



wolfenstein[®]

THE BOARD GAME

RULEBOOK

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• THE GOAL OF THE GAME

Wolfenstein: The Board Game is a mission-driven cooperative game for 1 to 4 players. You may choose to play individual missions or play the game the whole way through. The Mission Book found in the core set boasts a total of 10 missions and 4 levels of difficulty for you to try, so this game will challenge even the most hardened of gamers while providing easier options for newcomers. Each mission will state how it is set up, its goal, and any special rules.

At the end of the campaign, however, your main goal is to eliminate Adolf Hitler and end his reign of terror.

• NUMBER OF PLAYERS

Wolfenstein is a cooperative board game that is best played with two to four players. However, the game can also be played in single-player mode with one player controlling all four Heroes (see p. 19). The rules for the game do not differ based on the number of players.

• LIST OF COMPONENTS

MODELS:

Hero models:

B.J. Blazkowitz
 Anya Oliwa
 Set Roth
 Bombate
 Max Hass
 Klaus Kreutz

Enemy models:

8 x Soldat
 8 x Space Marine
 4 x Supersoldat
 3 x Panzerhund
 6 x Officer
 8 x Drone
 4 x Übersoldat
 2 x Fire Trooper
 2 x Rocket Trooper

Boss models:

Professor Solomon Bevli
 General Oscar von Grim
 Mecha-Hitler
 Adolf Hitler

TOKENS:

24 x Hit Points tokens (1, 2, 3)
 24 x Armor tokens (1, 2, 3)
 8 x Shared Life tokens
 5 x Stun tokens
 8 x Reload tokens
 4 x Fatigue tokens
 8 x Chest tokens
 5 x Event tokens
 32 x Glory Point tokens
 12 x Light Ammo tokens
 12 x Heavy Ammo tokens
 12 x Special Ammo tokens
 8 x Noise tokens
 4 x Difficult Terrain tokens
 1 x AI Controller token
 1 x Shoshana token
 2 x Power Suit tokens
 2 x Sabotage tokens
 4 x Hero Spawn tokens (A, B, C, D)
 4 x Enemy Spawn tokens (A, B, C, D)
 4 x Mission Objective tokens (A, B, C, D)
 6 x Secret Passage tokens (A, B, C)

CARDS:

6 x Hero cards
 49 x Enemy cards
 31 x Weapon cards
 62 x Equipment cards
 20 x Event cards
 14 x Chest cards

OTHERS:

1 x This Rulebook
 1 x The Mission Book
 12 x Custom Attack dice (D12)
 8 x Map tiles
 8 x Corridor tiles
 14 x Plastic doors
 4 x Plastic barricades
 4 x Dashboards
 1 x Hazard tracker
 1 x Round tracker



HERO MODELS



PANZERHUNDE



DRONES



MECHA-HITLER



SOLDATEN



SPACE MARINES



SUPERSOLDATEN



OFFICERS



ÜBERSOLDATEN



FIRE TROOPERS



ROCKET TROOPERS



BOSS MODELS



BARRICADE



DOOR

• LIST OF COMPONENTS



THIS RULEBOOK



MISSION BOOK



CHEST CARDS



EQUIPMENT CARDS



CUSTOM DICE



ENEMY CARDS



EVENT CARDS



DASHBOARD



HERO CARDS



WEAPON CARDS



MAP TILES



CORRIDOR TILES



HEROES SPAWN TOKENS



ARMOR TOKENS



ENEMY SPAWN TOKENS



HIT POINTS TOKENS



HAZARD TRACKER



ROUND TRACKER



MISSION OBJECTIVE TOKENS



CHEST TOKENS



SHARED LIFE TOKENS



RELOAD TOKENS



SECRET PASSAGE TOKENS



DIFFICULT TERRAIN TOKENS



EVENT TOKENS



NOISE TOKENS



GLORY POINT TOKENS



FATIGUE TOKENS



AMMO TOKENS



SABOTAGE TOKENS



STUN TOKENS



POWER SUIT TOKENS



SHOSHANA TOKEN



AI CONTROLLER TOKEN

• CARD TYPES

HERO CARDS

Heroes are the allied champions come to defeat the Nazi threat. They are manipulated by players and are represented by a corresponding model and card. These Heroes move around the board completing events and killing enemies with the end goal of completing the current mission and progressing to the next.

Each mission is a separate game, so any Heroes killed during a campaign are available for the next game. Heroes do not retain equipment, weapons, ammo or Glory Points between missions.

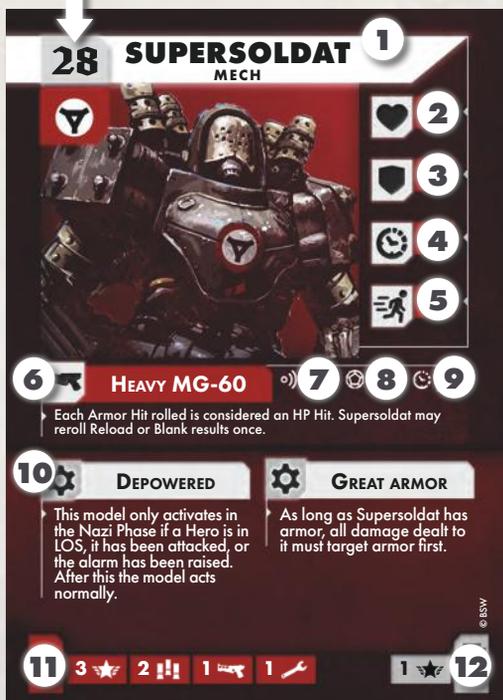


- 1 - Name
- 2 - Glory Point Skills
- 3 - Health Points
- 4 - Armor Points
- 5 - Action Points
- 6 - Accuracy Points
- 7 - Starting Equipment
- 8 - Weapon Slot
- 9 - Item Slots

ENEMY CARDS

These are the Führer's henchmen standing between you and your end goal. In some missions these enemies will need to be eliminated while other missions can be completed by avoiding them.

Each Nazi model on the board has a relevant card (this is marked by the corresponding number in the top-left corner of the card and on the model's base).



- 1 - Name
- 2 - Health Points
- 3 - Armor Points
- 4 - Action Points
- 5 - Initiative Points
- 6 - Weapon
- 7 - Weapon Range
- 8 - Attack Dice
- 9 - Action Points Cost
- 10 - Skills
- 11 - Player Loot
- 12 - Team Loot

WEAPON CARDS

Killing Nazis with your bare hands would be a difficult task for most of our Heroes, so Heroes use a wide variety of weapons. Most Heroes start with a weapon and can pick up others as they progress through missions.



- 1 - Name
- 2 - Weapon Range
- 3 - Attack Dice
- 4 - Action Points Cost
- 5 - Type of Ammo
- 6 - Abilities
- 7 - Ammo Cost
- 8 - Ammo Cost

• CARD TYPES

EQUIPMENT CARDS

Throughout the game, Heroes will have the opportunity to gain equipment cards. These represent a wide range of useful items that can be used to various effects. To use an equipment card during your turn, spend the Action Points (AP) indicated and take the action stated on the card.



- 1** - Name
- 2** - Action Points Cost
- 3** - Description & Effects
- 4** - Type of Item

CHEST CARDS

A chest card is drawn whenever a Hero conducts a search action in a square next to a chest token. The chest token is removed from the game and the Hero takes the action as stated on the chest card.



- 1** - Name
- 2** - Description & Loot

ITEM TYPES:

- Armor** - items attached to a Hero card. They protect against taking damage.
- Attachable** - items attached to a weapon card. They increase a weapon's possibilities.
- Booster** - items attached to a Hero card. They increase the Hero's base HP or Armor.

- Consumable** - various items. These cards are discarded after one use.
- Suit** - items attached to a Hero card. They allow Heroes to disguise themselves from the Nazis or increase their defense capabilities.
- Other** - items with different effects attached to a Hero card.



• CARD TYPES

EVENT CARDS

Event cards are side missions that Heroes have the opportunity to undertake. In some cases, Heroes won't have the option of refusing a side mission. The success or failure of a side mission can have a number of consequences.



ACHTUNG

Some missions require you to complete a number of event cards. These are outlined in the Mission Book. Failure to complete the appropriate number of event cards before the completion of the mission will result in a loss for the Heroes.

- 1 - Title
- 2 - First Option
- 3 - Second Option

- 4 - Player Loot
- 5 - Team Loot

EVENT

1 BASED

You come across a group of prisoners who have escaped from General von Grim. They beg you to help them escape and promise a Reward for your aid. Watch out for a team of Nazis hunting down the escaped prisoners.



2

We will help you.

You decide to help the prisoners. Keep this card and discard it when you reach the nearest Hero spawn token. Then gain the reward.

▶ **SPAWN:** 1 Soldat, 1 Space Marine and 1 Officer. This is the team of Nazis hunting down the escaped prisoners.

4

1

5

3

You would die anyway.

▶ Kill the prisoners. Gain the reward and discard this card.

4

1

5

• GAME SETUP

1 SELECT THE GAME DIFFICULTY LEVEL

See: Advanced Rules, p. 20.

2 CHOOSE YOUR MISSION

Choose a mission in the Mission Book and follow the instructions given by laying out the map tiles and plastic parts provided for the specific mission along with the relevant tokens, enemy models, and their cards. Make sure the enemy cards match the model number of the model placed (see the model's underside).



ACHTUNG

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.

3 CHOOSE YOUR HEROES

Choose four Heroes and divide them among all players as evenly as possible. Some missions list suggested Heroes you should use, but this is not mandatory.

4 PLACE THE CARDS

Players place their chosen Hero card(s) on the table along with their corresponding ammo token and a shared life token. Create a pile of health and armor tokens to be used during the game.

5 CHECK THE TRACKERS

Set the round tracker to 1 and the hazard tracker to 0.

6 GET READY TO ACTION

Players then search the weapon and equipment deck for their Hero's primary weapon and equipment cards. Shuffle and place the weapon deck, equipment deck, chest deck and event deck next to the map. Then, each Hero randomly draws one card from the equipment deck.

7 START THE GAME

Choose a starting player and begin the Player Phase. In the first round of a mission and only on a Hero's first turn, the active Hero is placed on the Hero spawn token marked in the Mission Book. This Hero gets their full turn before another Hero would be spawned.



In scenarios with just one Hero spawn token, each Hero is spawned on the same token. In the scenarios with four Hero spawn tokens, each Hero is spawned from a different token.



ACHTUNG

While this may be a cooperative game, sometimes a decision (like who will be the starting player) needs intervention. When necessary, the contesting players each roll two dice. The player with the most Shields and Hearts is the winner.

• ROUND SEQUENCE: PHASES

A game of Wolfenstein is broken down into rounds, each consisting of three phases. All Heroes and Nazis have the opportunity to activate in each round. Once all have activated (where possible) a new round commences.

Each scenario lists the maximum number of rounds in which players must meet their goals. If all goals are met within this number of rounds, the players win the game. Otherwise — or if all Heroes are defeated — the players lose.

• ROUND TRACKER

Players use the round tracker to keep a tally on the number of rounds. The tracker goes up one point at the end of every round until the last round is finished. If the players haven't won the game by the end of the last round, it's game over.

If there are more than 10 rounds in a mission, the tracker will move from 10 to 1, with the 1 now meaning 11.

• PLAYER PHASE

During this phase, starting with the first player and moving clockwise, you will activate each of your Heroes individually. Only one Hero is active at a time and must complete their full activation before another Hero activates. If you control multiple Heroes, they can be activated in any order and need not be activated in the same order as in previous rounds. Once you've activated all your Heroes, play moves clockwise to the next player.

Starting with the first player, choose a Hero to activate.



ex. 1 There are Anya Oliwa and B.J. Blazkowitz models in the room. Anya has already activated this round, so the player activates B.J. Blazkowitz.

HEROES:

1. Apply effects of fatigue from the previous turn
2. Generate Action Points (AP)
3. Spend AP to take actions in any order you choose
4. Remove a fatigue token if it was on the Hero card at the start of the Hero's activation
5. Generate noise if in a room/corridor with another model



ex. 2 B.J. Blazkowitz performed a fatigue action in the previous turn. So he starts this turn with 3 AP (half of his base value). He has a Soldat within range of his weapon and uses 3 AP to attack him. The shot makes noise in this room and in the corridor with 2 Soldaten. Put a noise token in the room and corridor. At the end of Blazkowitz's activation, remove the fatigue token from his card.

• NAZI PHASE

After all players have activated their Heroes, the Nazis begin their counterattack. Nazi models perform actions following specific programming and will only activate if certain conditions are met. Nazi models activate in initiative order and only during the Nazi Phase.



ex. 3 One of the Soldaten was killed by Blazkowitz (put the model on its side). The second Soldat goes from the corridor to the room (the door was already open), shoots and comes as close to B.J. Blazkowitz's model as possible.

• CLEAN-UP PHASE

Remove noise tokens, models, and cards that are no longer needed before the next player's turn. Move the round tracker. Choose a starting player to begin the next round.



ex. 4 Remove the model of the killed Soldat and the noise token in the corridor. Do not remove the noise token from the room as there are still models there.

• YOUR TURN: ACTIONS, FATIGUE AND DICE



ACTION POINTS (AP)

Heroes and Nazis are activated by using their Action Points (AP), which are found next to the clock symbol on their Hero/Nazi card. These are used to carry out tasks such as moving, opening doors and shooting. A full list of all actions and their cost can be found at the back of this rulebook.

Heroes may perform their actions in any order and all actions, **except for attacking**, can be repeated as long as your Hero has available AP. For example, a Hero may spend 1 AP to move one square, 3 AP to attack with their LaserKraftWerk, and then another 1 AP to move back one square.

You may end your Hero's activation at any time. All remaining AP are lost.



ACHTUNG

The attack action can only be used once in each Hero turn unless the Hero takes a fatigue action. The fatigue action can only be done once.



FATIGUE

Sometimes, you just need a little bit extra from your Heroes. Maybe they need to run like hell, or just one more attack will take down the enemy.

When a Hero takes a fatigue action, they gain additional AP equal to half of their base Action Point value. Then, place a fatigue token on their Hero card. The Hero continues their turn as normal.

The fatigue action can only be done once per turn and cannot be performed if the Hero has a fatigue token on their card. When a Hero takes a fatigue action, the Hero also has the opportunity to perform a second attack action. The player must spend AP for this second attack as normal.

The fatigue token will not be discarded until the end of the Hero's **next** turn. If a Hero begins their turn with a fatigue token on their Hero card, they only receive half of their AP.

Fatigue can be a Cost or an Effect (it is always written on the played card). If fatigue is the Cost of an action, this action cannot be performed if the Hero already has a fatigue token. However, if fatigue is an Effect and the Hero already has a fatigue token, do not add another token (each Hero may have only one fatigue token). Taking a fatigue action is considered a Cost.



DICE AND SUCCESSES/FAILURES

Certain actions will require you to roll the unique dice provided with the game in order to determine their outcome. The dice are 12-sided and contain various symbols. These are:



- HP Hit



- Reload



- Armor Hit



- Blank

You may be required to roll dice to determine if an action is a success or failure. When required to do so by an event or special rule, the active player rolls one die. An HP or Armor Hit is considered a success, while a Blank or Reload symbol is considered a failure. Refer to the event card or special rule to determine the consequences of the result.

REROLLING

Heroes may have the option — or be required to — reroll one or more dice. When this happens, the skill or ability will let you know how many dice, or what specific results, can be rerolled. Effectively, the first roll is ignored and the second results are counted instead.



ACHTUNG

It is not possible to reroll a reroll. The second result stands even if it's worse than the initial roll.



• THE MAP: MOVEMENT AND OBJECTS

MOVE ACTION

The Move action costs 1 AP and allows a Hero or Enemy model to move in any direction (orthogonally and diagonally). However, certain types of terrain, tokens, and other models may limit or change how this action must be carried out (see below). If a model cannot afford to enter a square (e.g. Difficult Terrain), the model must stop its movement before the square in question.



TILE OBSTACLES

WALLS

The perimeter of the entire map is considered to be a wall. If two tiles touch, they are considered to be connected and not separated by a wall. Models cannot move through walls and walls block Line of Sight (see Line of Sight, p. 11)

DIFFICULT TERRAIN

Models (both Heroes and Nazis) moving into a square containing difficult terrain must spend one additional Action Point to enter that square. Difficult terrain does not block Line of Sight.



ex. 1 The Hero must spend 1 additional AP to enter that corridor. Moving from difficult terrain to regular terrain does not require spending an additional AP.

TOKEN AND MODEL OBSTACLES

DOORS

Closed doors block Line of Sight. Open doors do not block Line of Sight. Opening a door costs 1 AP. Once opened, doors cannot be closed again.

BARRICADE

Barricades prevent models from moving through them without first clearing them. Barricades do not block Line of Sight (models can attack and use equipment cards such as a Sound Grenade or TNT to target models on the other side of a barricade). Barricades can only be removed by a Hero using a weapon with the "Pierce through metal" ability – that Hero must also spend 1 AP.

OTHER TOKENS

Models cannot occupy or move through a square with an event, chest or mission objective token. These tokens do not block Line of Sight.

Models can pass through Hero spawn and Nazi spawn tokens, but they cannot end their movement on them. These tokens do not block Line of Sight.

MODELS

Each model can freely move through a square occupied by another friendly model, but not through one occupied by its enemy. Thus, Heroes can pass through squares with a Hero model but not a Nazi model, and vice versa. Models block Line of Sight.



SECRET PASSAGES

Some missions will ask you to place secret passage tokens. A hero may pass between the paired secret passage tokens for the cost of 1 AP. The Hero also receives a fatigue token (Effect).

Heroes cannot end their movement on a square with a secret passage token. Therefore, they must have enough AP to either use the passage, or move off of the token in their next action. Nazi models cannot use, move through, or end their movement on secret passage tokens.

SEARCH ACTION: EVENT & CHEST TOKENS

When a Hero is on a square adjacent to an event token and performs a search action (1 AP), remove the event token from the map, draw a card from the event deck, and read it to the other players. Choose one of the options presented and resolve its effect. If you are required to spawn Nazis, refer to Spawning Nazi Models on p. 13.



You cannot perform a search action next to an event token if there are enemy models in that room.

When the Hero enters a square adjacent to a chest token and performs a search action, remove the chest token from the map, draw a card from the chest deck, and resolve the card immediately.



• ATTACKING: ACTION AND GLORY

ATTACK ACTION

A Hero or Nazi can make an attack action if it has Line of Sight to its target and spends the required number of AP.



A weapon with a reload token must be reloaded (2 AP) to remove the token. Afterwards, it cannot be used this activation without gaining fatigue. Reloading is a lot of work!

An attack action may not be declared if the target is out of range of the weapon being used. Once you determine that a target is within range, check the weapon or Nazi card to determine how many dice will be rolled. When rolling for a Hero, also add a number of dice equal to the Hero's accuracy score and any additional dice from activated weapon abilities. The total number of dice are then rolled.



A Hero's total number of attack dice = Accuracy value + weapon attack value + activated weapon ability [optional].



An HP Hit damages the target and bypasses any armor the target may have.



Both Heroes and Nazis may have an armor value on their card. Each Armor Hit result on the die lowers the target's armor by 1. Once an armor value drops to 0 (or if it starts at 0), any additional Armor Hits damage HP instead. Armor does not recover, once it is gone the Hero remains at 0 armor.



If you are attacking with a shooting weapon, a Reload result on the dice indicates that you were a bit overzealous with the trigger and emptied your gun. Place a reload token on the gun being used. Only one reload token may be placed on a weapon card. Apply the damage rolled as per normal. The next time the Hero activates, the Hero may spend 2 AP to reload the gun **but may not shoot in that activation unless they take a fatigue action.**

If a Hero or Nazi model takes HP or armor damage, add tokens to the model's card in accordance with the amount and type of damage it received.

If a Nazi model is reduced to 0 HP, remove the model from the board and the Hero receives the player loot listed on the Nazi's card. The rest of the Hero team may also receive team loot. Note that the Hero who killed the model does not receive team loot.

If a Nazi model is not reduced to 0 HP, place damage counters on the card corresponding to the model in accordance with the amount and type of damage it received.



All game effects that inflict damage without rolling the dice will damage armor first. Refer to Armor and HP on p. 18.

LINE OF SIGHT AND RANGE

Line of Sight determines what a model can see on the map. To check if a model has Line of Sight to an enemy model, you must draw two straight lines between any two different corners of the attacker's occupied square, to any two different corners of the target's square. If at least one of these lines passes through an area that blocks Line of Sight, then the target model may not be attacked.



If at least one of these lines runs along the edge of a wall, the Line of Sight is blocked!

Line of Sight is blocked by closed doors and models (both enemy and friendly).

The weapon your Hero is using determines the range of the attack. Count the number of squares between your Hero and their target (counting orthogonally and diagonally as 1 square each) to determine the distance between the two models. The weapon's range number must be at least that distance.

AMMUNITION AND WEAPON ABILITIES

There are three types of ammunition in the game - light, heavy, special. Each type of ammunition is represented by a token that marks the entire magazine.



light
ammo



heavy
ammo



special
ammo



any
ammo

Weapons don't work without ammo. When you want to attack with a weapon of your choosing, your Hero must have at least one ammo token corresponding to its weapon type in order to perform the attack. **The ammo, in this case, is not discarded.**

During an attack, and only **once per turn**, your Hero may activate an ability of their weapon by discarding ammo tokens of the type and number indicated by the weapon card. A Hero can freely move ammunition tokens between their weapons during their turn.

Any Hero skill or weapon ability with the ∞ symbol is considered to always be active and should be taken into account when performing any action where it is relevant (especially attacks). Using one of these skills/abilities does not negate the possibility of using another skill/ability.





GLORY POINTS

Heroes wouldn't be Heroes if they were normal soldiers. No, our Heroes eat Nazis for breakfast and have a number of skills that help them make the Nazis wish they were never born.

Glory Points (GP) are received for successfully completing event cards and/or as loot received for killing enemy models (listed on their Nazi card). Place any GP gained near your Hero card.

At any time on your turn, but only once, your Hero may spend GP to undertake feats of strength, intelligence, or just some damn grit. Choose a skill listed on your Hero card and spend the points required. **Glory Points may not be exchanged between Heroes.**

Skills with ∞ symbol are always considered active and state when and what actions will be involved.



NOISE

Noise echoes around Castle Wolfenstein and the Nazis investigate any source of it as they are on the lookout for the Allied scum. It's important that the Heroes keep the noise to a minimum or risk being found and the Nazis raising the alarm.

Noise is generated when any attack is made by either a Hero or Nazi model (attacks made with a Pipe, Knife, Hatchet, and weapons with a Silencer equipment card do not create noise). If the attacking model is in a different room or corridor than the target model, the

noise is generated in both the attacker's and the target model's room/corridor.

If a Hero and another model (Hero or Nazi) are in the same room or corridor, immediately place a noise token in that room/corridor.

If ever there is a noise token in a room/corridor, do not place another.

SILENT EXECUTION AND SILENCER

Some item cards (such as the Knife, Hatchet, or Pipe) allow you to perform a silent execution. To do so, your Hero must perform an attack action (2 AP) while located on a square adjacent to an enemy model. The item card is discarded and the Hero rolls the specified number of attack dice (Reload results are treated as a Blank result). No noise tokens are added and the hazard tracker does not increase.

If a Hero has a Silencer card attached to a weapon, attacking with that weapon does not generate noise and does not move the hazard tracker.



STUN AND SABOTAGE

Some game effects can stun or sabotage the target. Upon success, place a stun or sabotage token on the target model's card. A model with a stun token cannot perform any actions during their next turn. A model with a sabotage token cannot attack during their next turn. Both tokens are discarded at the end of that player's turn.

• OTHER GEAR

EQUIPPED ITEM CARDS

The weapon slot is to the right of each Hero card and is reserved for the Hero's active weapon. The remaining weapon cards should be placed next to the Hero portrait, not in use. Heroes may switch and choose what weapon to use during their turn.

Some equipment cards work only when attached to a Hero or weapon card. These cards are marked with a special symbol in the upper right corner (See: "Equipment Cards" on page 6).

Item slots are positioned along the bottom of the Hero card. Each Hero may have one item equipped of each type matching the symbols shown.

Each weapon card may have only one special equipment card attached, e.g. Bayonet.

EXCHANGING EQUIPMENT, WEAPONS AND AMMUNITION

At any time during their activation, a Hero may remove the cards attached to their Hero's card and swap them for other cards they own. Similarly, a player can remove a Silencer or Bayonet card from one weapon card and attach it to another.

The active player also has the option of giving equipment cards, weapons and ammo tokens to other Heroes, but only if both Hero models are on adjacent squares. If a player gives a weapon card with a reload token to another player, keep that token on that weapon card.



When you give cards and tokens to another player, you are only giving them, not exchanging. You cannot gain anything from this action.



Cards with the  symbol or the  symbol cannot be removed after attaching them to a Hero card.

• SOUND THE ALARM!

HAZARD TRACKER AND ALARM

The hazard tracker is a key enemy in every mission you play. Each individual mission lists an alarm limit. If the tracker reaches the alarm limit, all hell breaks loose.

The hazard tracker increases by one point whenever:

- an enemy is killed (exception: silent execution),
- an event card commands it, or
- a special rule or ability raises it (e.g. Soldat).



After all Officers on the board are killed, reset the Hazard tracker to 0.

The Mission Book will specify the effects of activating the alarm.



SPAWNING NAZI MODELS

If the alarm is raised and the mission directs you to spawn enemies, the Nazi models are spawned on the map squares specified in the Mission Book which are marked by the Nazi spawn token (also locate and place any new enemy cards). If these squares are occupied, place the model on the nearest adjacent square (always as close to the Heroes as possible). Models with higher initiative are placed closer to the Heroes.

The number and type of models spawned after the alarm is raised is also specified in the Mission Book.

Similarly, if models are spawned as a result of an event card, you should place the spawned enemies on the event token square and on adjacent squares (unless the event card indicates otherwise).



If the alarm was raised during the Nazi activation phase, immediately deploy the models and activate them during that activation phase according to their initiative!



FIREFIGHT: HERO PHASE



1 Klaus Kreutz (6 AP base) has moved 4 squares (4 AP) and stumbled onto a patrol of two Nazi Soldaten. One of them is 2 squares away while the other is 4 squares away. Klaus pulls out his trusty Handgun 1960 and decides to attack.



2 Looking at the Handgun 1960 card, we see that it has a maximum range of 2 squares. Klaus decides to blast the nearest enemy (2 AP), as the other enemy is too far away.

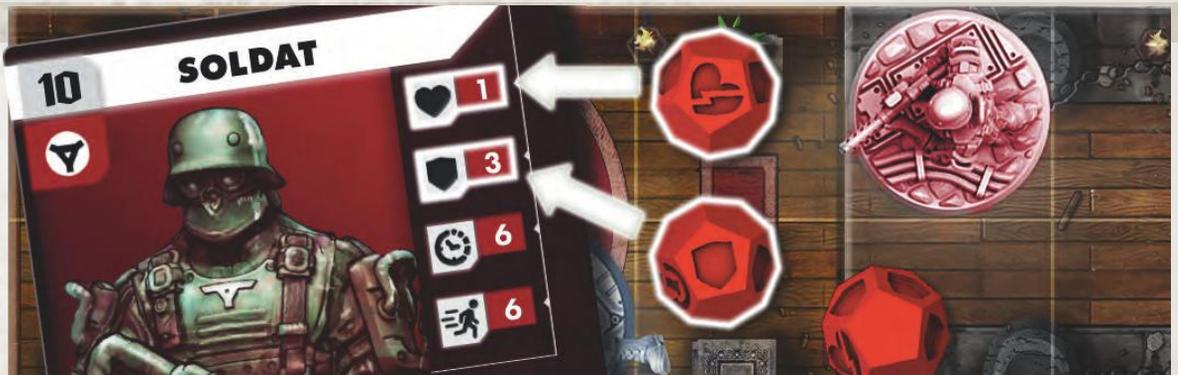


3 Looking at the Handgun 1960 again, we see that it attacks with only one die. Hmm, not great, but fortunately Klaus has an accuracy rating of 2, giving us a total of 3 dice. Things are looking up!



4 The results are: Reload, a Blank and an Armor Hit. Not great. The Reload isn't good as it will take time to reload the gun next turn and with 2 Soldaten looking at Klaus, he could do with having more time to get out of here. Luckily, Klaus' War Veteran ability ★ allows him to reroll a Reload result. Brilliant! Rerolling turns the Reload into an HP Hit.

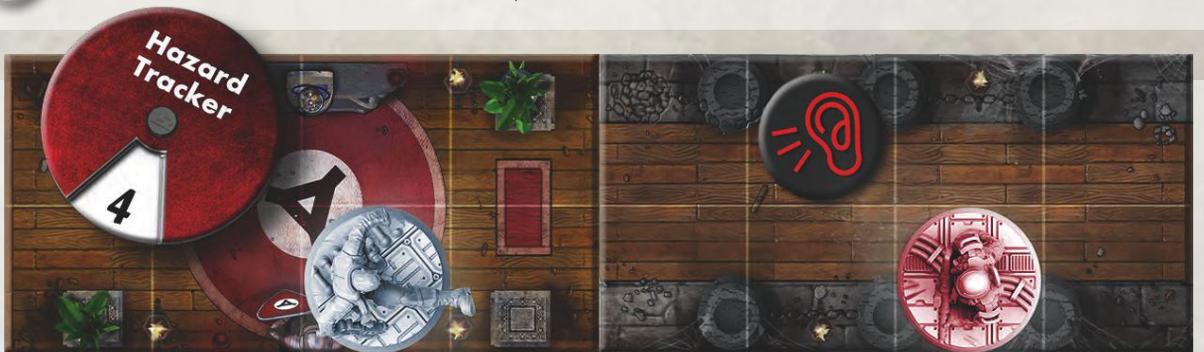
FIREFIGHT: HERO PHASE



5 The Blank does nothing. The Soldat has 3 armor, so the Armor Hit will reduce him to 2 armor making him easier to kill should Klaus need to shoot him again. The HP Hit bypasses his armor and causes the Soldat to lose 1 HP. As the Soldat only has 1 HP, this reduces the Soldat to 0 HP, which kills him. Nice shooting Klaus!



6 Klaus gains the player loot of 1 Glory Point, 1 equipment card taken from the top of the equipment deck, and one ammo token of his choice. Unfortunately, the Soldat offers no team loot.



7 Klaus is now out of AP. He could fatigue, but the noise from the first shot will have alerted the rest of the Nazis, so he decides to conserve his AP for his next turn. A noise token is placed in the room, the hazard tracker is increased by 1 (see p. 13), and Klaus finishes his activation. It's now the Nazis activation (see p. 16)



• NAZI PHASE

After all players have activated their Heroes, the Nazis begin their counterattack. Nazi models may only take the following actions:

- Attack (AP cost is covered on the relevant card)
- Move (1 AP per square unless crossing difficult terrain, in which case it is 2 AP per square)
- Open a door (1 AP)



Sometimes it may happen that Nazi models cannot perform any actions. In this case, the AI Controller player must skip the Nazi Activation Phase and proceed to the Clean-up Phase.



AI CONTROLLER

Nazi models follow set rules in relation to movement and attacking and are moved on the board by the AI Controller. When players have an equal number of Heroes, the Nazis are moved by the player with the AI Controller token, starting with the first player. This token then moves in a clockwise direction at the end of the Nazi Phase.

When a player loses a Hero or there are 3 players, any player with 2 Heroes will not be eligible to receive the AI Controller token. This ensures that the downtime for players with only 1 Hero is limited.

Whenever a Nazi model would be conflicted, such as having two equal options for their action, the Nazi controller decides which option to take.

NAZI ACTIVATION

At the beginning of the Nazi turn, check to see which Nazi models will activate that round. A Nazi will only activate if either of the following conditions are met:

- A hero model is in their Line of Sight
- There is a noise token in the same room/corridor or an adjacent room/corridor

Nazi activation is checked only once and only at the beginning of the Nazi phase. For example, if noise would be added to a room during the Nazi phase, it doesn't cause inactive Nazis to activate.

Consider using glory tokens to remind you which Nazis activate this round.



NAZI INITIATIVE

Nazi models attack and move according to their initiative value — models with higher initiative values perform their actions first.

If there are multiple models of the same type and with the same initiative value, the models closest to the Heroes will act first. If there are two models equidistant from a Hero model with the same initiative value, the player with the AI Controller token will decide which model will act first.

If a model cannot perform any action (e.g. it is blocked), activate the next model(s) in initiative order, then check the blocked model again. Repeat this cycle until the blocked model can perform an action. If all other models have activated and the model is still blocked, it passes for this round.

If a Nazi model encounters an obstacle that they cannot pass — or if there is no path to the source of the noise — the Nazi model will stand by the obstacle until the obstacle disappears, another way to the source of the noise appears, a Hero appears in the Nazi's Line of Sight, or if the location of the source of the noise changes.

NAZI ACTIONS

Activated Nazi models follow a simple programming. They will spend AP to do the following actions in order:

STEP 1: Attack the nearest Hero within range and in Line of Sight.

STEP 2: Move towards the nearest Hero in Line of Sight using the shortest possible route.

If the Nazi cannot perform Step 1, they will perform Step 2 until Step 1 is possible. After performing Step 1, the Nazi model will continue following Step 2 until they are adjacent to the Hero or are out of action points.

If there is a tie for nearest Hero, the Nazi prioritizes the hero with the lowest current total of HP + armor.

If there is no Hero in Line of Sight, the Nazi model moves toward the adjacent room/corridor that activated them until they can perform the attack. If there are multiple rooms/corridors with noise tokens, the Nazi model prioritizes the one with the most Heroes.



Each Nazi model can only attack once per Nazi Activation Phase.



When a Nazi attacks, any dice result with a Reload is treated as a Blank.



If there are no noise tokens in any of the Nazi's adjacent rooms/corridors, the Nazi model does not activate - they do not move!



Officer and Boss models are not attracted by noise tokens. They are too clever for you, Allied scum! Officers and Bosses only move if a Hero is in their Line of Sight or they have been attacked.

FIREFIGHT: NAZI PHASE



1 Klaus has gunned down one Nazi Soldat but the other Soldat has raised his gun and aims it squarely at Klaus. This doesn't look too good.



2 The Soldat is 4 squares away from Klaus and Nazis always shoot first before moving (shoot first, ask questions of the dead body later). Checking the Soldat card, we see that the Maschinengewehr has a range of 4. The Nazi Soldat opens fire (2 AP). The Soldat's Maschinengewehr would normally allow him to roll 3 dice. However, this is reduced by 1 die (to a minimum of 1 die) for every square between him and the target. This means that at range 4, the Soldat is only rolling 1 die (phew!).



3 The Nazi rolls a Reload. Haha! The Nazi has no way to reroll this and so treats the Reload as a Blank. This means that the Nazi's shot has missed. A noise token would be placed in the room if there wasn't already one there.



4 The Soldat then advances towards Klaus and finishes his movement (3 AP) in the square next to Klaus. If the Soldat gets to shoot Klaus again from this range, he'll be rolling 3 dice. Klaus now feels glad that he's a War Veteran and that he didn't fatigue himself for a second shot earlier. On top of that, he can definitely hear heavy running footsteps coming his way.

• DEATH AND DYING



ARMOR AND HP

Whenever a model takes health damage, add HP tokens to the model's card equal to the amount of damage received. Nazis that reach 0 HP are removed from the game (see p. 11) while Heroes begin to bleed out.

Armor acts like a second HP for both Heroes and Nazis. Whenever a model is attacked and a  result is rolled, add armor tokens to that model's card equal to the amount rolled. If a model reaches 0 armor, all future effects that would remove armor tokens remove HP instead.

BLEEDING: NO HP

When a Hero no longer has any remaining Hit Points, they begin to bleed out. The Hero model is placed on its side to show this. If the bleeding Hero is not healed by another Hero by the start of their next turn (using the shared life action), that Hero dies.



SHARED LIFE

At the beginning of the game, each Hero receives a shared life token. This token can be used when the Hero is on an adjacent square to a Hero that is bleeding. The active Hero may discard their shared life token and receive a fatigue token (Effect) to restore a bleeding Hero to full HP and armor. Shared life tokens cannot be exchanged between Heroes.



A Hero cannot use their shared life token to stop themselves from bleeding out — it can only be used on other Heroes.

DEATH

Should a Hero die, remove their model from the board and remove all their equipment from the game. If "Don't lose any Heroes" is a mission goal, the players have now lost. Otherwise, continue playing. Should a player run out of Heroes, that player becomes the sole Nazi Controller until the game ends (or another player also runs out of Heroes).

• END OF THE GAME

GAME OVER

All players lose should the round tracker exceed the number of rounds given by the mission. You ran out of time, GAME OVER.

All players lose if all the Heroes are dead. You ran out of blood, GAME OVER.

The chosen mission may also list some conditions for which players lose the game.

YOU WIN!

Each mission contains a list of goals — such as killing specific models or a certain number of events. If your team completes all these goals before either of the two losing conditions are met, the players win the game. This includes players that no longer have Heroes.

Your names will be known long after your death, YOU WIN!

• FINER DETAILS: PRIORITY AND DISCARDING

PRIORITY OF SPECIAL ABILITIES

A number of rules or abilities may contradict each other during play. Should this occur, the priority list is as follows:

1. Nazi skills
2. Hero skills
3. Equipment and weapon effects

E.g. A Supersoldat's GREAT ARMOR ability trumps the Sturmgewehr's ARMOR PIERCING ability.

DISCARDING CARDS

When chest, equipment and event cards are used or need to be discarded, they are put into their own separate discard pile near their respective deck. If the deck would run out of cards, shuffle the discard pile and form a new deck.

Weapon cards do not have a discard pile. They are instead returned to the weapon deck, which is then shuffled. Nazi cards belonging to models no longer in play may be returned to the Nazi deck.

• SPECIAL MODELS: OVERSIZED AND BOTS

OVERSIZED MODELS

Large models (Panzerhund and Mecha-Hitler) occupy four spaces on the board. The Line of Sight of a large model is drawn from and to any of the squares it occupies. When a Hero wants to attack a large model, they can check if they have it in Line of Sight by marking a line to the corner of one of the squares occupied by the large model.

When a large model ends its movement on a square with a door, it should be moved one extra square forward (so that it moves to the other side of the door). If this cannot be done, the model cannot enter the doorway.

When one of the squares occupied by a large model is targeted by an area effect (e.g. Hand Grenade card), do not treat the remaining three squares it occupies as adjacent spaces.



BOTS

As a result of some events, the Heroes may obtain a "bot" — a Nazi model that becomes an additional "hero" for the player. The appropriate model should be placed in the square of the event token.

This model activates immediately after the activation of the Hero who completed the event (this is not a new turn). The bot moves and attacks in the same way as a Hero and is treated by the Nazis as a Hero model.

When the bot kills a Nazi model, move the hazard tracker as normal. Loot gained by the bot is given to the Hero that gained the bot.

A bot does not bleed out and is instead removed from the game once its HP reaches 0 (use Hit Points tokens to keep track).

A bot cannot carry or use equipment and weapon cards, nor can it be targeted by a Hero's special skills. It can, however, open doors and perform search actions on chest tokens. When a bot finds equipment, the equipment and any other loot goes to the Hero who controls the bot.



If the Bot rolls a Reload while attacking, treat it as a Blank.



Bots may NOT perform search actions at event tokens.

• SINGLE-PLAYER MODE

The rules for the solo mode don't differ from the regular game rules. The singular player is obligated to choose four Heroes and control them during the game.



• ADVANCED RULES

GAME DIFFICULTY

Wolfenstein the Board Game is designed to be played on the “Bring ‘em on!” (normal) difficulty. However, the game can be made easier or harder depending on your preference.

Just apply the rules below to make the game easier or harder:



Mode	Can I play, Daddy?	Don't hurt me!	Bring 'em on!	I am Death Incarnate
Ammo	Heroes start each mission with +2 Ammo of their choice. When attacking, weapons do not need to have an ammo token.	When attacking, weapons do not need to have an ammo token.	Default	Special attacks cost 1 specific ammo token more.
Glory Points	Double the GP received from killing enemies and completing events.	Double the GP for completing events.	Default	All skills cost +1 GP. Whenever you use GP, gain a fatigue token (Effect).
Shared Life	Restoring a Hero that is bleeding out does not require a shared life token.	Each Hero starts the game with 2 shared life tokens.	Default	Only one Hero starts the game with a shared life token.
Noise	Attacking does not create noise. The number of Heroes in a room or corridor does not create noise.	Attacking does not create noise.	Default	Hero models count as noise tokens, when checking Nazi activation.
Boss	Prof. Solomon Bevli's <i>Puppet Master</i> ability summons a Soldat instead of a Supersoldat. Hitler's <i>Ich Bin der Führer!</i> ability only works on a Reload result.	Hitler's <i>Ich Bin der Führer!</i> ability only works on a Reload result.	Default	* <i>Mission 8</i> : Replace the Fire Trooper model in Professor Solomon Bevli's room with the Hans Grösse model. <i>Mission 9</i> : Replace the Supersoldat model in General Oscar von Grim room with the Hans Grösse model. <i>Mission 10</i> : Replace the Fire Trooper model in Mecha-Hitler room with the Hans Grösse model.
Reload	You can reload and attack in the same turn (without taking a fatigue action).	You can reload and attack in the same turn (without taking a fatigue action).	Default	When removing a reload token from a weapon, roll a die – on a Reload result you fail. Return the reload token to the weapon card.

• NOTES

TO DO LIST:
- beat some Nazis
- kill Hitler
- ????
- profit

• CREDITS

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• ACTION LIST AND INDEX

AVAILABLE ACTIONS AND COSTS

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Move	1	10
Move: Difficult Terrain	2	10
Move: Secret Passage	2	10
Open a door	1	10
Removing barricade	1	10
Search	1	10
Attacking	Based on the card being used	11
Special attacking mode	0 Based on the card being used	11
Use equipment	Based on the card being used	12
Reload	2	11
Give equipment, weapons and ammo to an adjacent Hero	0 Your turn only	12
Equip or swap equipment on your Hero	0 Your turn only	12
Fatigue	0 Your turn only	9
Healing a bleeder (Shared Life)	0	18

NOISE

Generated by attacks made by either Heroes or Nazis. Add a token in the attacker's room as well as the defender's room.

If a Hero and another model (Hero or Nazi) are in the same room or corridor, immediately place a noise token in that room/corridor.



ACHTUNG

All game effects that inflict damage without rolling the dice will damage armor first. Refer to Armor and HP on p. 18.

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