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I'm Peter (Universal Head). For 10 years I've been making **my famous rules summaries** and **entertaining, informative videos** about tabletop games.

It takes time and money and a lot of hard work, and **I need your support** to keep me going. If you find this game aid useful and enjoy my content, please consider **making a donation,** or regularly **supporting me on Patreon** and enjoying the privileges of being a member of the EOG community!

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v2

Oct 2022

Game:	**PROJECT: ELITE**
Publisher:	**CMON (2020)**

PROJECT ELITE

SETUP

Choose a side of the **board** and place it faceup in the center of the table within easy reach of all players.

Each player chooses a **hero** and takes the corresponding **hero dashboard** and **figure**. Return any unselected heroes to the box. Then choose a player color and take the matching **damage marker** and **counter base**. Place the damage marker on the leftmost slot of the damage track. Attach the counter base to the hero figure and place it on the starting area.

Each player takes 1 **player aid card**, 4 **action dice**, and 3 **hit dice**.

Randomly take a number of **basic weapons** equal to the number of players + 2 and place them faceup in the center of the map. Then, each player chooses and equips 1 basic weapon card. Return any unselected cards to the box.

Place the **swarm stats cards** faceup next to the map so they are all visible to all players.

Take 8 **boss stats cards**, shuffle them with 12 **all clear cards**, and place this **boss spawn deck** facedown near the map.

Separate the **search**, **alien tech**, and **swarm spawn cards** into 3 separate decks. Shuffle each deck and place them next to the map.

Choose a **mission** and select a **difficulty level**: easy, medium, or hard. Each mission has its own unique setup and rules.

Place all the **alien figures** next to the map board.

Each **event card** has a number in its bottom right corner. Sort the event cards in different piles according to the rows below and shuffle each pile. Then, take a total of 8 cards according to the chosen difficulty level. Return the remaining cards to the box.

Card #	Easy	Medium	Hard
1 to 16	–	3 cards	4 cards
17 to 21	5 cards	2 cards	–
22 and 23	2 cards	2 cards	2 cards
24	1 card	1 card	1 card
25	–	–	1 card
TOTAL	**8 cards**	**8 cards**	**8 cards**

Shuffle the selected cards and place them facedown in line near the map, forming the **event track**.

Shuffle the **alien cluster tokens** and randomly place them in the alien cluster slots on the map, with their numbers faceup.

Place the **search tokens** on the search slots in the map, with their light side faceup.

Place the remaining tokens in separate pools next to the map.

Players collectively decide who will be the timekeeper in charge of the electronic timer (or app) during the action phase.

SOLO MODE

The player chooses any 2 heroes to play with.

Instead of the 4 action dice per hero, the player takes a total of 5 action dice. During the game, dice results can be distributed between the 2 heroes.

During the alien spawning phase, aliens are spawned as in a 2 player game.

PHASES OF THE GAME

1. EVENT PHASE

Reveal the leftmost unrevealed event card on the event track.

⟳ **Ongoing effect (1-16):** These cards add an ongoing effect to the game which stays active until its requirements are fulfilled.

To resolve the card, heroes must allocate action dice with matching results to the card's **locking slots**. They may do this from any space of the map. When all the card's action slots have had action dice allocated to them, the card is fulfilled and will cease to affect the game after the action phase has ended.

During the end of the round phase, remove any fulfilled event card with an ongoing effect and return the allocated dice to their owners. If the event wasn't fulfilled, it continues to affect the game. Multiple events may be active at the same time. If players fail to resolve an event, it remains on the map, stacking with events from any future rounds.

⚡ **Immediate effect (22-25):** Resolve this card's effect immediately, then play continues to the next phase.

No effect (17-21): Play continues to the next phase.

2. ALIEN SPAWNING PHASE

The alien forces receive **reinforcements**:

Spawn type	Easy	Medium	Hard
Swarm spawn	1 card / player	1 card / player	1 card / player + 1 card
Boss swarm	1 card	2 cards	2 cards

Now resolve these 2 steps in order:

1. SWARM SPAWN STEP

Reveal and resolve the required number of cards from the top of the **swarm spawn deck**, 1 at a time. The bottom of the card lists (L to R): the number of figures to spawn, the spawn points where the figures must be placed, and whether the spawned figures activate.

Each spawned figure must be placed on a spawn point adjacent to the indicated **alien cluster token**. When **[?]** Is shown instead of a number, players collectively choose an alien cluster token.

◈ This icon indicates that the aliens spawned perform their **ability step** and then their **movement step**. This happens immediately after all alien figures generated by this card are placed on the map. Newly spawned aliens don't activate during this phase unless this icon is present. Aliens activated during this phase will be activated again during the alien activation phase.

If all eligible spawn points are currently occupied by figures (aliens or heroes), players must **push** figures to make room for the swarms being spawned. Collectively decide which figures to push. Pushed alien figures must move following the alien path. **Pushed heroes suffer 1 damage** but don't need to follow the alien path.

If there aren't enough figures, spawn as many as possible and immediately resolve an alien movement for each missing figure.

If at any point you need to draw a swarm spawn card and the deck does not have enough cards, reshuffle the discard pile to form a new swarm spawn deck.

2. BOSS SPAWN STEP

Reveal and resolve the required number of cards from the top of the **boss spawn deck**, 1 at a time. A boss spawn spawns the matching boss figure: roll a hit die to determine an alien cluster token, and place the miniature on a spawn point adjacent to it.

1-2: Alien cluster token 1 **3-4:** AC token 2 **5-6:** AC token 3

A boss is killed when its health is reduced to 0: remove both its figure and stats card from the game.

The hero who dealt the final blow takes an alien tech.

The boss spawn deck is never reshuffled.

ACID AND SLIME

Each mapspace can hold up to 1 token of each type.

🔴 **Acid tokens:** Whenever a hero enters a space containing an acid token, they suffer **1 damage**. Aliens ignore acid tokens.

🟢 **Slime tokens:** Whenever an alien enters a space containing a slime token, that alien must immediately be **moved 1 additional space** following the alien path. Heroes ignore slime tokens.

3. ACTION PHASE

At the beginning of each action phase, the timekeeper sets the electronic timer or app to **2 minutes** and all players should have their action and hit dice at hand. Once everyone is ready, start the timer and all players begin rolling their action dice.

Some effects may change the duration of the action phase (adjust the timer accordingly in such cases). Once an action is performed, it may not be taken back, regardless of its consequences.

If, during the action phase, any die rolls off the table, players may stop the timer, retrieve the die, and then resume the timer and continue. While the timer is stopped, heroes are not allowed to perform any actions or discuss their plans.

ACTIONS

All players take some or all their action dice and roll them. Then, they each may choose 1 or more of their rolled dice and resolve it either by **spending it to set the die aside and resolving its effect** or allocating it in a red action slot.

You may reroll any number of your action dice any number of times, in any combination. You may choose to resolve or reroll any result. However, any ⚔ **must be resolved before rerolling or performing any other actions**. Once an action die is resolved, it becomes available to be used again, if it was not placed in a locking slot.

✥ **Move action:** When you spend this result, you may choose to move your hero figure 1 space in any direction, orthogonally or diagonally. If more than 1 ✥ are rolled, the hero may be moved multiple spaces at once.

Heroes cannot move through walls, nor may they move diagonally across a wall's corner. Heroes cannot move through **blocking spaces** (spaces that don't have gridlines on all sides), and no figure can be placed in, or be pushed into them. Heroes can move through the corners of blocking spaces normally.

Heroes cannot move through spaces occupied by other heroes or aliens, except when they are being pushed by an alien. Heroes cannot push other heroes or aliens, unless it happens because they are themselves being pushed.

👆 **Allocate action:** These results may be allocated to the corresponding action slots to activate equipment, resolve ongoing events, and complete objective tokens.

🔍 **Search action:** Heroes may spend 1 🔍 to make a search action when standing on a search token with its light side up or while adjacent to it. **Each search slot can only be used once per round**.

To search, you may either:

a. Immediately draw 3 cards from the top of the search deck, choose 1 to keep, and discard the other 2. Then, flip the search token facedown, showing that the action is no longer available in this space for the rest of the current round. You may choose to immediately equip any weapon or item cards you keep, or discard them.

b. Immediately take the search token off the map and place it next to your dashboard. At the end of the action phase, draw 3 cards from the top of the search deck, choose 1 to keep, and discard the other 2 cards. Return the search token, light side faceup, to its search slot at the end of the round.

If at any point you need to draw a search card and the deck does not have enough cards, reshuffle the discard pile to form a new search deck.

You can also allocate 🔍 in matching action slots to activate equipment, resolve ongoing events, and complete objective tokens.

 Alien movement: Whenever you roll this result, before doing any other action or rerolling any dice, you must choose any 1 alien (swarm or boss) figure on the map and **move it 1 space** following the alien path.

If multiple results are rolled at the same time, you may choose how to spend them, distributing them among 1 or more alien figures. If an alien figure moves into a space currently occupied by another figure, the alien will push it.

Resolving this result is mandatory. You cannot perform any other actions or reroll any other dice until after all ☠ results are resolved. You may delay the resolution of your ☠ results, provided you perform no other actions in the meantime. However, all ☠ results must be resolved at the end of the action phase.

If any alien figure moves into the starting area, the game is immediately over and the heroes are defeated.

PUSHING

When an alien figure enters an occupied space, the occupant is **pushed** out, making room for the newcomer. If the occupant is an **alien**, it moves 1 space following the alien path. If a space has multiple paths, the heroes choose which to follow. If the occupant was a **hero**, they suffer 1 damage and move 1 space in any direction (except around wall corners). If a hero is pushed multiple times, they suffer 1 damage for each time they are pushed.

A pushed figure may end up pushing another figure, and so on. A hero pushing another figure suffers nor inflicts any damage.

EQUIPMENT

Equipment cards are **weapons**, **items**, and **attachments**. Heroes may give or exchange equipment cards with other heroes in adjacent spaces anytime during the round, but before the alien activation phase begins. **An equipment card with any locked dice cannot be transferred.**

WEAPONS

To activate a weapon, you must **allocate action dice with symbols matching the weapon's action slots.** Dice may be allocated in any order, in singles or groups. The weapon is only **ready** when all its dice slots are filled.

At any point during the action phase, you may attack with any of your ready weapons. Check weapon effects and follow these steps:

1. Roll a number of hit dice equal to the **hit dice value** 🎲.

2. The number of results greater than or equal to the weapon's **to-hit value** is the amount of successful hits from this attack. Results below the weapon's to hit value are misses.

3. **Assign hits** among aliens within the weapon's **range** and line of sight (LOS).

   ∞ means the weapon has unlimited range. **Any weapons activated within the starting area have a range of 1.**

   Check LOS by drawing an imaginary line between the centers of the figures' spaces. If this line is not interrupted by any blocking element there is LOS. LOS is not blocked if it only skims a blocking corner, passing at an angle exactly through the intersection of 4 spaces where only 1 side is blocked. Alien and hero figures do *not* block LOS.

If an equipment card specifies that it can only attack aliens in straight lines, LOS can only be drawn through spaces that line up orthogonally or diagonally.

If multiple hits are rolled, you may assign them to a single figure or distribute them between multiple figures. For each hit dealt to a boss, remove 1 **health token** from its card.

If you miss the hit dice roll, remove the action dice from the weapon's regular slots to indicate they've been spent. If a weapon's hit removes more than 1 health for each hit dealt, the health removed cannot be distributed between multiple figures.

4. **Any alien whose health is reduced to 0 is killed**. 1 hit is enough to kill a swarm figure. Remove the killed figure from the map and place it back in the reserve. If a boss is killed, removed it from the game and return its card and figure to the box.

5. **Remove the action dice** from the weapon's regular slots to indicate they've been spent.

You may remove action dice allocated on a weapon's regular slots before it is activated. However, dice in **locking** slots cannot be removed during the action phase. A weapon that has a locked die on it may be re-activated by reallocating action dice to its regular slots.

ITEMS

To activate an item, you must allocate matching action dice to each of its action slots. These do not need to be allocated all at once. The item is only **ready** when all its dice slots are filled. At any point during the action phase, you may decide to activate any of your ready items to apply their effects.

Action dice may be removed from regular slots at any point, regardless of whether or not all such slots are filled. However, dice in **locking** slots cannot be removed during the action phase.

ATTACHMENTS

Each weapon can only have 1 attachment connected to its attack and 1 attachment connected to its range. A yellow and black striped **attachment restriction symbol** below an attack or range characteristic indicates that that characteristic cannot be enhanced at all.

Once connected, attachments may not be removed, changed, or discarded. If the weapon is given to another hero or discarded, the attachments go along with it. A weapon and its attachments are considered a single piece of equipment.

ALIEN TECH

Whenever a boss is killed, the hero that killed it may immediately draw 3 cards from the top of the **alien tech deck**, choose 1 to equip immediately, and discard the other 2.

Alternatively, you may set those 3 cards aside facedown, without looking at them, near your hero dashboard and wait until the end of the action phase to make your selection.

If at any point you need to draw an alien tech card and the deck does not have enough cards, reshuffle the discard pile to form a new alien tech deck.

OBJECTIVE TOKENS

A hero adjacent to an **objective token** may allocate matching dice to its action slots. When all slots are filled with action dice, that token is considered **ready**.

A completed objective is only resolved during the end of round phase, when the players get to retrieve their locked dice.

TIME'S UP

When the timer reaches 0, the timekeeper announces *"time's up!"*.

Heroes cannot roll any more action dice and any leftover unallocated results are immediately discarded without resolution, with the exception of unsolved ☠ which must be resolved now.

Then, **any ready equipment may be used once before moving to the alien activation phase.**

Heroes also resolve any search token on their dashboards and alien tech cards previously collected. Heroes within range 1 and with LOS of each other may give or exchange equipment cards.

4. ALIEN ACTIVATION PHASE

Resolve these 2 steps in order:

1. ALIEN ABILITY STEP

All aliens perform any available abilities listed on their stats/spawn cards. Players choose the order in which bosses or swarms will perform their abilities. Once a swarm type is chosen, all aliens of that type must perform their ability before another type.

Any alien ability or ongoing event effect that takes place at the beginning of the alien ability phase takes place before any other effects. Any alien ability or game effect that takes place at the end of the alien ability phase takes place after all other effects.

If there are multiple effects that take place at the same time, players choose the order in which they happen.

Whenever a hero suffers damage, move the **damage marker** to the right of their damage track by a number of slots equal to the amount of damage suffered. Whenever the hero heals damage, move the damage marker to the left accordingly.

If the damage marker crosses the yellow and black striped **damage threshold**, the hero **loses 1 action die** and places it in this slot. This locked die can only be recovered when the damage marker goes back across that damage threshold.

If a hero's damage marker would have to move beyond the rightmost space of their damage track, that hero is **killed** and the game immediately ends in defeat.

2. ALIEN MOVEMENT STEP

All swarm and boss figures on the map now move a number of spaces equal to their movement value.

Players may move the aliens in any order, but all figures must move their full movement value during each alien movement step. Figures move following the **alien path** on the map. If a space has multiple options, players choose which path to move the figure. When an alien enters an occupied space, the original occupant gets **pushed**.

If any alien figure moves into the starting area, the game is immediately over and the heroes are defeated.

5. END OF THE ROUND PHASE

Heroes perform the following steps in order:

1. **Check for victory or defeat.**

2. **Heroes retrieve any action dice** allocated to locking slots. When retrieving dice, also remove any completed event cards.

3. **Reset search tokens** in the search slots (flip them light side up).

WINNING OR LOSING THE GAME

The game ends in victory if the mission's objective has been successfully completed and all heroes have returned to the starting area.

The game ends in defeat if a hero dies, or an alien is in the starting area at the end of the action phase, or the 8th round has ended and the mission's objective has not been completed.

If any alien moves into the starting area during the alien spawning phase, it doesn't trigger the defeat. Those aliens stay there during the action phase, and if any of them are alive after it ends, the game ends in defeat. Aliens in the starting area cannot be moved.

If any additional alien moves into the starting area while there is already an alien there, the game ends in defeat.

MISSIONS

EXTERMINATION

OBJECTIVE: : Exterminate the nests by activating all extermination tokens.

SETUP: According to the number of players and the map, fill the listed objective slots with 1 random extermination token each. Return the remaining tokens to the box.

Players	Abandoned Lab	Crash Site
1-2	1, 4, 11	7, 9, 10
3	2, 4, 6, 11	2, 6, 9, 10
4	2, 4, 6, 9, 10	1, 3, 7, 9, 10
5	1, 3, 5, 7, 8, 11	1, 4, 7, 8, 9, 10
6	1, 4, 5, 7, 9, 10, 11	2, 3, 5, 9, 10, 11, 12

ACTIVATING TOKENS: Any hero adjacent to an extermination token may allocate dice to it. When all slots are filled, the token is ready. At the end of the round phase, remove from the map all ready extermination tokens.

CAPTURE

OBJECTIVE: All traps must successfully capture a swarm alien.

SETUP: According to the number of players and the map, fill the listed objective slots with 1 random capture token each. Then, place 2 trap tokens adjacent to each capture token. Return the remaining tokens to the box.

Players	Abandoned Lab	Crash Site
1-2	5, 11	6, 10
3	3, 7, 11	7, 10, 12
4	2, 5, 6, 11	1, 9, 10, 11
5	1, 3, 7, 9, 11	3, 6, 10, 11, 12
6	2, 5, 6, 7, 9, 11	1, 3, 7, 9, 10, 11

ACTIVATING TRAPS: Any hero adjacent to a capture token may allocate dice to it. When all slots are filled, the capture token is ready. At the end of the action phase, each ready capture token is activated and heroes must choose 1 trap adjacent to the tokens to close.

RESOLVING TRAPS: If a trap closes with a swarm alien figure on it, the capture is considered successful. Remove the trap token from the map and return the swarm to the reserve. If a trap closes without a swarm on it, the capture is considered unsuccessful and the trap remains on the map. Bosses are unaffected by traps.

MOVING AROUND: Spaces occupied by traps or capture tokens are not considered blocking spaces.

DEMOLITION

OBJECTIVE: All demolition tokens must be placed and activated in the specific objective slots.

SETUP: Each hero takes one 3🔧 and one 4🔧 demolition token as part of their inventory. According to the number of players and the map, fill the listed objective slots with 1 target token each. Return the remaining tokens to the box

Players	Abandoned Lab	Crash Site
1-2	1, 3, 7, 11	6, 7, 9, 10
3	1, 3, 4, 6, 7, 11	5, 7, 9-12
4	1-4, 6, 7, 11, 12	2, 4-7, 9, 10, 12
5	1, 2, 4-7, 9-12	1-3, 5-10, 12
6	1-12 (all)	1-12 (all)

ACTIVATING TOKENS: Each demolition token can only be filled by the hero carrying it. Heroes may exchange demolition tokens as any equipment. When all slots are filled, the token is ready.

Any hero adjacent to an objective slot with a target token on it may replace it with a ready demolition token and discard the target token. Once placed, a demolition token may not be moved.

RECON

OBJECTIVE: Place each recon token on a different objective slot.

SETUP: Randomly place in the starting area 1 faceup recon token per hero. Then, according to the number of players and the map, fill the listed objective slots with 1 target token each. Return the remaining tokens to the box.

Players	Abandoned Lab	Crash Site
1-2	6, 11	4, 7
3	4, 7, 11	1, 7, 10
4	2, 7, 11, 12	1, 6, 9, 10
5	1, 5, 7, 9, 11	1, 4, 7, 9, 11
6	2, 4, 6, 9, 11, 12	2, 7-11

MOVING A RECON TOKEN: Any hero adjacent to a recon token may allocate dice to it. For each die you allocate, move the token to an adjacent space in LOS.

MOVING AROUND: Aliens and heroes can move normally through spaces with recon tokens. However, a recon token cannot be moved if any figure occupies its current or destination space.

PLACING A RECON TOKEN: Recon tokens that are adjacent to target tokens can replace them. In order to do this, heroes must allocate 1 die to the recon token when adjacent to it. A recon token on an objective slot cannot be moved anymore.

EXPLORATION

OBJECTIVE: Reveal all exploration tokens.

SETUP: According to the number of players and the map, fill the listed objective slots with 1 random exploration token each. Return the remaining tokens to the box.

Players	Abandoned Lab	Crash Site
1-2	4, 7, 10, 12	1, 8, 10, 11
3	1, 3, 4, 7, 10, 12	2, 3, 5, 7, 9, 11
4	3-5, 7-9, 11, 12	1, 3, 5, 7-9, 11, 12
5	1, 3-5, 7-12	1, 4-12
6	1-12 (all)	1-12 (all)

CHECKING AN EXPLORATION TOKEN: Any hero adjacent to an exploration token may spend 1🔍 to read the backside of the token without triggering its effect. The token is then replaced facedown until it is revealed.

REVEALING AN EXPLORATION TOKEN: A hero adjacent to an exploration token may spend 1👆 to reveal it, activating its effect. After the effect is resolved, remove the exploration token from the map.

POSSIBLE EXPLORATION EFFECTS:

1x Boss Alarm
Reveal 1 extra boss card during the next Alien Spawning phase.

1x Battle Scent
All Aliens move 1 extra space during the next Alien Activation phase.

1x Swarm Alarm
Reveal 1 extra swarm spawn card during the next Alien Spawning phase.

3x Debris
No effect.

3x Alien Relic
Keep the token faceup and spend 🔫🔫🔫 to remove it from the map.

1x Lucky Debris
Draw 1 search card.

2x Disband Alarm
Reveal 1 less boss card during the next Alien Spawning phase.