

wolfenstein[®]

★ ALL-STARS ★



MISSION BOOK

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• LIST OF COMPONENTS

Wolfenstein: All-Stars is the second expansion to *Wolfenstein: The Board Game*. It consists of the following components:

MODELS:

Hero models:

Caroline Becker
Sigrun Engel
Horton Boone
Grace Walker
Norman Caldwell
Mary Sue Ellington
Jacques Leroy
Jessie Blazkowicz
Zofia Blazkowicz
Fergus Reid
Probst Wyatt III

MODELS:

Boss models:

Irene Engel
Wilhelm Strasse
Doctor Schabbs
General Fettgesicht

CARDS:

12 x Hero cards
4 x Enemy cards
25 x Equipment cards
28 x Event cards

OTHERS:

4 x Plastic barrels
4 x Plastic Chest tokens
4 x Plastic Event tokens
4 x Plastic Heroes
Spawn tokens (A, B, C, D)
4 x Plastic Nazi Spawn tokens (A, B, C, D)
4 x Plastic Mission Objective tokens (A, B, C, D)
6 x Plastic Secret Passage tokens (A, B, C)

4 x Plastic Difficult Area tokens
4 x Plastic Noise tokens
12 x Plastic Heavy Ammo tokens
12 x Plastic Light Ammo tokens
12 x Plastic Special Ammo tokens


Mech model:
Wachroboter



• READING THIS BOOK

Each mission in this book begins with the intro story, followed by the goals you must reach in order to win. The alarm section details what actions to take when the hazard tracker reaches the limit. The hazard tracker and round limits are detailed under the opening text.

ALARM

 If units would spawn due to the alarm being raised, you will see those spawns listed on the map as well. This is your reminder not to spawn those units during map setup.

BUILDING THE MAP

When setting up the map tiles, the rooms and corridors have no required art. When you need to place a room, choose any room tile available (likewise for corridors). The final appearance of the map is up to you and your players.

MODELS



If you are playing through the missions in order, not all models need to be assembled at once. These boxes inform you what new models will need assembled for the mission.

ENEMY LIST

4-5	2 × OFFICER
34-39	6 × DRONE
26-29	4 × SUPERSOLDAT
18-19	2 × SPACE MARINE
1-2	2 × PANZERHUND
42-43	2 × FIRE TROOPER
44-45	2 × ROCKET TROOPER
30	4 × ÜBERSOLDAT

The numbers in the red box indicate the model number and their card. Cards in these groups are identical, the numbers are only to help you keep track during massive combat. You can always replace the indicated model with another model of the same type (including corresponding cards).

• RULES

Wolfenstein: All-Stars provides a mission booklet with 5 unique, single scenarios (each focuses on bosses!). In addition, an integral part of the expansion is a map generator that provides millions of possible scenarios for quick, random gameplay!

Wolfenstein: All-Stars is fully compatible with the *Wolfenstein* base game and the *Old Blood* add-on. All available Heroes, equipment cards, chest cards, weapon cards, and event cards can be used to play both the scenarios from the mission booklet and the map generator.

The rules for the scenarios from the mission booklet are the same as for the base game and the *Old Blood* expansion (see the map generator rules on p. 11). *All-Stars*, however, introduces a new element of the game:

- **Exploding barrels** - represented by plastic models. If, during an attack (performed by a Hero or a Nazi), at least one Line of Sight passes through a barrel model, the barrel explodes and deals 1 damage in that square and all adjacent squares, possibly destroying barricades, causing other barrels to explode, or open a locked door! Heroes can shoot directly at the barrels (attack action with the chosen weapon), the Nazis do not have this option.

Barrels do not block Line of Sight, Heroes and Nazis can walk through them but cannot end their movement there.

When using the map generator, the players may freely place up to 3 of these barrels on the map at the beginning of the game.

Hint: If none of the Heroes in the game has a weapon that allows you to remove the barricades, you can do so using a barrel.

1. DR. SCHABBS - GET READY TO DIE!

The Nazi army is full of madmen who do not hesitate to use "unconventional methods" to bring victory and glory to their pesky Reich. One of them is Dr. Schabbs. You have heard that this bloodthirsty beast is experimenting on people, wanting to transform them into mutants! You've located his base, so it's time to stop him.

Your informants report that a room in the western section of the building has a modern device that can prove very useful in this mission. With or without it, Dr. Schabbs - get ready to die!

The mission objective token can be picked up (1 AP). It can also be traded between Heroes, similar to ammo. If the alarm is raised, discard the token if it hasn't been picked up.

The owner of the mission objective token may discard it during their turn to do one of the following:

1. Move the hazard tracker back by 1 point.
2. Gain 1 shared life token.
3. Block Dr. Schabbs' "Sinister Laughter" skill for the rest of the mission.

GOALS:

1. Kill Dr. Schabbs.

ALARM:

Should the hazard tracker reach its limit, the alarm will sound and spawn the following at the Nazi spawn tokens indicated:

- Spawn A:** 1 x Shambler
Spawn B: 1 x Supersoldat
Spawn C: 1 x Shambler

HAZARD TRACKER: 5 **ROUND TRACKER: 12**

DR. SCHABBS

PASSAGE C

SPAWN A **SPAWN C**

PASSAGE A **PASSAGE C**

MISSION OBJECTIVE

PASSAGE B

SPAWN B

PASSAGE A

DIFFICULT TERRAIN

HERO SPAWN

ENEMIES

26-29	4 x SUPERSOLDAT
30	1 x ÜBERSOLDAT
34	1 x DRONE
42	1 x FIRE TROOPER
44	1 x ROCKET TROOPER
46-50	5 x SHAMBLER
58	1 x MARKSMAN

LEGEND

- HERO SPAWN
- ENEMY SPAWN
- CHEST
- MISSION OBJECTIVE
- EVENT
- SECRET PASSAGE
- BARREL
- DOORS

To play this mission assemble the following models:

- 1 x Dr. Schabbs.

2. FIERCE, BIG, FAT... N' POISONOUS GAS

Another general... But no ordinary general – Fettgesicht is one of the most important people in the Reich. Kreisau Circle has discovered that this disgusting creature is researching a new chemical weapon. You are absolutely not surprised.

Fettgesicht's headquarters is heavily guarded, so you'll first have to get the ciphers in the east and west wing of the building. You'll need to be careful that Fatface doesn't turn his gas on you!

The room with General Fettgesicht is locked. It can only be opened by a Hero that owns both ciphers: mission objective tokens A and B. These tokens can be exchanged between Heroes, similar to ammo.

Fettgesicht has turned the gas on you. At the beginning of each Hero's turn, roll a die.

SUCCESS: Nothing happens.

FAILURE: That Hero suffers 1 damage.

GOALS:

1. Kill General Fettgesicht.

ALARM:

Should the hazard tracker reach its limit, the alarm is raised. When rolling the die at the beginning of each Hero's turn, failure causes 2 damage instead of 1.

HAZARD TRACKER: 4

ROUND TRACKER: 14

GENERAL'S OFFICE

The marked room is excluded from the game (it cannot be the objective to any game effects) until the door is opened by a Hero that owns both ciphers.



GENERAL FETTGESICHT

WACHROBOTER

LEGEND

- HERO SPAWN
- CHEST
- MISSION OBJECTIVE
- EVENT
- BARREL
- DOORS

MISSION OBJECTIVE A



MISSION OBJECTIVE B



ENEMIES

1	1 × PANZERHUND
4-5	2 × OFFICER
30	1 × ÜBERSOLDAT
34	1 × DRONE
42	1 × FIRE TROOPER
44	1 × ROCKET TROOPER
54-55	4 × KAMPFHUND
58	1 × MARKSMAN

To play this mission assemble the following models:

- 1 x General Fettgesicht
- 1 x Wachroboter



HERO SPAWN

3. THE LIBERATION OF BELICA CAMP

It's time to sneak into Belica camp, make General Irene Engel pay for her atrocities, and free the people oppressed by her! You have two options — strictly stick to Set Roth's plan (turn off the security system, get the "Detronic" battery and take control of the Laderoboter) or, using a smuggled weapon, push forward and destroy the Laderoboter. Go ahead!

The mission objective token A is a prisoner named Milo. He resides in the part of the camp where the security system is located. You have to catch up with him and get him to exchange clothes. Any Hero can approach a square adjacent to Milo and spend 1 AP to pick up the token (now representing Milo's outfit, it can be exchanged between players like ammo). If no player picks up the token by the end of the round, discard it.

The door to the room with the mission objective token B (the camp security system) can only be opened by a Hero with the A token (the outfit that allows you to enter this part of the camp). The mission objective token D (security system protection) is a facility that has 10 HP; Heroes must reduce it to 0 to disable the B token (security system).

The mission objective token B (security system) can be disabled by an adjacent Hero by spending 1 AP (discard the B token).

The room with the "Detronic" battery (mission objective C token) only opens after the security system has been turned off (discarding the token B).

The "Detronic" battery (the C token) can be picked up by any adjacent Hero by spending 1 AP. This token can be exchanged between Heroes similar to ammo. Only a Hero with this token can enter the Laderoboter.

If the room containing the Laderoboter is opened, and no Hero is able to take control of it, it activates as an enemy unit with the given parameters:

MECH
HP: 4, Armor: 7, Range: 2,
AD: 8, AP: 6, Attack AP: 3,
Initiative: 12.

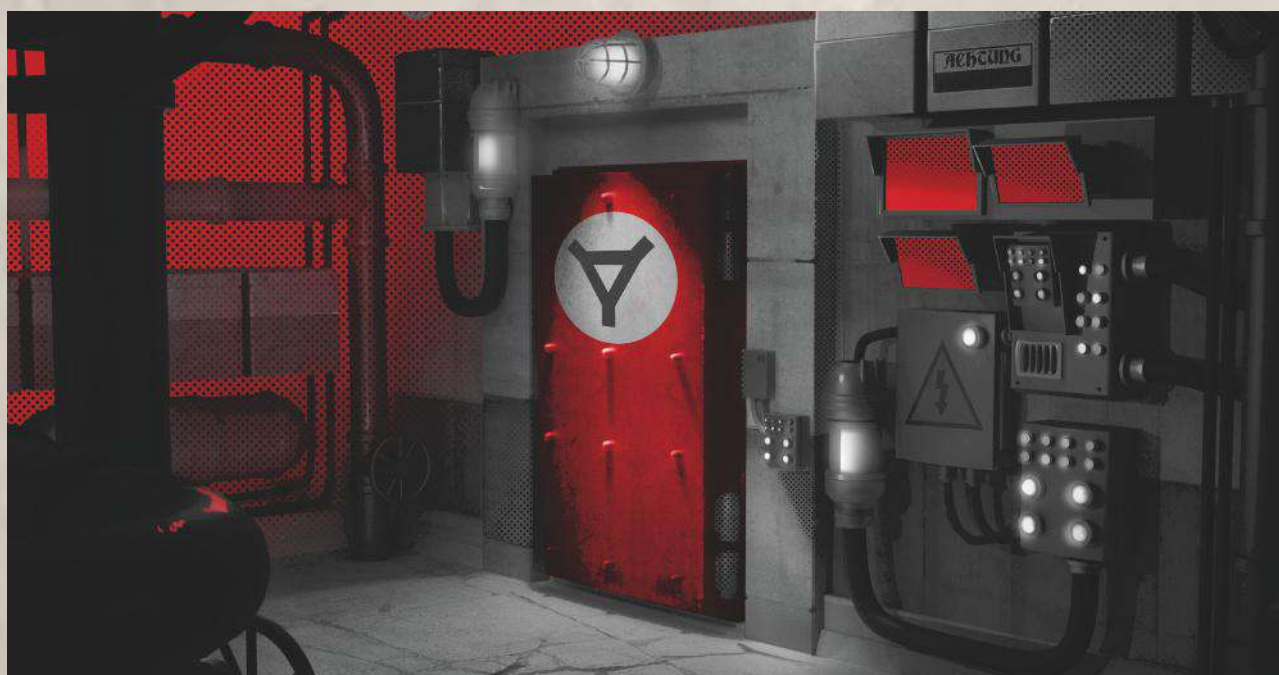
GOALS:

1. Kill the Officer named 'Knife'.
2. Kill Irene Engel.
3. Defeat or take control of the Laderoboter.
4. Don't lose any Hero.
5. Gather all Heroes in the marked corridor.

Warning! The alarm is raised from the beginning of the game!

HAZARD TRACKER: -

ROUND TRACKER: 15



3. THE LIBERATION OF BELICA CAMP

LADEROBOTER

The Hero, with mission objective token C, who enters one of the spaces occupied by the Laderoboter model receives the special Laderoboter card.

ESCAPE ROUTE

To end the mission, gather all of the Heroes in the marked corridor.

IRENE ENGEL ←



LEGEND

- HERO SPAWN
- CHEST
- MISSION OBJECTIVE
- EVENT
- BARREL
- DOORS

To play this mission assemble the following models:

- 1 x Irene Engel

TOKENS:

- A - MILO'S CLOTHES
- B - SECURITY SYSTEM
- C - "DETRONIC" BATTERY
- D - SECURITY SYSTEM PROTECTION (10 HP)

ENEMIES

1	1 x PANZERHUND
4-5	2 x OFFICER
10-11	2 x SOLDAT
26-27	2 x SUPERSOLDAT
34-36	3 x DRONE
54-57	4 x KAMPFHUND
58	1 x MARKSMAN

MISSION OBJECTIVE B MISSION OBJECTIVE D



SECURITY ROOM

The marked room is excluded from the game (it cannot be the objective to any game effects) until the door is opened by a Hero with mission objective token A.

MISSION OBJECTIVE A ←

LOCKED GARAGE

The marked room is excluded from the game (it cannot be the objective to any game effects) until the door is opened by turning off the security system.

MISSION OBJECTIVE C ↑

OFFICER "KNIFE" ↑



HERO SPAWN →

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4. DEATHSHEAD'S COMPOUND

It's time to complete the Allied plan—remove Wilhelm Strasse to put an end to the mech construction for the Nazi army. Implementing this plan will mean the end of the German army's advantage and tipping the scales of victory in favor of the Allies. Be careful though, because Strasse's compound is full of mechs (and all this from stolen Da'at Yichud technology!), the corridors are covered by laser cannons, and Deathshead is protected by the infamous Hans Grösse.

Warning! When a Hero passes through a square containing mission objective tokens A, B, or C (laser cannons), or the marked adjacent squares, the player rolls a die.

SUCCESS: Nothing happens.

FAILURE: That Hero suffers 3 damage.

ALARM:

Should the hazard tracker reach its limit, the alarm is raised. The AI Controller deploys all previously removed enemy models to their initial places on the board.

GOALS:

1. Kill Wilhelm Strasse.

HAZARD TRACKER: 5

ROUND TRACKER: 16

LEGEND

- HERO SPAWN
- CHEST
- MISSION OBJECTIVE
- EVENT
- DOORS

ENEMIES

1-2	2 × PANZERHUND
26	1 × SUPERSOLDAT
30	1 × ÜBERSOLDAT
34-36	3 × DRONE

To play this mission assemble the following models:

- 1 x Wilhelm Strasse

5. PROFESSOR BEVLI'S BARRIER

It turns out that Professor Bevli is alive and building his position, trying to take the place of Wilhelm Strasse. Reportedly, he is experimenting with magnetic fields and... human blood. You'd better not ask what happens to the poor prisoners of Wolfenstein Castle.

Bevli! You won't get out alive this time!

Each Hero spawns at a different Hero spawn token.

When a Hero passes through a space containing mission objective token C or D, discard both tokens and spawn the following in their place:

- C: Fire Trooper
- D: Rocket Trooper

The mission objective tokens A and B are magnetic barriers. After spawning the enemies above, add the collective damage (HP and armor) of all Heroes at that moment. Each token has HP equal to this sum (at minimum 1 HP!).

Mission objective tokens A and B are impassable for both Heroes and Nazis. Neither can be moved through until both tokens reach 0 HP. Only Heroes can attack these tokens (at range 1!). A Nazi may attack through the barrier, Heroes cannot.

GOALS:

1. Kill Professor Solomon Bevli.

ALARM:

Should the hazard tracker reach its limit, the alarm is raised. Spawn the following models at the Nazi spawn tokens indicated:

Spawn A: 1 x Übersoldat
1 x Drone

Spawn B: 1 x Panzerhund

HAZARD TRACKER: 5

ROUND TRACKER: 16

PASSAGES:
A B C

MISSION OBJECTIVES C & D

OPENED DOORS

MISSION OBJECTIVES A & B

PROF. BEVLI

SPAWN A

SPAWN B

LEGEND

- HERO SPAWN
- ENEMY SPAWN
- CHEST
- MISSION OBJECTIVE
- EVENT
- SECRET PASSAGE
- BARREL
- DOORS

ENEMIES

1-2	2 x PANZERHUND
30-31	2 x ÜBERSOLDAT
34-39	6 x DRONE

HERO SPAWN A

HERO SPAWN B

HERO SPAWN C

HERO SPAWN D

PASSAGE C

PASSAGE B

PASSAGE A

NOTES





MAP GENERATOR

• WOLFENSTEIN MAP GENERATOR

Wolfenstein Map Generator is a system that allows you to build random maps for quick and exciting gameplay. There are millions of possible combinations, so every game will be different! The generator uses all the models and cards from the base game and expansions (*Old Blood* and *All-Stars*).

LIST OF COMPONENTS

The set includes 119 cards:

CARDS:

- 18 x Start cards
- 44 x Corridor cards
- 36 x Room cards
- 18 x Boss cards
- 3 x Special cards for the Room deck

THE GOAL OF THE GAME

1. Eliminate all enemies to get the "key" to the "Boss" room.
2. Eliminate the main target (marked in yellow on the "Boss" card).
3. Complete one event (only when there are two or more event tokens on the map).

ALARM

When the hazard tracker reaches the limit, an alarm will be raised. Place 1 Supersoldat model next to the Hero with the highest sum of HP and Armor, and one next to the lowest sum. If at least 1 Supersoldat model is missing, place 1 Panzerhund model next to the Hero with the highest sum instead.

HAZARD TRACKER: 6



• BUILDING THE MAP

DEPLOYING PATTERNS

Deploy the tiles for rooms, corridors, and plastic doors according to one of the patterns on the opposite page – or make your own. Draw 1 Start card and place the tokens and models indicated in the Start room and in the adjacent corridor (you determine orientation).

Draw 3 Corridor cards, 2 Room cards, and 1 Boss card. Place each card face down at its corresponding location. When the door to that tile is first opened, flip the card and place tokens and models in that tile as indicated. You may, instead, choose to reveal and fill those tiles at the start of the game.

The last room can only be opened and deployed after the "key" has been found (all enemies were eliminated). The Heroes win when the "Main Goal" marked on the Boss card is completed.



• BUILDING THE MAP

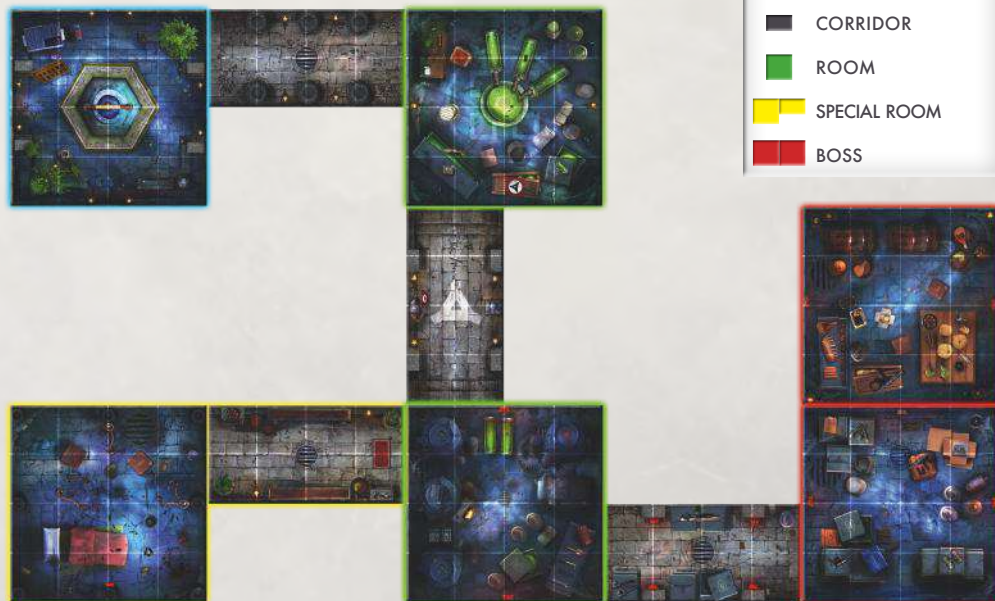


LEGEND

- START
- CORRIDOR
- ROOM
- SPECIAL ROOM
- BOSS

PATTERN 1

PATTERN 2



LEGEND

- START
- CORRIDOR
- ROOM
- SPECIAL ROOM
- BOSS

• MAP GENERATOR - ADDITIONAL RULES

SPECIAL CARDS - ARMORY AND BARRACKS

The Armory and Barracks are special cards that can be drawn from the Room deck. They contain a pattern of a room with a corridor and are separated from the rest of the map by a barricade. The Armory and Barracks are additional rooms, so it is not necessary to eliminate the enemies inside them to complete the game!

The Armory/Barracks can be added to any room.



After drawing an Armory or a Barracks from the Room deck, draw the next card from that deck and assign it to this room.

There can only be one such room on the board. If two special cards are drawn, one of them is discarded and another card from the Room deck is drawn.

BOSS ROOM

This room is excluded from the game (it cannot be the objective to any game effects) until the door is opened.

CASTLE PLAN CARD

If this card is drawn from the equipment deck, the player may discard it and draw another.

NOISE

Noise works as normal except that it is no longer generated by attacks.



CREATING A MAP PATTERN

If the players want to create their own map pattern, instead of using the ones on the previous page, the following guide will help:

1. Create a map using 4 room tiles and 3 corridor tiles.
2. Designate one of these rooms, and a corridor attached to it, as the Start room/corridor.
3. Place one more corridor tile. Attach two side-by-side room tiles to this corridor. This is the Boss room.

You can increase the size of your pattern by adding more rooms and corridors. However, each extra room and corridor you add will require you to draw more cards to fill the space. You can also add mission objective token "keys" and designate rooms to be "locked" by those tokens.

ADDITIONAL EVENT

Players have the option of placing an additional event token in any room or corridor (except the Boss room).

• CREDITS

VERSION 1.0

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