Wolsung SSG Advanced Scenarios

New scenario rules will enhance your gaming experience of Wolsung SSG by introduction of Activated Objectives of various types.

The scenarios in this publication are just suggestions of how many and which objectives should be used. Use these rules to create your own scenarios that picture the particular adventure you devise.

The presented set of scenarios is suggested for tournament play, subject to modifications by tournament organisers.

Activating Objectives

Activating Objectives - In order to Activate a scenario Objective, a model has to be in Base to Base contact with it. The model needs to score enough successes to equal or beat the Objective Difficulty. Hero models may make Heroic Deed to add successes to the roll.
Activating Objectives is a Quick Action.

Objective Difficulty is a value in brackets next to each Objective in a description of a scenario.

An Objective has to be Activated separately by every player.

Hero models roll 2 dice, Henchmen roll 1 die. For every friendly Hero model within 3" add 2 dice to the roll. For every friendly Henchman model within 3" add 1 die to the roll. These numbers may be modified by the Objectives' special rules.

The size and shape of the Objective markers:

Objective markers should be modeled in a way that shows best what they represent in a scenario. This could be a heap of packages, mysterious machinery or a silent golem. They should not be less than 25mm or greater than 60mm in diameter. Objectives block LoS as a normal model.

Placing Objectives

Placing Objectives - The Objectives are given a definite spot to be placed on in each scenario, however they may be placed on different elevation levels if players choose so. Therefore players alternate placing the Objectives, allowing every player a degree of control on the elevation of certain Objectives. When there is an odd number of Objectives to place, the player who placed an Objective first also places the last Objective.

Feel free to experiment with Objectives placement. Our suggestions are based on gameplay testing but may not necessarily fit with your storyline!

Types of Objectives:

Switch - Remains Active for the last player that Activated it.
Stack - After Activation remains Active for the player until the end of the game.
Depletable - it may be Activated only once.

Size of the table:

The table is 36" by 36"

1. Svart Thule Nexus

Struggle to control a vital Nexus has entered its last stage. All the preparations are complete, the only thing that remains to be done is to adjust receivers, feed the energy elemental and synchronise flux capacitors. The nexus will then provide us with unlimited power! Unless the opposition manages to do this all first...

Players alternate placing 4 Activated Objectives [2], Stack, 9" from adjacent table edges.

Place a single Activated Objective [4], Switch, in the middle of the table, on the ground level. This can be Activated only by a player who has Activated 3 other Objectives.

Start of the game: Draw cards to see who is the First Player.

Deployment zones: Decided by the second Player. (see Rulebook, p.115)

Game length: The game lasts up to 3 turns.

Winning: A player who controls the middle Objective for 3 whole Activations (own and opponent's) or at the end of 3rd turn is the winner.
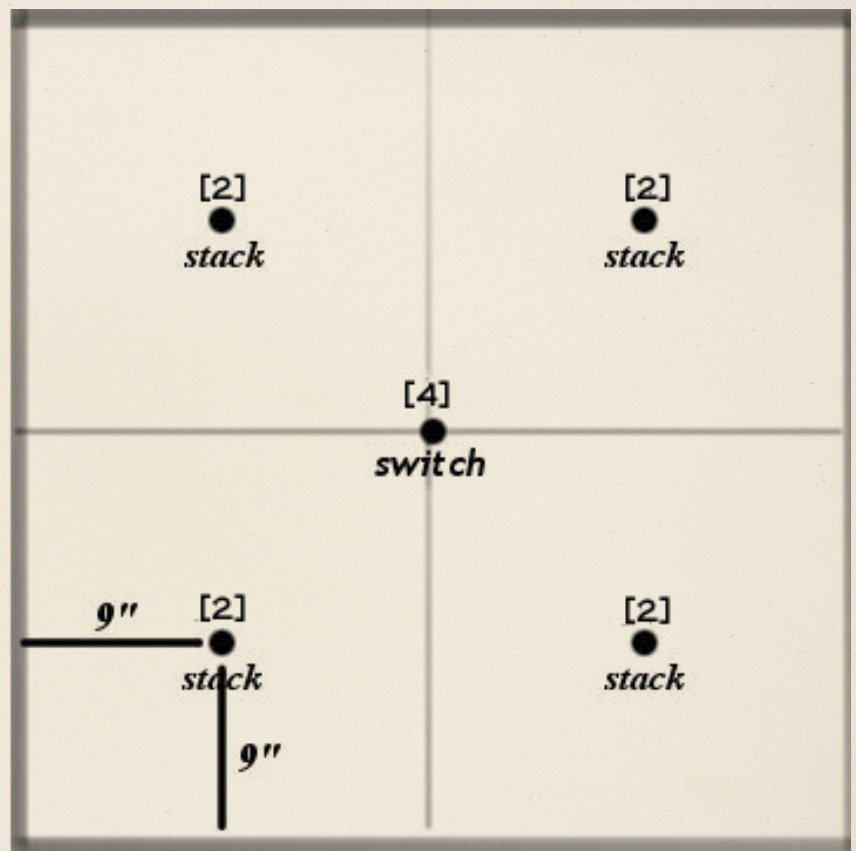
An Objective is not controlled by the whole duration of the Activation in which it is Activated.

Example:

Player A Activates the middle Objective. He will need to control it for 3 consecutive Activations to win. If player B Activates the middle Objective in the 3rd of these Activations, a new count begins from the next Activation.

2. Quirinale Zeppelin

The famous Zeppelin pilot McOskey has finally agreed to engage in our little venture! That is, if we can provide him with the safe landing spot in the middle of Quirinale! This requires us to signal to him from several different places as he descends! Let's just hope nobody directs him to the other fellows!
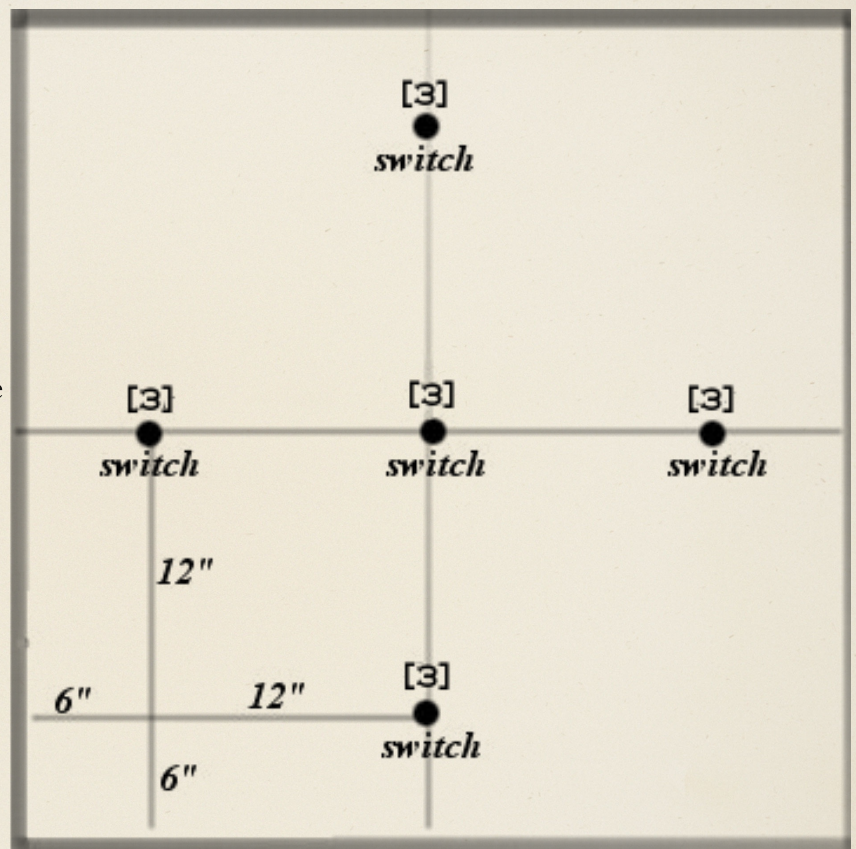
Players alternate placing 4 Activated Objectives [3], Switch, 6" from table edges and 12" from the middle of the table.

Place a single Activated Objective [3], Switch, in the middle of the table.

Enemy models within 3" of an objective reduce the number of dice for Activating Objectives, one die per enemy model.
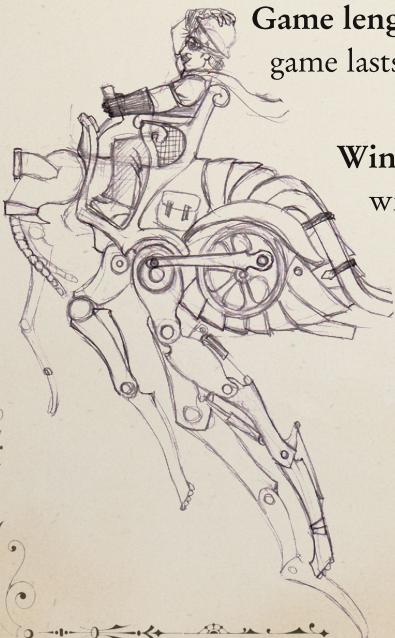
Start of the game: Draw cards to see who is the First Player.

Deployment zones: Decided by the second Player. (see Rulebook, p.115)

Game length: The game lasts 3 turns.

Winning: A player who controls 3 Objectives at the end of the 3rd turn is the winner.

3. Pothill Market

The control of the Pothill market is crucial if our proceedings are to be unhindered! There should be no outsiders involved! This may be the greatest development of this era and I must report it to the High Committee personally! It just needs one more field test...
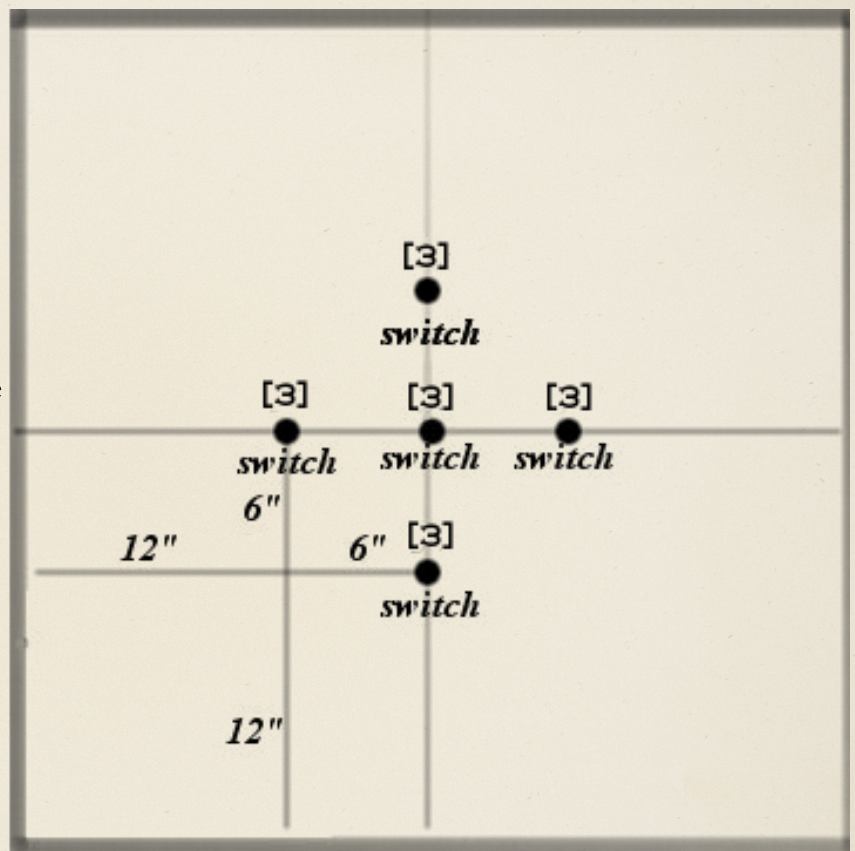
Players alternate placing 4 Activated Objectives [3], Switch, 12" from table edges and 6" from the middle of the table.

Place a single Activated Objective [3], Switch, in the middle of the table.

Enemy models within 3" of an objective reduce the number of dice for Activating Objectives, one die per enemy model.
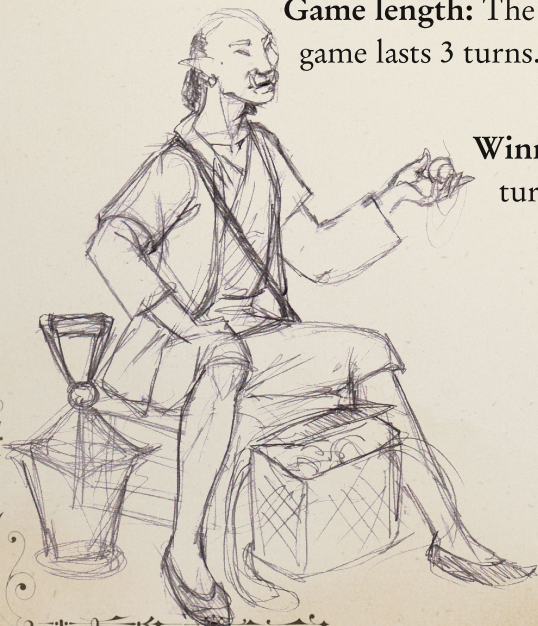
Start of the game: Draw cards to see who is the First Player.

Deployment zones: Decided by the second Player. (see Rulebook, p.115)

[3]
switch

[3]   [3]   [3]
switch   *switch*   *switch*

6"

12"   6" [3]
switch

12"

Game length: The game lasts 3 turns.

Winning: A player who controls 3 Objectives at the end of the 3rd turn is the winner.

4. Stableton Cleaning

This whole place just needs some proper attention and it will shine. Just take care of these poor lost souls in that glorious if somewhat neglected house. And while you're at it, maybe send pneuma to Mayor about this pile of bricks, it will make a great museum! Are these gentlemen trying to install that hideous device in the centre of that square? That's unacceptable!

Players alternate placing 4 Activated Objectives [3], Switch, 9" from adjacent table edges.

Place a single Activated Objective [4], Switch, in the middle of the table.
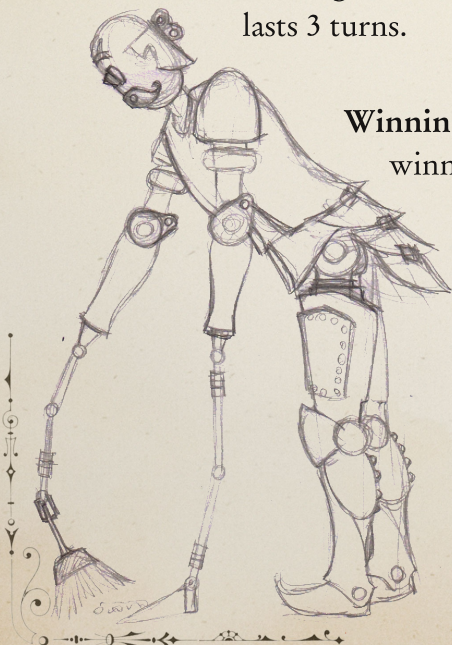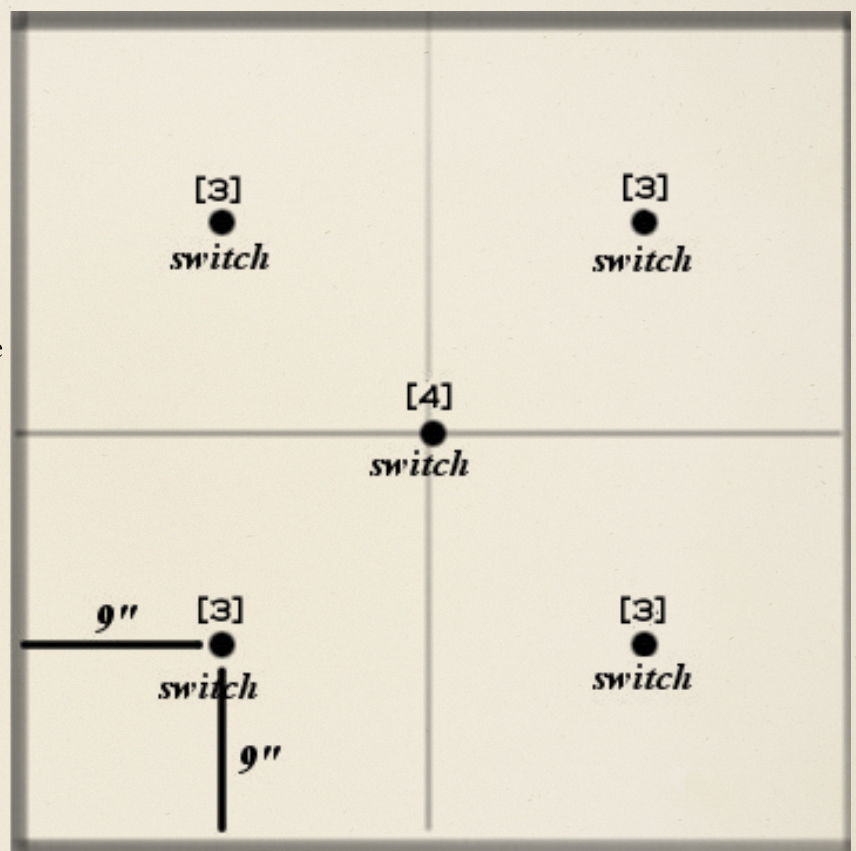
Enemy models within 3" of an objective reduce the number of dice for Activating Objectives, one die per enemy model.

Start of the game: Draw cards to see who is the First Player.

Deployment zones: Decided by the second Player. (see Rulebook, p.115)

Game length: The game lasts 3 turns.

Winning: A player who controls 3 Objectives at the end of any game turn is the winner.

5. Showtime

Some people just cannot comprehend allusions. You have to show them exactly what you mean. Make them remember.

Hunt and be hunted! The only thing that matters in this scenario is kiling enemy Heroes. It is vital to choose correct targets and protect your own high value Heroes.

Start of the game: Draw cards to see who is the First Player.

Deployment zones: Decided by the second Player. (see Rulebook, p.115)

Game length: The game lasts 3 turns.

Winning: A player who killed enemy Heroes with the most Funds at the end of the 3rd turn is the winner.

This scenario was designed for tournament play to balance out one of the strategies to build the Club, which is the issue of a rich but weak Heroes in the company of many powerful Henchmen. This scenario gives an advantage to clubs that have decided to invest their funds in Heroes rather than Henchmen - the richer the Hero the more tempting a target. It may happen that one of the clubs will have to kill all enemy Heroes to offset the death of only one Hero.