

Wolsung FAQ

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During gameplay of our Wolsung skirmish game you may from time to time encounter a situation which is not clearly stated in rules. In rare occasions the rules may also contradict each other. This document is updated regularly and included the answers to the most common questions asked.

Q: If a model uses a weapon with Fast Shot [X] rule it may target more than one model with its attacks. When do I declare which model is being shot?

A: You have to declare each shot separately before rolling any dice. For example if you declare 2 shots at the same target and it gets destroyed by the first shot, the second one is wasted.

Q: When locked in close combat a model may use only Move or Fight action. Is it possible to move around the base of the model engaged? Will this cause a Leaving Combat situation?

A: Yes, it is possible. The Leaving Combat situation will occur only if at the end of the Move the model is no longer in BtB with it's foe. Remember that you cannot contact another enemy model this way.

Q: When shooting into Melee – the model that scores the least number of successes on his Reflex test is hit automatically. Is that correct?

A: No, the number of successes scored by the attacker has to at least equal the number of successes scored by the model with the worst Reflex roll result. If each of the models scored higher than the attacker the shot misses completely.

Q: Mary Fearless – Could Mary dive into cover and use her ability Recontre in combination if someone is shooting at her?

A: As Mary is using her Guns to make the roll rather than the usual Reflex, the extra bonus to her Reflex provided for Diving for Cover or being in Cover gives her no additional benefit. She always rolls 4 dice.

Q: Could I choose Club Gadgets and Vocations only for self-created Characters or the Named-Characters in the Book too?

A: Only for self-created Characters.

Q: Page 18: Is the elevation bonus measured from model to model (head to base) or from level to level?

A: From level to level.

Q: Page 21. Parry & Fence: I guess when choosing Fence I can hit the attacker, when I Parry I cannot do damage. Right? It is not clearly explained in the rules.

A: Yes, you may only hit back if you Fence.

Q: „Magic Ability is modified as follow: special rules“ Does it mean that only special rules of the spell modifies the ability or did you miss a place a text here? There is no cover or something else? Same on Page 26.

A: Being in cover does not make you harder to hit with a spell. We put "special rules" there as some models may have additional rules making them harder to hit with spells – Magic Protection [+xR] for example.

Q: Page 15: „There must be room for a model's base“. When you take a look at the last picture on this page the model can charge a model at the top of stairs – but the model couldn't stand on the stairs. So: Room doesn't mean the model can stand, only that there has to be enough space? So I could end my activation hanging on a ladder or something like that?

A: Normally you cannot end movement in a place where model physically does not fit. So if there is no place for the base you cannot put the mini there. Charging and melee is an exception to it as we may assume models are in constant move in combat. So you may charge a model even if there is no place for the base. Then you have to put your mini as close to the enemy as possible and mark that they are in melee. In that case your model is standing on the bottom of the ladder with enemy on top but we assume they are in combat.

Remember that the position in which the enemy is must be accessible for your model during normal move. So you may fight over a ladder or stairs but it's not possible if enemy is on top of a high wall for example.

Q: How does [type] Resistance [X] work for models with Armour [X]? Does this combine when calculating the damage the model suffers?

A: Yes, it does. In general Resistance works as additional points of armour, it needs a bit of explanation though. There are several options in this case. Let's assume, that a model has Fire Resistance [2] and Armour [2]. If it suffers a S 5 hit from a weapon that has Fire in its type, 2 damage will be absorbed by Resistance and another 2 by Armour. In that case the model suffers 1 W. Now if that attack was Armour Piercing [3] the AP would reduce the Armour value to 0 but Resistance would still be in effect – the model would suffer 3 W.

Q: Page 72: 3. Magneton Boots and 8. Golem Flea: What does „other“ mean? Just that is no weapon or armor?

A: Yes. As you may only use one armour or weapon at a time this only clears that you may use those items together.

Q: The Triads – Phoenix. His rules under Fireball entry enable him to fire it even if he is in BtB with the enemy. May I charge an enemy model and elect to shoot the Fireball as a part of charge attack? Taking this further – may I target other model than the one being charged?

A: Yes, this is acceptable. This is a special kind of weapon with unique rules.

Q: What happens if the model has two or more gadgets that confers him Magic Ability of different kind and level?

A: Each spell is cast using the Magic Ability that comes with it.