



PROJECT: ELITE ADRENALINE

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Wave after wave, new aliens are attacking Earth, targeting new locations and deploying deadly units.

The Project: Elite team keeps up the defense but each mission is more and more difficult. The stakes are high, the enemies are increasing and the adrenaline keeps rising.

1. COMPONENTS

20 Guardian Soldier miniatures
20 Eruptor Soldier miniatures
1 Sandra Character miniature
1 Vicky Character miniature
1 KS-20161 Character miniature
8 Trap tokens

1 2-sided Game Board
20 Soldier Alien cards
3 Character cards
36 Setup cards
18 1-Life tokens
3 Spawning tokens

6 Acid tokens
6 Event tokens
4 Slime tokens
4 Alien Tech tokens
6 Boss tokens
1 Unlock Die Token
1 Rulebook

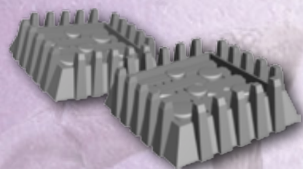


2. OBJECTIVES

2.1 Capture Objective



Capture Tiles



Trap Tokens

Objective: Players must capture Alien **Soldiers** by activating Capture tiles to close Traps with Alien Soldiers on them and then return to the Starting Area within 8 Rounds.

Setup: Place 1 Capture tile per player on the Game Board as indicated by the chosen Capture Setup card (based on the number of players). Then, choose 2 spaces adjacent to each Capture tile and place a Trap token on them. Players choose which exact spaces each trap will be placed on.

In the Capture Objective, players must activate the Capture tiles on the Game Board. To do so, one or more Characters must be within range 1 of a Capture tile and fill all of its Action slots with rolled Fix symbols before the end of the Action Phase.

Once the Action Phase ends, all Capture tiles with all of their Action slots filled are activated and players choose **one** adjacent Trap to close.

- If a Trap that closes has an Alien **Soldier** on it, the capture is **successful**. Both the Trap and the Alien **Soldier** are removed from the Game Board. The last player to contribute a Fix symbol on an activated Capture tile is always considered to be the one filling the Casualty action slot and so, he must lose one of his Action Dice. He may also draw one Alien Tech card at the end of the Round.
- If a Trap closes without any Alien **Soldier** on it (even if another Alien type is on it), the capture is considered unsuccessful and all dice are returned to their owners. When the capture is unsuccessful, the last player who contributed a die on the Capture tile does not lose an Action die from the Casualty Action slot.

If the Action Phase ends and a tile has not been completely filled with Fix symbols, any dice on it are returned to their owners.

After all Traps have been successfully activated (by capturing Alien **Soldiers**) all Characters must return to the Map's Starting Area before the end of the 8th Round, for the Objective to be completed.

2.2 Bonus Objective



Bonus Objective Tiles

Adrenaline also includes some bonus Objective tiles for you to make your own Objectives or to add variety to existing objectives by adding the requirement of Move symbols.

The Bonus Objective tiles will also be used as components for online content that will be released later.

3. MAPS & TERRAIN

The shaded **light blue** areas on the Maps below count as Terrain.

- ▶ Characters and Aliens may not enter or move through Terrain.
- ▶ Characters and Aliens may not shoot through Terrain.
- ▶ Terrain blocks line of sight (LoS).

Shallow Rivers



Infested Ruins

3.1 Shooting over water

Some parts of Terrain on the Shallow River Map are covered with water.

Special Rule: Characters may shoot over Terrain containing water. For measuring range, player should treat such Terrain, as if it contained regular-sized spaces.

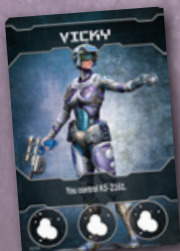
4. CARD CLARIFICATIONS



Guardians: It can be wounded only if shot from range 1. However, Items that wound Aliens without a range characteristic may still wound Guardians from a range greater than 1.



Sandra: You may use the Unlock Die token provided as a reminder for Sandra's ability during each Round.



Vicky: The player who controls Vicky must also control KS-2161. Both Vicky and KS-2161 have their own separate inventory and should be treated as individual Characters in every aspect. The player may use his Action Dice to perform actions with either Character throughout the game.



KS-2161: It may not be chosen as a stand-alone Character. It is controlled by the player who controls Vicky.

KS-2161 does not have to return to the Starting Area for an Objective to be completed.

5. COMPATIBILITY

Adrenaline is fully compatible with Project: ELITE. Aliens, Characters, Objectives and Setups can be mixed with the base game. Inside this expansion you will find Setup cards that allow you to use the Project: ELITE Objectives on the new Adrenaline's Maps as well as the new Objective on Project: ELITE Maps.

6. CREDITS

Designers **Konstantinos Kokkinis**

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*Miniatures produced by Drawlab Entertainment
featuring skulpts by Antonis Papantoniou.*

Note: Project: ELITE is a product of fiction. Any relation to actual names or characters is purely coincidental.

Should you have any comments or questions, please contact us at support@artipiagames.com or info@drawlab.com.

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