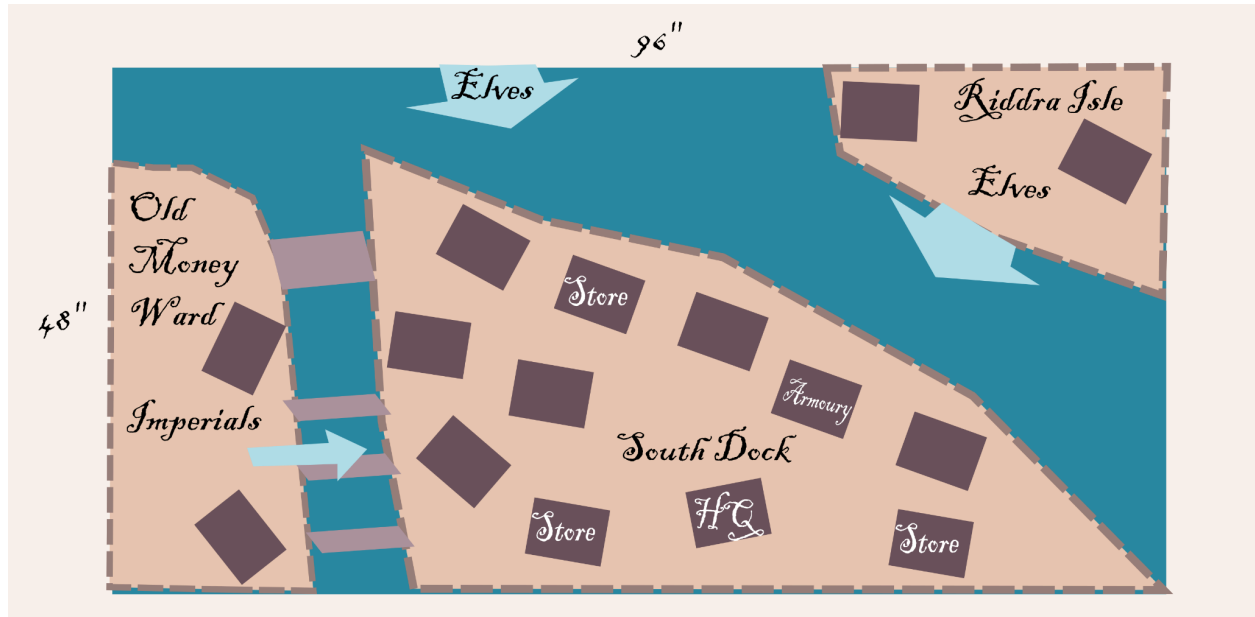
- No Heroes this time
- Pick individual models from any unit entry in your list
- One model may be upgraded to a Champion
- See the Skirmish appendix for more movement rules!

Objective

Each faction has one objective: to gain control of Southdock. The faction with the highest unit strength on the island at the end of the game is the winner. Of course, the Republic will have the advantage by starting on the island, but they are being squeezed from both sides by the aggressors.

In addition there are 3 Store Buildings which are controlled in the same way as a Point of Interest. Controlling these at the end of the game with any unit of US 5+ scores you an additional 20 points of US.

Deployment



This is a rough idea of how the map will look. We may make some adjustments on the day.

- First, the Southdock Republic forces deploy anywhere on South Dock. Each player may deploy 2 low linear obstacles. They may place boats in contact with South Dock.
- Second, the Imperials deploy anywhere on the Old Money Ward, or on boats in contact with the Ward.
- Thirdly, Elves deploy in boats in contact with the North edge, or on Riddra Isle.
- Then, in the same order each faction deploys half of their skirmishers in one group, no closer than 6" to an enemy model anywhere on the map. The other half are kept in reserve (see later).

Turn Order

This is a mega game with a twist. It will involve BOTH a skirmish game and a full sized game of Warhammer played on the same table. The game will (hopefully) run for 6 rounds.

Each Round will proceed as follows:

- Republic Turn
- Imperials Turn
- Elvish Turn

Prior to the Game Start, the Skirmishing Forces may make a preturn, acting as normal while the rest of the army presumably arrays itself for combat.

Skirmishers may interact with other skirmishers and the main armies as normal. Should they engage a main army force, they will fight in both Skirmish and Army turns and roll break checks as normal.

Main Army units may ONLY target skirmishers if they are the closest target. In addition, unless in an open street all Skirmishers are considered to be in Heavy Cover to reflect them keeping a low profile.

Skirmish Reserve

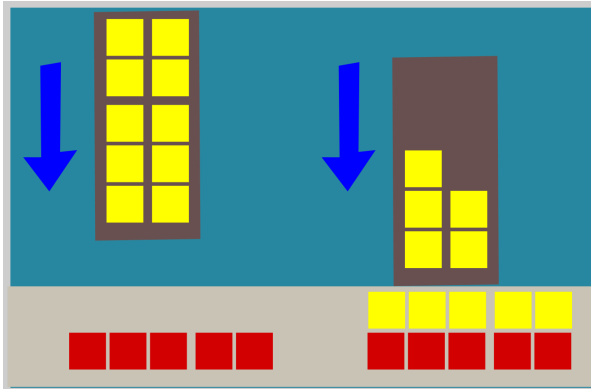
At the Start of the Game, each player notes down secretly whether they want their skirmish reserve to arrive from land or sea. At the start of turn 3, the reserve arrives automatically.

- Land: place the reserve in one group in contact with any board edge.
- Sea: place the reserve in one group in contact with any dock edge.

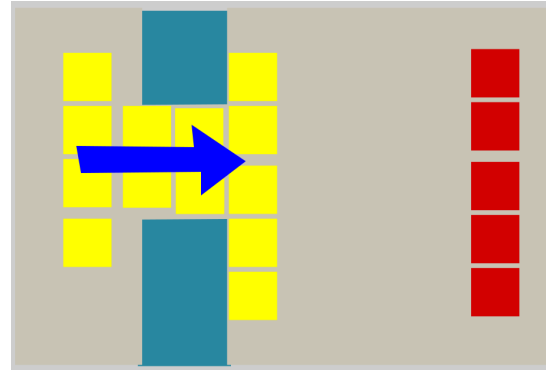


Boats

- Each Boat has the following profile: T6, W5, 4+ Sv.
- An infantry unit up to US 12 may embark on a boat simply by moving onto it.
- If at the start of their turn they are on a boat, it may move up to 9", following the movement restrictions of a Close Order unit.
- A unit on a boat may declare a charge as normal. Move the boat until it hits land, then disembark the models, ranking them up with the minimum number of files in order to claim a rank bonus, then continue the remaining section of the charge.
- If there is not enough space, some of the unit must remain on the boat.
- A unit on a boat that sinks is placed in the water where the boat was located (see below).



Boat Assault!



Bridge Crossings

Water

- Units may never freely move into water.
- Units will never Give Ground or Fall Back in Good order into water, but may Flee into it.
- Units may be placed in water if their boat sinks.
- If a unit starts their move on water, each model must pass a S check or drown.
- On their turn, they may move at a rate equal to their S characteristic.
- Units may not charge out of the water.

Bridges

- Units treat bridges as open terrain, with the exception that they reform freely to fit onto the bridge.
- This means units may charge onto or off bridges.
- Only ranks on the combat side of the bridge count for resolution.
- In the example below, the Imperials (yellow) are crossing the bridge. They may declare a charge against the South Dockers (red).
- If the South Dock unit were to charge the Imperials, the Imperials would gain no rank bonus (since only one rank has crossed the bridge), and would have only two models in the second row of their fighting rank.



Skirmish Missions

The Skirmish Forces must undertake a variety of missions that will assist their main force. Each player secretly picks 2 of these before the game begins.

- **Peerless Viewpoint**
 - If at the start of the Skirmish turn one of your skirmish models is the highest model on the board, you may immediately make a free move with one unit in line of sight of that skirmisher.
- **Burn it down**
 - If inside a Store Building at the start of your turn, you may attempt to set it alight. Roll a D6, on a 5+ you succeed in setting fire to the building. A burnt Store may no longer be scored at the end of the game.
- **Steal the Plans**
 - If inside the HQ building at the start of your turn, you may attempt to steal the plans of the Southdock Republic. Roll a D6, on a 5+ you find the plans. From the next Round onwards, the Republic takes the third turn instead of the first.
- **Sabotage the Armoury**
 - If inside the Armoury building at the start of your turn, you may attempt to sabotage it. Roll a D6, on a 5+ you trigger an explosion. At the end of the Skirmish Round the Armoury explodes. All models within 2" of it suffer a S4 hit in the explosion. From now on, all Republic warmachines must reroll artillery dice that did not misfire.
- **Explosive Operations**
 - Two of your Skirmishes may be given a Keg of Gunpowder. They may not march. At the start of their turn, they may prime and roll the gunpowder. The barrel rolls 6+D6 inches in a direction of your choosing. At the end of the Skirmish Round it explodes, causing a S4 hit to all models within 3" of the barrel.
- **Assassinate**
 - Secretly mark one of your skirmishers as the assassin. If they are able to charge a General (or a unit containing the General from the rear arc), they automatically enter a challenge with that General, and gain + D3 extra attacks and Killing Blow for one turn.

Skirmish Rules

Rules Alterations

- All models are treated as single characters.
- No -1 to hit for shooting lone targets.
- No break checks, just fight on in place.
- Line of sight is needed to declare charges.
- Abilities that would affect a unit instead affect a single model within the character's command range.
- (Roll for march tests as normal)

Force Composition

- Select the models individually from any unit entry in your list. One model may be upgraded to a champion.
- You may not take Cavalry, Monstrous Cavalry, Monsters, War Machines, Chariots, or Flyers of any kind.

Taking Injuries

When Warband models would be removed as casualties, instead roll a D6

- 1-4 Knocked Down: lay the model on its back. They may not fight while Knocked Down. At the start of their next turn, they stand up and may act as normal (but may not charge)
- 5-6 Killed: remove the model as a casualty.

If a model receives a Knocked Down result while they are already Knocked Down, they are Killed.

Climbing: A model that begins their move in contact with a vertical feature more than 2" high may climb it. Take an initiative test, if they pass they may climb up to their movement characteristic. If they fail they remain in place.

Ladders: Models may freely climb Ladders with no initiative check needed.

Jumping: A model may jump across gaps or down from heights up to their movement characteristic. Take one Initiative test for each full 2" they jump. If they fail, they fall.

Slipping: A model that is knocked down within 1" of an edge must pass an Initiative test, or fall from the edge.

Falling: A model that falls suffers a hit with S and AP equal to the height of the fall.

Diving charge: A model may Jump as part of a charge move. If they succeed the initiative check(s), they gain +1 to hit and +1 to wound.

