Wolfenstein
THE OLD BLOOD

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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THE BOARD GAME

• LIST OF COMPONENTS

Wolfenstein: The Old Blood is an expansion to *Wolfenstein: The Board Game*. It consists of the following components:

MODELS:

Hero models:
B.J. Blazkowicz
Richard Wesley
Ludwig Kessler
Annette Krause
Pippa Shepherd

Mech model:
Laderoboter

MODELS:

Enemy models:
8 x Shambler
4 x Marksman
4 x Kampfhund

Boss models:
Rudi Jäger
The Monstrosity

CARDS:

5 x Hero cards
18 x Enemy cards
16 x Weapon cards
31 x Equipment cards
11 x Event cards
6 x Chest cards

OTHERS:

6 x Map tiles
6 x Corridor tiles

• RULES

Wolfenstein: The Old Blood offers players 4 scenarios that make up a closed campaign. The campaign is set in 1946. Therefore, for a better experience, it is recommended to make the following changes before setup.

- Play using the enclosed Hero cards and models only.

- Shuffle the equipment cards from the expansion with the equipment deck from the base game.

- Shuffle the Double-Barreled Shotgun cards into the base game weapon deck. Then make the following replacements:
  - MG-46 replaces MG-60,
  - Assault Rifle 1946-T replaces Assault Rifle 1960,
  - Bombenschuss replaces AR Marksman,
  - Schockhammer replaces Automatic Shotgun,
  - Handgun 1946 replaces Handgun 1960.

- The event deck from this expansion should be used instead of the one from the base game.

Any new rules are detailed in their corresponding mission. The rules do not differ outside these changes. Instructions for reading this mission book do not differ from those outlined in the base game mission book.

All components from the *Wolfenstein: The Old Blood* add-on can also be used in games built using the the map generator—simply mix them together with the components from the base game and the *Wolfenstein: All Stars* expansion pack.

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1. INFILTRATION OF CASTLE WOLFENSTEIN

The Office of Secret Actions sent your group to infiltrate the infamous Castle Wolfenstein. You must get the folder of the cruel Helga von Schabbs — containing the location of Deathshead's Compound. Your reconnaissance has already located her office and the needed key to get in.
Can you imagine it? The fate of World War II, the fate of the whole world, depends on you!

GOALS:

1. Complete at least one mission marked by an event token.
2. Use the key (mission objective token) to open Helga's Office
3. Don't lose any Hero and gather them all in the marked room.

HAZARD TRACKER: 6   **ROUND TRACKER: 18**

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 Shambler
                 1 x Marksman
                 1 x Kampfhund

Spawn B: 1 x Shambler
                 1 x Marksman
                 1 x Kampfhund

Spawn C: 1 x Supersoldat

ENEMIES

4	1 × Officer
10-13	4 × Soldat
26-27	2 × Supersoldat
42	1 × Fire Trooper
46-51	6 × Shambler
54-57	4 × Kampfhund
58-61	4 × Marksman

HELGA'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 wielding the key.

LEGEND

- 🦸 HERO SPAWN
- 🔴 ENEMY SPAWN
- 🟨 CHEST
- 🟢 MISSION OBJECTIVE
- ⭐ EVENT
- SECRET PASSAGE
- DOORS
- BARRICADES

To play this mission assemble the following models:

- Heroes,
- 6 x Shambler,
- 4 x Marksman,
- 4 x Kampfhund.

PASSAGE B
PASSAGE A
MISSION OBJECTIVE
SPAWN C
PASSAGE B
SPAWN B
HERO SPAWN
SPAWN A
PASSAGE A

2. REVENGE ON RUDI AND ESCAPE FROM THE CASTLE

It turns out the folder wasn't in Helga's office! Furthermore, while searching Helga's papers, you were caught by the Wolfenstein prison chief: Rudi Jäger, who was accompanied by a group of Supersoldaten. After disarming and binding you, the madman unleashes his dog on you, a white Kampfhund named Greta (he also said that if you die, he'll feed her your corpse)! You sit in your cell, mutilated and bloodied, guarded by a Supersoldat and a locked door. That bastard will pay for this, just as soon as you break free from this cell! Escaping the castle is now a secondary priority.

All Heroes start the mission with 1 HP damage!

GOALS:

1. Kill the Supersoldat to open the door in the room with the Hero spawn token.

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

3. Use the key (mission objective token B) to open the Anatomical Theater. Then kill Rudi Jäger.

4. Don't lose any Hero.

5. Use the key (mission objective token A) to unlock the Locked Room and gather all Heroes there.

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 × Supersoldat
Spawn B: 1 × Panzerhund

HAZARD TRACKER: 6   **ROUND TRACKER: 18**

LEGEND

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

ENEMIES

1	1 × Panzerhund
4	1 × Officer
10-12	3 × Soldat
26-29	4 × Supersoldat
42-43	2 × Fire Trooper
46-48	3 × Shambler
54-57	4 × Kampfhund
58-60	3 × Marksman

➡ **HERO SPAWN**

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.

MISSION OBJECTIVE A   **PASSAGE A**   **PASSAGE B**   **DIFFICULT TERRAIN**

To play this mission assemble the following model:
- 1 x Rudi Jäger.

↳ **MISSION OBJECTIVE B**   ➡ **PASSAGE A**   **PASSAGE B**

ANATOMICAL THEATER

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.

The Hero who begins to bleed out in this room is automatically removed from the game!

SPAWN B   **SPAWN A**   **RUDI JÄGER**

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3. FIERY WULFBURG

Escape from Castle Wolfenstein was a success! In Paderborn, thanks to your Kreisau Circle contacts, you learned that Helga von Schabbs is in nearby Wulfburg. Upon travelling to the town, you were overwhelmed with terror. Wulfburg is hit by earthquakes and injured people are turning into Shamblers!
Pippa managed to obtain information that Helga is stationed somewhere near the old cemetery, where excavations are carried out. Unfortunately, the entrance to this place is guarded by two Panzerhunde! On the other hand, B.J. found an abandoned Laderoboter, which will definitely be useful when breaking through this foul town.

- Each Hero who starts their turn on difficult terrain must roll a die:
  - **SUCCESS:** Nothing happens.
  - **FAILURE:** The Hero takes 1 damage.
- All doors in this scenario are open from the beginning.

GOALS:

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

2. Kill 2 Panzerhunde and an Officer.

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

4. Gather all Heroes in the marked room.

ALARM:

Should the hazard tracker reach its limit, the alarm will sound. Do the following:

Discard the Laderoboter card and remove its model from the board.

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

ENEMIES

1-2	2 ×	PANZERHUND
4	1 ×	OFFICER
42-43	2 ×	FIRE TROOPER
46-53	8 ×	SHAMBLER
54-55	2 ×	KAMPFHUND
58-59	2 ×	MARKSMAN

To play this mission assemble the following models:
- 2 x Shambler
- 1 x Laderoboter

LADEROBOTER

The Hero who enters one of the spaces occupied by the Laderoboter model receives the special Laderoboter card.

HERO SPAWN

DIFFICULT TERRAIN

DIFFICULT TERRAIN

DIFFICULT TERRAIN

DIFFICULT TERRAIN

LEGEND

🔵	HERO SPAWN
📦	CHEST
⭐	EVENT
🚪	DOORS

MARKED ROOM

All Heroes must enter this room to complete the mission.

4. MONSTROUS CEMETERY

The Panzerhunde are gone. However, those sounds... the road to the cemetery is open! Now you just need to find Helga and take that damn folder from her! But at this point, it probably won't be that simple. Crossing the town and meeting the horde of malodorous Shamblers was your first clue...

- Whenever you kill a Marksman, Fire Trooper, Soldat, or Officer, roll a die.

  SUCCESS: Nothing happens.

  FAILURE: Put a Shambler model in place of the killed model.

- All doors in this scenario are open from the beginning.

GOALS:
1. Kill the Fire Trooper.
2. Kill the Monstrosity.

ALARM:
Should the hazard tracker reach its limit, the alarm will sound. Do the following:

Discard all Shared Life Tokens.

HAZARD TRACKER: 5   **ROUND TRACKER: 15**

PASSAGE B

PASSAGE A

HERO SPAWN B   **HERO SPAWN C**   **HERO SPAWN D**

HERO SPAWN A

PASSAGE B

PASSAGE C

DIFFICULT TERRAIN

PASSAGE C

PASSAGE A

THE MONSTROSITY

LEGEND

HERO SPAWN	
CHEST	
EVENT	
SECRET PASSAGE	
DOORS	
BARRICADES	

ENEMIES

4	1 × OFFICER
10–12	3 × SOLDAT
42	1 × FIRE TROOPER
46–49	4 × SHAMBLER
54–55	2 × KAMPFHUND
58–61	4 × MARKSMAN

To play this mission assemble the following model:
- 1 x The Monstrosity.

NOTES

• CREDITS

VERSION 1.0

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