

MAN O'WAR

Halfling Hot Pot Cog

There are always a few 'adventurous' Halflings whose hearts yearn for adventure and travel, combined with good food. A few hardy types, who can stand the seasickness (well, throwing up leaves room for even more food!), have managed to take their culinary delights to sea. After a few hair raising (and belly emptying) experiences they realised that an unarmed ship was not such a good idea and so set about arming their vessel in a traditional Halfling way – hence the Hot Pot became a sea going weapon of mastication.



INDEPENDENT

HALFLING COG

The Halfling Cog is an independent ship which may be purchased as an ally by any "good" race. Bretonnian, Empire, Dwarf and High Elf fleets may purchase Halfling Cogs as allies. The Halfling Cog is captained by a Master Chef and his vessel has been armed with a Hot Pot catapult. This device has two different and completely unique effects when used in the game. First, the Hot Pot is used to conjure up the most delicious smelling food under the skilful direction of the Master Chef. The resulting aroma is driven down wind and can have an interesting effect on creatures of the deep. Second, the Hot Pot is mounted in the form of a catapult and so the contents of the cauldron may be catapulted into an enemy ship, thus causing the enemy ship to become the source of the delicious aromas and also have a chance to eliminate an enemy crew marker due to the scalding broth.

Halfling Cogs may be purchased for 50 points each and are limited to 1 Halfling Cog per 1000 points of fleet cost.

HOT POT CATAPULT

A fixed, forward firing weapon, the Hot Pot makes a special attack – a cauldron catapult; 3” to 9” range; must aim high if target possesses a high location; can fire over any obstacle within the first 3”. Roll a d6 as normal to hit the target. If the catapult hits, the target is then subject to a Hot Pot Broth Splatter attack. Do not roll a save for the location hit, instead roll a d6 and on a 5+ a single crew counter is removed from the target ship as the crew are doused in boiling hot broth! Place a ‘Hot Pot Broth Hit’ counter on the location. Special Rule: Dwarf ships need to be previously damaged at the hit location before this broth can scald a crew.

Once hit, the splattered vessel now emanates a lovely aroma that is attractive to all sea monsters and dark elf monster pulled vessels. This aroma remains unless cleaned off by crew.

Once a ship is hit, crew can be allocated to cleaning the decks. A single crew counter can be allocated to each hit. The crew thus engaged may not take part in boarding actions or any other crew related activity and if the ship only has 1 crew counter then the ship may only move or fire, not both if its only crew is allocated to swabbing the decks. Place the crew counter on the location hit by the broth.

In the end phase roll on the following table, add +1 for each consecutive turn spent cleaning:

End phase aroma clearance roll:

- 1-5 aroma continues
- 6 – aroma stops

If the crew of a dark elf monster vessel are killed by the Hot Pot attack, then the vessel submerges and is lost. If the dark elf monster is hit and emanates the aroma, it will stay on the same spot as it attempts to lick the broth off itself. In the end phase roll on the aroma clearance table and add +1 for each wound the monster has to see if the aroma dissipates. Crew may still fire reapers as per normal if so equipped.

If a monster is hit by the Hot Pot, it suffers a single wound on a failed save due to scalding damage (don’t roll for crew loss as there are none) and will spend the turn in the same location as it attempts to lick the broth of itself. In the end phase roll on the aroma clearance table and add +1 for each wound the monster has to see if the aroma dissipates.

COOKING

The Hot Pot broth must be cooked and ‘loaded’ into the pot. This takes time and follows this sequence:

Cog enters play with a ‘Broth ready’ counter – it is ready to fire in its turn but it also emanates the lovely aroma. This counter remains until the Hot Pot fires. Remove the counter on firing.

On the following turn the Cog may begin to cook up the broth again – place a ‘Cooking’ counter beside the Cog – it now begins to emanate the aroma once more, but cannot fire.

On the following turn, upon activation, change the counter to ‘Broth ready’ – the cog may fire straight away after moving, or may keep the Hot Pot loaded (and smelling!).

Firing sequence summary:

- Turn n – Cog fires. Remove counter. Aroma stops emanating from cog.
- Turn n+1 – On cog's move cog begins cooking and smelling. Place "Cooking" counter.
- Turn n+2 – Cog begins move. Replace counter with "Broth ready" counter. Cog generates the aroma until it fires again, in this or subsequent move.

SPREADING AROMA

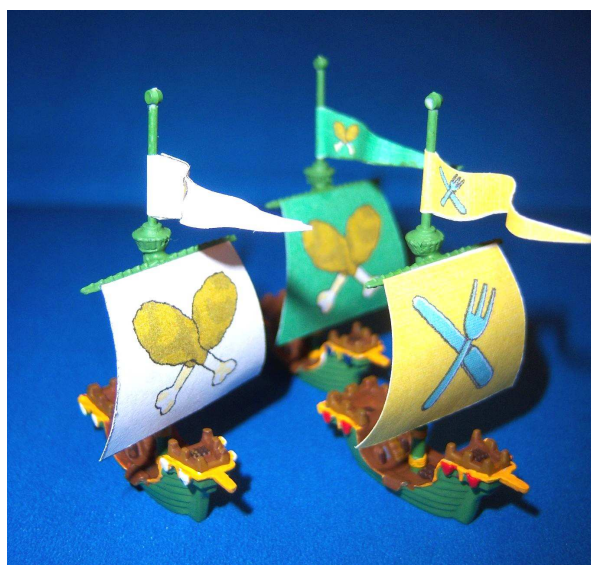
The great aroma of the cooking sometimes has the adverse affect of causing monsters to be drawn to the vessel ignoring the orders of their summoner / commander.

Before any flyer (except dwarf flyers), monster or dark elf monster vessel moves, check to see if it is attracted by the Hot Pot aroma. Any vessel which still generates an aroma, and the Halfling Cog if still cooking, places the aroma template down wind of itself.

If the flyer, sea creature or Dark Elf monster is within this area when activated they must make a standard save / below waterline save (with a +1 modifier for all dark elf monsters) or be attracted to the aroma of the Hot Pot and move towards the source of the aroma by the shortest route. If they reach the source it then attacks the location where the Hot Pot is on the Halfling Cog or on the location hit by the Hot Pot catapult.

When that location is destroyed (damaged) the aroma dissipates and the monster is no longer affected. Its hunger sated.

Normal attack procedures apply as do saves. Monsters and flyers that are part of a squadron that are affected will become independent as long as the effect lasts and then become "stragglers" until reunited with the squadron.



SPECIAL CREW – TREEMAN RULES

The Halfling Cog is crewed normally by Halfling crew. However Master Chefs has been known to entice a Treeman to join his ship's crew, usually at a tremendous cost. A Halfling Cog may have one Treeman crew counter at a cost of 50 points. In spite of the great cost the Treeman has been found to be a most versatile and valuable crew member.

A Treeman crew has the following abilities;

- It can fight in boarding actions at +2. If the combat is lost remove the Treeman crew first.
- It can be used as an anti-flyer weapon by throwing rocks and ships debris. Roll a 1d6 to determine the hit location. Range is 3". Normal save applies.
- It can grapple other ships and hold them fast. This action prevents an enemy ship from pushing away following a ram or boarding action.
- It can save all Halfling crew that have ended up overboard. The Treeman floats, you know! If the cog should sink and the Treeman crew is still alive, any remaining Halfling crew and the Master Chef may cling to the floating Treeman. In addition the Treeman may also paddle itself at 2" per turn to the nearest land or friendly ship and be picked up and be added to the rescue ship's crew or they may be captured by an enemy ship if contacted by said ship. If the Treeman and master Chef make it to safety, the opponent gets one less Battle Honor than usual.
- It can double as a makeshift mast if the cog were immobilized. If the Sails location is hit again and the save is failed, remove the Treeman crew counter leaving the Cog immobilized again. If engaged as a makeshift mast, the cog may move at its normal speed.

With all of the things a Treeman can do, it is well worth the cost! However, if a Treeman is used in any way other than as a makeshift mast during its turn or during an opponent's turn, it may not be used as a makeshift mast during its next turn. This makes for one busy Treeman!

— HALFLING INDEPENDENT —

HALFLING COG

MOVE

6" (9") by sails.

WEAPONS

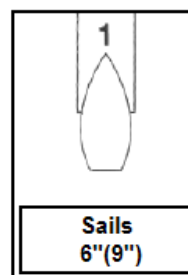
1 Hot Pot catapult firing to fore - Range 3" (min) 9" (max)

SPECIAL RULES

Hot Pot Broth Splatter

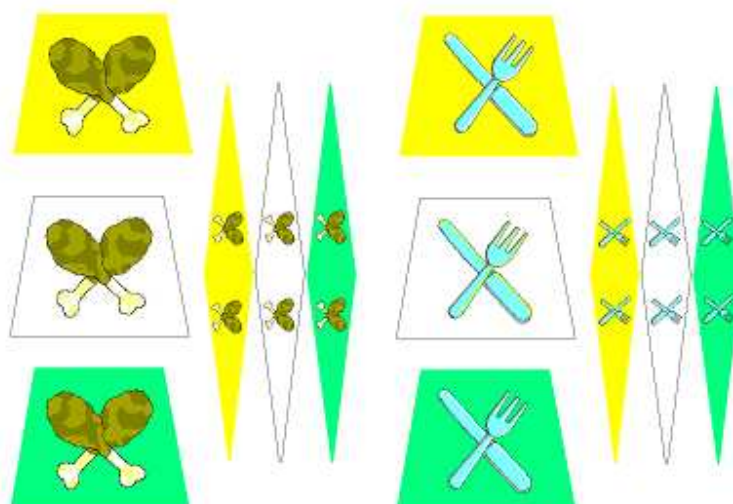
Spreading Aroma

Crew: 2



	EMPIRE Halfling Hot Pot Cog INDEPENDENT	CREW 2
4 SAILS Save 5 or 6 No move. Further hits do not cause criticals		
5 HOT POT Save 5 or 6 Hot Pot destroyed 6 HULL Save 4, 5 or 6		
NO EFFECT SINKS BELOW WATERLINE: Save 5, or 6 First hit, no effect, second hit sinks		
MOVE: Sail 6" (9") BATTLE HONOURS: 2		

Hot-pot Cooking	Halfling crew
Broth ready	Halfling crew
Hot-pot broth hit	Treeman crew
Hot-pot broth hit	Hot-pot broth hit
Hot-pot broth hit	Hot-pot broth hit
Hot-pot broth hit	Hot-pot broth hit



Halfling Hot Pot Cog - Sails & Penants

