Wolfenstein®

THE BOARD GAME

MISSION BOOK

• CONTENTS

• 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).

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1. FIRST BLOOD

"Your time has come, Hitler. We will not allow your reign of terror to continue or give you the opportunity to implement your evil plans. We will do everything in our power to cleanse the world of the Nazi filth. We will attack you where you feel safest: the infamous Castle Wolfenstein. So, run and hide Hitler. We're coming for you!"

Let's get this party started. This is just the main foyer. To progress, you will need to find the key and kill the Officer on this floor.

GOALS:

1. Complete at least one mission marked by an event token.
2. Take the key - mission objective token.
3. Kill the Officer.

ALARM:

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

Spawn A:	1 x Soldat
	1 x Space Marine
	1 x Drone
Spawn B:	1 x Panzerhund
Spawn C:	1 x Supersoldat

HAZARD TRACKER: 6 / **ROUND TRACKER: 12**

LEGEND

- 🔵 HERO SPAWN
- 🔴 NAZI SPAWN
- 🟠 CHEST
- 🟢 MISSION OBJECTIVE
- 🟡 EVENT
- 🟧 SECRET PASSAGE
- 🚪 DOORS

ENEMIES

1	1 × Panzerhund
4	1 × Officer
10-13	4 × Soldat
18-19	2 × Space Marine
26-27	2 × Supersoldat
34-39	6 × Drone

OFFICER'S 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 wielding the key.

SPAWN C

SPAWN B

1

→ **MISSION OBJECTIVE**

SPAWN A

HERO SPAWN ←

To play this mission assemble the following models:

- Heroes,
- 1 x Panzerhund,
- 1 x Officer,
- 4 x Soldat,
- 2 x Space Marine,
- 2 x Supersoldat,
- 6 x Drone.

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2. SPLIT UP!

Before you stands a reinforced door. You really don't have time to try and blow your way through it. Not only that but you'd have Nazis coming at you from every angle if you did. Looking at the doors, you realize that it can only be opened by pulling some levers simultaneously. You'll need to split up to find the levers and open this thing.

GOALS:

1. Don't lose any Hero.
2. Complete at least one mission marked by an event token.
3. Have 4 Hero models simultaneously on 4 mission objective tokens.

HAZARD TRACKER: 6 / **ROUND TRACKER: 14**

ALARM:

Should the hazard tracker reach its limit, the alarm is raised: All Heroes (except Max Hass) choose one weapon they own and discard the rest. This includes equipment attached to that weapon. Distribute loot from enemies killed prior to the alarm before discarding weapons.

MISSION OBJECTIVE A

MISSION OBJECTIVE B

MISSION OBJECTIVE C

MISSION OBJECTIVE D

To play this mission assemble the following Nazi models:
- 1 x Panzerhund,
- 3 x Officer.

HERO SPAWN

LEGEND

- 🦸 HERO SPAWN
- 📦 CHEST
- 🎯 MISSION OBJECTIVE
- ⭐ EVENT
- 🚪 DOORS

ENEMIES

1-2	2 × PANZERHUND
4-7	4 × OFFICER
10-12	3 × SOLDAT
18	1 × SPACE MARINE
26-27	2 × SUPERSOLDAT
34	1 × DRONE

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3. GET THERE BEFORE THE RADAR DOES!

The corridors are full of drones! You'll have to clear the area to make it through! Unfortunately, there's a scanning radar drone after you, so you'll have to hurry! Otherwise, your mission will end before it has even begun.

The mission objective token will move 1 square to the right at the end of every player's turn. Heroes cannot step on or move through this token. If the token moves into a space occupied by a Hero, the mission fails.

For each Nazi model spawned as a result of event cards, move the token one square to the left.

GOALS:

1. Kill all the Nazi models before the token moves to the right edge of the map.
2. Complete at least one mission marked by an event token.

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 Soldat
Spawn B: 1 x Soldat
Spawn C: 1 x Supersoldat

Suggested Heroes: Anya Oliwa and Bombate (their speed can be useful!).

HAZARD TRACKER: 5   THERE IS NO ROUND TRACKER ON THIS MISSION

To play this mission assemble the following Nazi models:
- 1 x Space Marine,
- 1 x Supersoldat.

SPAWN C

MISSION OBJECTIVE A

SPAWN A

SPAWN B

HERO SPAWN A

HERO SPAWN B

HERO SPAWN C

HERO SPAWN D

LEGEND

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

ENEMIES

4	1 × Officer
10-11	2 × Soldat
18-20	3 × Space Marine
26-28	3 × Supersoldat
34-36	3 × Drone

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4. POWER SUIT PARTS

In "speaking" with a few Nazi soldiers, you've discovered that various rooms within the Castle are being used as scientific laboratories. Not only that but one Nazi was nice enough to "volunteer" a little extra information about a Power Suit, which may be very useful for further infiltration of the castle. You have the location of the two rooms containing the parts. However, you must be careful! The Nazis have become more cautious and are aware that something is going on in Castle Wolfenstein!

GOALS:

1. Take mission objective token A and mission objective token B, and deliver them to mission objective token C.

2. Kill all enemies in the room containing mission objective token C.

3. Do not raise the alarm!

4. Complete at least one mission marked by an event token.

Removing a barricade will move the hazard tracker back by one point (this effect will only apply to the first barricade token removed!).

ALARM:

Should the hazard tracker reach its limit, the alarm will sound and the Heroes lose the mission.

Suggested Heroes: Anya Oliwa and Klaus Kreutz (to manipulate the hazard tracker) and B.J. Blazkowicz (his primary weapon removes barricades).

HAZARD TRACKER: 6   **ROUND TRACKER: 10**

LEGEND

- HERO SPAWN
- CHEST
- MISSION OBJECTIVE
- EVENT
- SECRET PASSAGE
- DOORS
- BARRICADES

ENEMIES

1	1 × PANZERHUND
4-5	2 × OFFICER
10-11	2 × SOLDAT
18-20	3 × SPACE MARINE
26	1 × SUPERSOLDAT
34-36	3 × DRONE

5. TIME TO SUIT UP!

The Power Suit will definitely be useful. Another difficult mission ahead of you! To proceed, you'll need to get into a heavily guarded room in the northern part of the castle and make it through the doors. Not as easy as last time however, as the doors open and lock based on a timing mechanism. Time to load up and synchronize watches.

GOALS:

1. One Hero model must be placed on mission objective token A when the hazard tracker is on an even number. All other Heroes must be present in the same room.

2. Don't lose any Hero.

3. Do not raise the alarm!

Once during the mission, one Hero chosen by the active player may receive a Power Suit token (when a Hero with a Power Suit token is successfully attacked, they do not take damage, but must discard the token instead).

ALARM:

Should the hazard tracker reach its limit, the alarm will sound and you lose this mission.

Suggested Heroes: Anya Oliwa and Klaus Kreutz (to manipulate the hazard tracker) and B.J. Blazkowicz (his primary weapon removes barricades).

HAZARD TRACKER: 6 **ROUND TRACKER: 10**

ENEMIES

1	1 × PANZERHUND
4-5	2 × OFFICER
10-11	2 × SOLDAT
18	1 × SPACE MARINE
26	1 × SUPERSOLDAT
34-37	4 × DRONE
42-43	2 × FIRE TROOPER
44-45	2 × ROCKET TROOPER

LEGEND

🔵	HERO SPAWN
📦	CHEST
🟢	MISSION OBJECTIVE
⭐	EVENT
🟠	SECRET PASSAGE
	DOORS
	BARRICADES

MISSION OBJECTIVE ⬅ ➡ **PASSAGE B**

PASSAGE A ⬆

PASSAGE B ⬇

PASSAGE A ⬆

HERO SPAWN ⬅

To play this mission assemble the following Nazi models:

- 2 x Fire Trooper,
- 2 x Rocket Trooper.

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6. WAR IN THE FAMILY!

You are so close now! Soon you will reach the office of Prof. Solomon Bevli. There you will find his laboratory and hopefully put an end to his insane experiments. In discussing the roles for this mission though, there has been infighting and two groups are refusing to work together. In fact, they're refusing to be in the same room as each other. Damn it! What a time for people to act childishly. Even Max seems reasonable in comparison. Nothing to do but press on.

GOALS:

1. Defeat all enemies in the room with the Officer.

At the beginning of the game, players must choose two teams of two Heroes. During this mission, no members of either team may be in any room or corridor as the other team at the same time (they will be placed on the different Hero spawn tokens). Should this situation occur the mission fails.

The teams cannot interact in any way (e.g. use skills on members of another group or give equipment, weapons or ammo). Team loot gained by killing an enemy or completing an event will only apply to that Hero's group. Cards targeting the team will only target the team of the active Hero.

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 Supersoldat
Spawn B: 1 x Supersoldat
            1 x Übersoldat

Suggested Heroes: B.J. Blazkowicz (his primary weapon removes barricades).

HAZARD TRACKER: 6   THERE IS NO ROUND TRACKER ON THIS MISSION

LEGEND

🔵	HERO SPAWN
📦	CHEST
🔔	NAZI SPAWN
⭐	EVENT
🟧	SECRET PASSAGE
🚪	DOORS
⛓	BARRICADES

ENEMIES

1	1 × PANZERHUND
4	1 × OFFICER
10-13	4 × SOLDAT
18-20	3 × SPACE MARINE
26-28	3 × SUPERSOLDAT
30-33	4 × ÜBERSOLDAT
34-38	5 × DRONE
42-43	2 × FIRE TROOPER
44-45	2 × ROCKET TROOPER

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To play this mission assemble the following Nazi models:
- 1 x Supersoldat,
- 4 x Übersoldat.

PASSAGE A

SPAWN A

SPAWN B

PASSAGE B

PASSAGE B   PASSAGE A

HERO SPAWN A   HERO SPAWN B

7. VAE VICTIS? GLORIA VICTIS?

Right, the squabbling has finished and just in time. You have located the office of Prof. Bevli; but in order to reach it, you must turn off the security system on the entire floor. Then you'll need to activate the alarm elsewhere to lure the Supersoldaten out.

GOALS:

1. Collect the four mission tokens in the correct order – D, C, B, and lastly A.
After collecting the D token:
    Spawn A: 1 x Soldat
After collecting the C token:
    Spawn B: 1 x Soldat
After collecting the B token:
    Spawn A: 1 x Space Marine
2. Raise the alarm!
3. Don't lose any Hero.
4. Have all Heroes enter the marked room.

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 Supersoldat
Spawn B: 1 x Supersoldat
Spawn C: 1 x Supersoldat
Spawn D: 1 x Supersoldat

Suggested Heroes: Anya Oliwa and Bombate (their speed can be useful!).

HAZARD TRACKER: 6   **ROUND TRACKER: 20**

ENEMIES

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

MARKED ROOM

All Heroes must enter this room to complete the mission.

SPAWN D 26
MISSION OBJECTIVE D

SPAWN B 27
MISSION OBJECTIVE B

SPAWN C 28
MISSION OBJECTIVE C

SPAWN A 29
MISSION OBJECTIVE A

LEGEND

	HERO SPAWN
	NAZI SPAWN
	CHEST
	MISSION OBJECTIVE
	EVENT
	DOORS
	➡ HERO SPAWN

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8. THE TRAITOR OF DA'AT YICHUD

Time to meet Prof. Solomon Bevli and no, you don't have an appointment! Killing him will bring you one step closer to finding the Führer himself. Unfortunately, killing this traitor will not be easy! During the previous mission you discovered an acid that, according to Set, should neutralize Bevli's mechanical limbs. Due to its unstable composition though, even a drop of blood touching the acid will neutralize its effects. That means that anyone with an injury should not use this against the Professor.

At the beginning of the game, choose a Hero to receive mission objective token. The token may be exchanged between Heroes like equipment. Prof. Bevli may only be killed by a Hero at full HP and holding the token.

Whenever another Hero deals the killing blow, Professor Bevli rises again, dusts himself off and mutters something about your bedside manner. Restore the Professor to half his starting HP and armor.

GOALS:

1. Kill Prof. Solomon Bevli.

ALARM:

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

Spawn A: 1 x Supersoldat
Spawn B: 1 x Supersoldat
Spawn C: 1 x Supersoldat

Suggested Heroes: Anya Oliwa and Set Roth (their skills can be useful!).

HAZARD TRACKER: 6   THERE IS NO ROUND TRACKER ON THIS MISSION

ENEMIES

1-2	2 × Panzerhund
18-21	4 × Space Marine
26-28	3 × Supersoldat
30-32	3 × Übersoldat
34	1 × Drone
42-43	2 × Fire Trooper
44-45	2 × Rocket Trooper

LEGEND

- ⚲ HERO SPAWN
- ⬚ CHEST
- 🔔 NAZI SPAWN
- ⭐ EVENT
- ⬚ SECRET PASSAGE
- 🚪 DOORS

PASSAGE B   PASSAGE A

PASSAGE A

PASSAGE B

SPAWN A   SPAWN B

To play this mission assemble the following Nazi models:
- 1 x Prof. Solomon Bevli,
- 1 x Space Marine.

PROF. BEVLI

SPAWN C

HERO SPAWNS:

A
B
C
D

9. LONG WAY TO GENERAL VON GRIM

The whole castle is already aware of your presence. The alarm echoes throughout the castle while more and more Soldat units appear in the corridors. Only the thought of how far you've come lifts your spirits and hardens your resolve. Thanks to the documents obtained in the office of Prof. Bevli, you know the location of Hitler's right-hand man - General Oscar von Grim. Killing him will cause panic in the Third Reich and open the door... to remove the Führer himself.

GOALS:

1. Kill General Oscar von Grim.

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

Suggested Heroes: B.J. Blazkowicz, Anya Oliwa (her "Nurse" skill can be very helpful!), Max Hass and Set Roth (their skills "Max loves toys" and "Da'at Yichud Engineer" create a great combo for this mission!).

At the end of each player's turn, spawn one Soldat and Space Marine in all corridors adjacent to rooms with at least 1 Hero. Then, roll a die. On a success, spawn one Soldat in all corridors/rooms containing at least 1 Hero. On a failure, spawn one Space Marine instead.

These models spawn as close as possible to the Hero in the room/corridor that has the lowest combined HP and armor. If there are no free spaces in the designated room/corridor, ignore the spawn.

During setup, give each Hero a mission objective token. A Hero may discard this token to prevent one Soldat or Space Marine spawn. These tokens cannot be exchanged amongst players.

THERE IS NO ROUND TRACKER ON THIS MISSION

ENEMIES

1	1 × Panzerhund
4-6	3 × Officer
26-27	2 × Supersoldat
30-32	3 × Übersoldat
34-38	5 × Drone
42-43	2 × Fire Trooper
44-45	2 × Rocket Trooper

LEGEND

🔵	HERO SPAWN
📦	CHEST
🚪	DOORS

DIFFICULT TERRAIN

➡ **HERO SPAWN**

To play this mission assemble the following Nazi model:

• 1 x Gen. Oscar von Grim.

GEN. VON GRIM

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10. SIEG HELL!

Knock, knock! Hitler, we just want a quick word. You know, we're not too happy with the whole invasion, killing innocents and mad scientist thing that you have going on here. Look, we know you've been working under pressure so we'd like to send you on vacation... a permanent one!

Say goodbye to Eva!

The Officer's Room and the Locked Room are locked from the start and cannot be opened without the key. The key to he Locked Room is token B. The key to he Officer's Room is token C.

This is the last mission. You are getting close to Hitler and everyone in the castle is already aware of your presence.

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

A Hero model standing adjacent to mission objective token A may spend 1 AP to turn off the magnetic reactor powering Mecha-Hitler's suit. If the reactor is on, any damage dealt to Mecha-Hitler is drawn towards his suit and he loses no HP.

Warning! After being deactivated, the reactor will reactivate at the end of the next round.

Suggested Heroes: Set Roth (his drones can be useful!), B.J. Blazkowicz.

GOALS:

1. Kill Adolf Hitler.

THERE IS NO ROUND TRACKER
ON THIS MISSION

To play this mission assemble the following Nazi models:

- 1 x Mecha-Hitler,
- 1 x Adolf Hitler.

MISSION OBJECTIVE C

LOCKED 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 wielding the key.

DIFFICULT TERRAIN

PASSAGE A

MECHA-HITLER

MISSION OBJECTIVE A

PASSAGE A

OFFICER'S 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 wielding the key.

LEGEND

🔵	HERO SPAWN
📦	CHEST
🟢	MISSION OBJECTIVE
⭐	EVENT
🟧	SECRET PASSAGE
	DOORS

ENEMIES

1	1 × PANZERHUND
4-5	2 × OFFICER
10	1 × SOLDAT
18-21	4 × SPACE MARINE
26-27	2 × SUPERSOLDAT
30-31	2 × ÜBERSOLDAT
34-37	4 × DRONE
42-43	2 × FIRE TROOPER
44	1 × ROCKET TROOPER

HERO SPAWN

MISSION OBJECTIVE B

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NOTES

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VERSION 1.0

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