Project: ELITE Errata/FAQ version 1.0

RULEBOOK ERRATA

Core box rules

The following changes have been made in the Project: ELITE Rulebook.

HEROES SUFFERING DAMAGE (PAGE 21)

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 ends immediately in Defeat.

Example (page 21): There are 4 Biters, 3 Shooters, and the Searsting Boss currently on the Map. The Heroes decide the Biters will perform their Abilities first. Only Gilgamesh is in range of 1 Biter. The Hit die result is 3 and no Damage is dealt. The Heroes then decide that the Searsting will perform its Ability next. Gherid is within Range 2 of the Boss and suffers 1 Damage, moving his Damage marker 1 space to the right. Finally, the Shooters perform their Ability. Akosha and Gilgamesh are within Range 3 of 2 Shooters. 2 Hit dice are rolled for each Hero. Gilgamesh suffers 1 Damage and Akosha suffers 2 Damage. Her Damage marker moves 2 spaces to the right. Gherid is also within Range 3 of 2 Shooters. The Hit dice are rolled, and the results are 5 and 1. Gherid suffers 1 Damage, once again moving his Damage marker 1 space to the right, crossing a Damage Threshold, causing him to lose 1 Action die.

Deathmaw Valley rules

The following changes have been made in the Deathmaw Valley Rulebook.

Example (page 8): After Deathmaw moved, it attacks. Gherid and Akosha are within range 1 and in the Side Attack's directions, so 1 Hit die is rolled for each Hero. The result is 4 for Gherid, so he suffers 4 Damage. Akosha is luckier and the result rolled is 1, so no Damage is suffered.

OUT OF THE WORM (PAGE 10)

Beware! The Mission is lost if any Alien, with the exception of the Deathmaw, passes over the Beacon's line, or if any Hero is killed.

THE GREAT HUNT (PAGE 11)

Deathmaw leaving the Map. If the Deathmaw's Head passes the Beacon's line, the game ends immediately. It ends in Victory if the figure has no Body Segments, or in Defeat, if Deathmaw has any Body Segments.

DESTROYING THE LAIR (PAGE 14)

Deathmaw leaving the Burrow. If the Deathmaw's Head passes the Map's edge, remove the Deathmaw's figure from the Map without resolving its attack. During the next Boss Spawning Phase, Spawn the Deathmaw.

Invader Crossover rules

PROJECT: ELITE - GAME COMPONENTS

Equipment Rules clarification: Rules that are applied to "Bots" are also applied to "Machine" cards.

GENERAL FAQ

Action slots

Q: How do the Action Slots work in a combination of Regular and Locking slots in Weapons or Items?

A: During the first activation of that card, you need to allocate two Action dice. However, in future activations, the Action die on the Locked slot is kept on the card and the Weapon can be activated as if it had only the Regular Slot.

Q: How do the Action Slots work in a combination of two Locking slots in Weapons or Items?

A: You need to allocate two Action dice that will remain in the slots until the End of the Round, meaning that the Weapon only be used once during the roud.

Q: Do you have to retrieve dice from Regular slots at the End of the Round?

A: Yes, you must retrieve dice from all slots. Remember that you can still use any unused ready equipment once after the time of the Action Phase is over.

Q: When you have to lock an Action die because your Damage marker crossed a threshold, can you choose to use a die that was already in a Locked slot?

A: Yes, you can choose any of your dice, even if it already was in a Locked slot.

Note that **completed Events** or **Objectives** that have dice removed from them for this purpose will remain completed. This means that, since they were already completed, Events won't affect the game and Objectives are still considered ready. However, if you remove a die from an incomplete Event or Objective, then that slot will need to have a new die allocated to it in order to be completed.

Search cards, Items, and Weapons that have dice removed from them cannot be used again during the same Action Phase. Flip the card if you need a reminder that the card was already used until the next Action Phase.

Using Search cards

Q: If I miss the Hit dice roll when shooting a Weapon, do I have to reroll the Action dice?

A: Yes, if you miss the Hit dice roll, you have to reroll the Action dice to activate the Weapon again.

Q: When I perform a Search action, why are there two options to use the Search token?

A: Players can use the Search token to draw and select cards right away during the Action Phase, but this will consume time. The second option is to keep the Search token near the player until the end of the Action Phase, and only then draw cards from the Search deck after time is up.

Q: Do I have to equip the Attachment card as soon as I receive it?

A: You can keep it to the side and attach it to a Weapon at any time later in the game.

Hit and Damage

Q: How can I recover Health?

A: There are Items and some Heroes' abilities that can recover Health.

Q: Can a Hit that removes more than 1 Health remove it from different figures?

A: No, when a single Hit removes more than 1 Health, they all must be removed from the same figure. However, multiple Hits can be distributed amongst different figures.

Q: How do you count Range?

A: A Weapon's Range value indicates the number of Spaces within LOS that need to be counted, orthogonally or diagonally, from the attacking figure's space to the targeted one.

Expansions FAQ

Terran Box - Aliens

Q: Do I need to shuffle the Plagueling's Boss Spawn card in the Boss Spawn deck?

A: No, the card is not shuffled into the Boss Spawn deck of cards, instead, keep it on the side of the deck. This card is used as a reference during the Alien Phase if the Matriarch is in the game. You cannot use the Matriarch without the Plaguelings, or the Plaguelings without the Matriarch.

Terran Box - Heroes

Q: How does Angela's Acrobat ability works when she jumps?

A: Angela must jump in a straight orthogonal ou diagonal direction. She cannot change the direction in the middle of the jump. The space she lands in must be unocuppied.

Alienship Rescue - Fliers

Q: Do Fliers use their Fly ability during the Alien Spawning or the Action Phases, or only during the Alien Phase?

A: The Fliers' Ability is used during the Alien Spawning, Action, and Alien Phases. They will never push other Aliens, but will jump them instead.

Deathmaw Valley - Traps

Q: Can the Traps already on the board be rebuilt or redeployed in a different space?

A: No. The Traps are limited by the available figures outside of the board. You cannot build a new Trap if there are no figures available, nor move a Trap that is currently on the board from its space.

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Deathmaw Valley - Missions

Q: For the Missions that use Crates, can the Crates be destroyed by Aliens?

A: No, the Crates should be considered as a regular Space for the Aliens and they are not destroyed by their figures

Q: For the Mission "Rescue in the Valley", is the Crashed Ship considered as a Space for Aliens as well?

A: The Crashed Ship is considered as a single Space for Aliens.

Q: For the Mission "Down Below", how and when should the Deathmaw be used?

A: Deathmaw is not used in this Mission.

Deathmaw Valley - Event cards

Q: When is the event card "Common Imminent Threat" applied?

A: The Event card is applied during all the game Phases until it is removed from the top of the Event deck of cards.

Zombicide Invader Crossover

Q: How do the Tanks ability work in Project: ELITE?

A: At any time during the game, if Aliens need to move but cannot be moved on the Map because of Tanks' ability: "Tanks cannot be Pushed", the Tank figure is removed from the Map to allow Alien movement as usual.

Q: How does Solomon's Ability work?

A: Solomon's Guardian ability allows the Hero's figure to swap places with any adjacent Hero that would suffer Damage. That way, none of the 2 Heroes suffers any Damage. After that, remove 3 Health tokens from up to 3 Aliens adjacent to Solomon's figure.