

Wolfenstein[®]

THE BOARD GAME

WOLFENSTEIN: THE BOARD GAME — FAQ

v1.0 — August 2022

1. How many doors and barricades do I receive in the core box? Is the component list correct?

Just in case, you'll receive even more than marked on the components list.

Both doors and barricades require frames and bases. So, the actual component list is:

- 16 x bases
- 16 x frames
- 16 x doors
- 4 x barricades

P.S. A total of 14 doors and/or barricades is a maximum amount for any scenario.

2. Should I consider the diagonal squares as adjacent?

Yes. According to the movement rules - two squares sharing the same corner diagonally are also adjacent.

3. Can the Hero open the door from the square that's diagonal to it?

No. Heroes can only open it from "the square with a door" (2 squares in front and 2 squares behind the door).

4. Can the Hero move through the door from the square that's diagonal to the other square?

No, because it should be considered as moving through the walls.

5. Should I place the noise token in the room/corridor immediately when the Hero is with another model or at the end of the Player Phase?

Yes, if a Hero and another model (Hero or Nazi) are in the same room or corridor.

6. After performing a silent execution, should I place the noise token in the room?

Only place the noise token if the Nazi survives the silent execution. Do not place the noise token if the Nazi was killed with such an attack.

7. What does the rule from the rulebook (p. 18) mean: "If a model reaches 0 armor, all future effects that would remove armor tokens remove HP instead."? Should I add armor tokens to my Hero card?

No, it's a mistake. The term "tokens" is redundant. The rule should be stated: "If a model reaches 0 armor, all future effects that would remove armor remove HP instead."

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8. There's a rule that after killing the last Officer on the map, the Hazard Tracker is moved back to 0. What happens when killing the last Officer would raise the alarm?

In the rulebook, on page 18, there's a paragraph, "Priority of Special Abilities." Treat the mentioned above rule about Officers as a "Nazi skill." So, the player(s) should first decrease the Hazard Tracker, thus avoiding the alarm.

9. How can I exactly "take" or "deliver" the mission objective token(s)?

Every time the mission book tells you to "take" the mission objective token, do it similar to the "search action" - spend 1 AP when the Hero is on an adjacent square.

Keep the token on the Hero card. You can also exchange it between Heroes like equipment, weapons, and ammo.

If a Hero wielding the mission objective token dies, place the token on the square most recently occupied by their model. Other Heroes still can perform a "search action" to pick it up.

Every time the mission book obligates you to "deliver" the mission objective token to another token, the Hero wielding it must move into the square with the other given token.

10. Does the number of rounds to complete the 3rd mission from the core game depend on the number of players?

No. There's a mistake in the scenario's description. The mission objective token should be moved at the end of each Hero's turn.

11. Should I apply Hero's accuracy when attacking with the equipment card, e.g., the Knife?

No, accuracy is applicable for Weapon cards' attacks only.

12. Is the "Max Hass = Max Hate" skill only applicable for the first roll?

No. Add an extra die whenever you roll a HP Hit or Armor Hit (no limit).

13. To remove a barricade - must I attack it with the weapon with the "Pierce through metal" ability?

Using "Pierce through metal" ability to remove the barricade isn't considered an attack. The Hero must possess a certain weapon, be adjacent to the barricade, and spend 1 AP.

14. Does the Officer's "First Aid Kit" trigger after his or the Hero's successful attack?

This skill is triggered after the Officer inflicts a HP Hit or Armor Hit to the Hero.