

PROJEKT X RULES

In the shadowy depths of Castle Wewelsburg lurks the fearsome Projekt X. Part man, part machine, Projekt X is the most terrifying creation in the Vrilmesters' arsenal. He is the enemy's most powerful weapon. He is also your next target.

COMPONENTS

- 1x Rule sheet
- 1x Mission sheet
- 7x Unit cards
- 4x Raid cards
- 1x Mission-specific faction cards
- 1x Projekt X miniature
- 1x Defence marker
- 8x Rubble/area divider overlay
- 1 Map tile: X1a Projekt X lab, X1b Elevator room

SPECIAL RULES

Projekt X is far larger and more complex than most units. Reflecting this, a number of unique rules apply to him during the *Action Stations!* and *Kill the Intruders!* phases. This unit obeys the normal rules during the *Raise the Alarm!* phase.

Projekt X always faces in one of the cardinal directions: north, south, east, or west. He will never face or move diagonally.

Action stations!

During the *Action Stations!* phase, Projekt X behaves as follows:

- If Projekt X has not been wounded this round, he will use his movement to turn and face the Hero whose turn has just ended. If he is already facing that Hero, he will move towards them.
- If Projekt X has been wounded this round, he will use his movement to turn and face the last Hero to wound him, rather than the last Hero to have had a turn. If he is already facing the last Hero to wound him, he will move towards them.

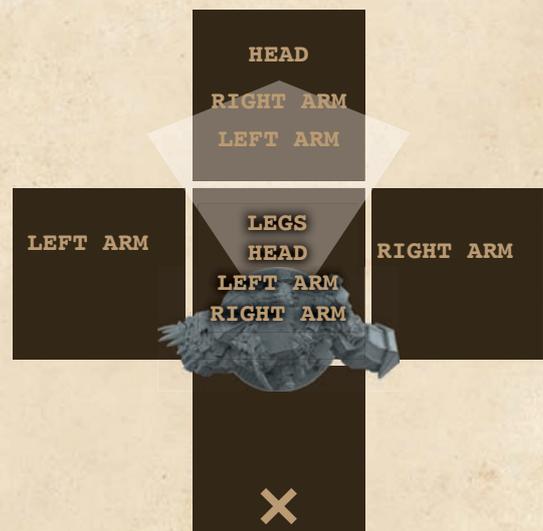
Doors and walls are no match for Projekt X. For this reason, during the *Action Stations!* phase (only), he behaves as if

he can draw a line of sight to Heroes through doors and walls. When he moves, he charges straight through any such obstacles between him and his target. Remove any locks, open any doors, and place a **Rubble** overlay on any walls through which Projekt X moves. A **Rubble** overlay is treated like an open door.

Kill the Intruders!

During the *Kill the Intruders!* phase, Projekt X attacks with each of his intact active body parts (see Wounding Projekt X, below). These attacks are resolved in the following order:

- 1) Head
- 2) Left arm
- 3) Right arm
- 4) Legs



Each of Projekt X's attacks is restricted to a specific arc, depending on which body part is attacking (see diagram above). For example, when Projekt X attacks with his right arm, he can only target Heroes located in the same area or in the area to his front or his right. Projekt X cannot attack an area located behind him.

When Projekt X makes a melee attack, he will seek to target the area with the most Heroes in it.

How to wound Projekt X

Projekt X is an extremely powerful enemy. While theoretically possible, trying to destroy him in a single Hero turn should not be your go-to tactic! Instead, we recommend smashing individual subsystems to weaken him before attempting a killing blow. Unfortunately, damaging him in this way drives him into a frenzy and makes his attacks even more ferocious!

Projekt X's torso has four active body parts: his head, right arm, left arm and legs.



Each active body part forms a separate target for the Heroes to attack. Additionally, attacks that target all units in an area (such as grenade attacks) only target a single active body part on Projekt X. The attacking player must announce which body part is being targeted when such an attack is declared.

Projekt X is destroyed once his head has suffered two wounds. Heroes cannot spend heroism points to make attack tests targeting Projekt X's head automatically succeed. His head has a variable defence value that is reduced by destroying his other body parts.

When one of Projekt X's active body parts is wounded for the first time, flip its card over to reveal the wounded side. This side has different combat values.



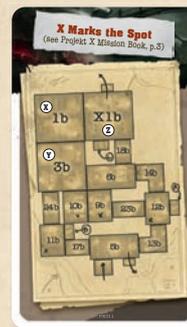
Wounding that body part again destroys it: move the **Defence** token on Projekt X's head down one level. This is how you can weaken his head in order to destroy it and put an end to Projekt X!



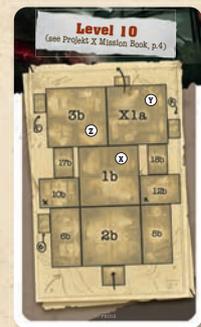
At the start of the game, place the **Defence** marker on the "Defence 40" space. Whenever one of Projekt X's body parts is destroyed, move the marker down one space, decreasing his head's defence score. When his head is wounded for the first time, flip its card and put the **Defence** marker back on the same space.

USING PROJEKT X

When you use Projekt X in a RAID, after selecting his **Faction** card, select one of the following two maps:



X Marks the Spot



Level 10

Then select one of the following two objectives:



Assassination



Projekt Management

If you want to use Projekt X during the campaign, include the mission *Projekt X: X-Treme Situation* immediately after mission 5: *The Cornered Wolff*.

Be warned, this mission is not for the faint of heart!