

Rule Book

(On-line)

CONTRACT ASSASSIN



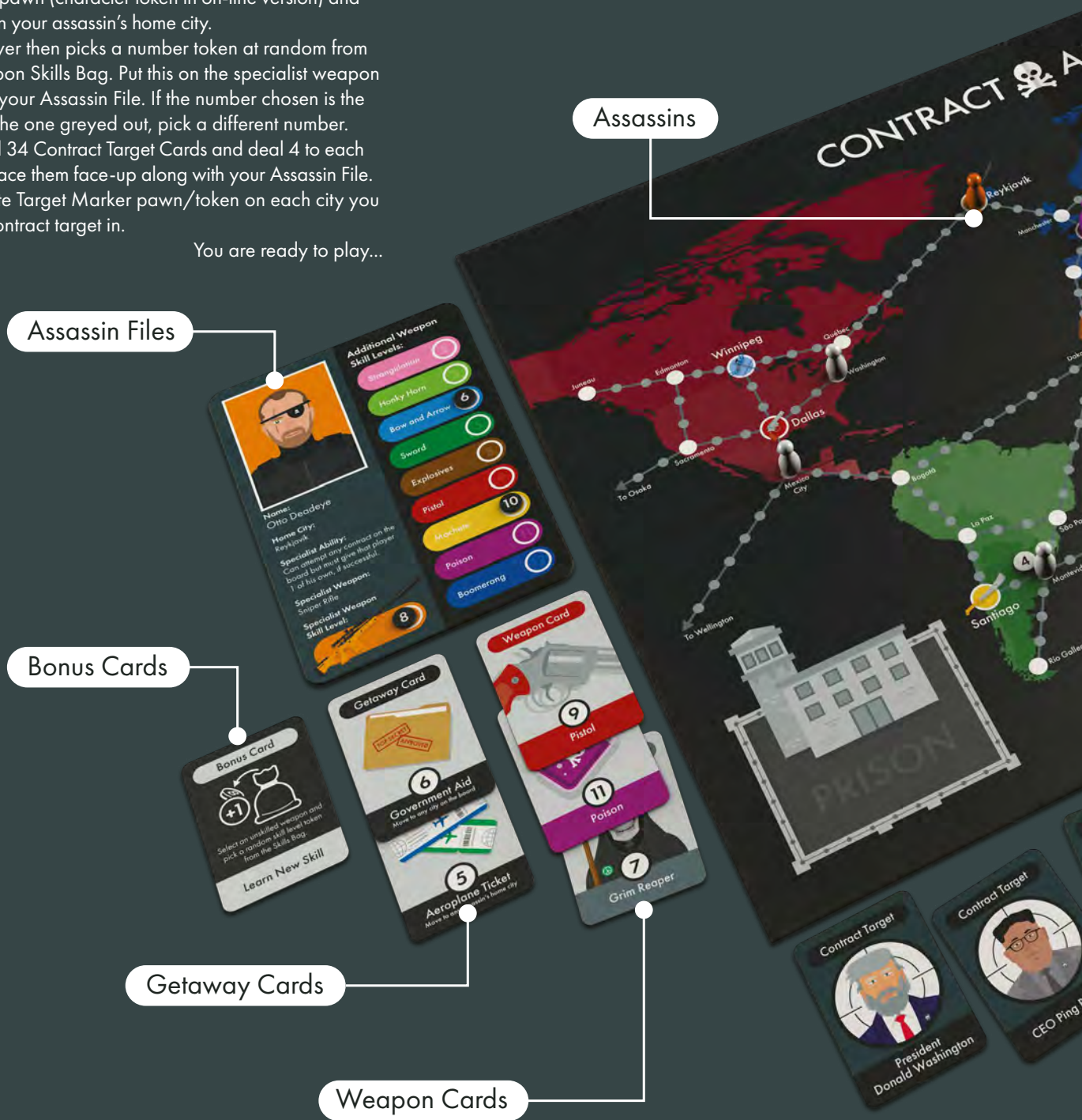
kaboomslang™

To win, assassinate all 4 of your contract targets.

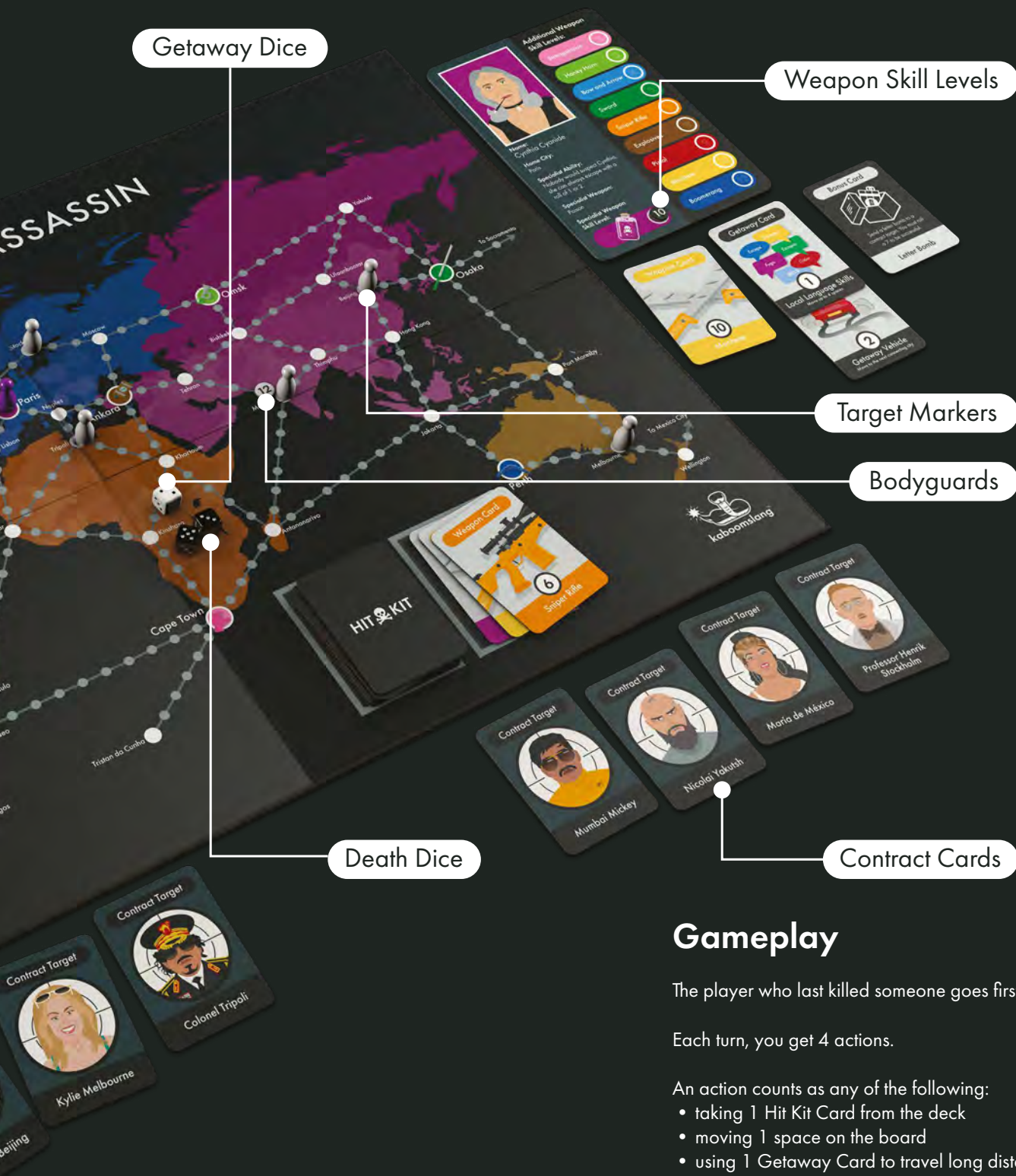
Game setup

- Shuffle all 88 Hit Kit Cards and place them in a face-down pile on the board.
- 40 Weapon Skill Tokens are in the black Weapon Skills Bag and all 20 Bodyguard Tokens are in the white Bodyguard Bag.
- Shuffle the Assassin Files.
- Each player chooses an Assassin File at random. This is your character for the game – pick up the matching coloured pawn (character token in on-line version) and place it on your assassin's home city.
- Each player then picks a number token at random from the Weapon Skills Bag. Put this on the specialist weapon space of your Assassin File. If the number chosen is the same as the one greyed out, pick a different number.
- Shuffle all 34 Contract Target Cards and deal 4 to each player. Place them face-up along with your Assassin File.
- Put a white Target Marker pawn/token on each city you have a contract target in.

You are ready to play...



Don't feel guilty, they deserve to die!



Gameplay

The player who last killed someone goes first.

Each turn, you get 4 actions.

An action counts as any of the following:

- taking 1 Hit Kit Card from the deck
- moving 1 space on the board
- using 1 Getaway Card to travel long distances around the board
- attempting an assassination
- attempting an escape
- learning a weapon skill while in an assassin's home city

Your aim is to travel to each of your target's cities and successfully assassinate them.

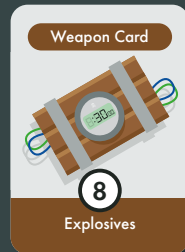
The Hit Kit

The Hit Kit contains 4x11 Weapon Cards, 4x6 Getaway Cards and 20 Bonus Cards. Once taken from the deck, keep them organised in your area/hand. You do not need to keep the cards hidden from your opponents. After you play a Hit Kit Card, put it in the discard pile.



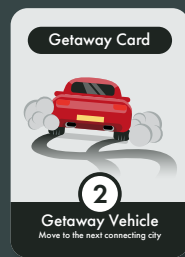
Weapon Cards

Weapon Cards are used to eliminate your targets. There are 11 types of Weapon Cards, each with a different number. Collect these to bring with you to an assassination attempt.



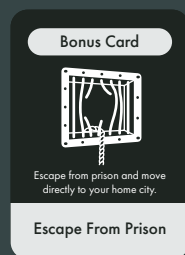
Getaway Cards

Getaway Cards are used for escaping after an assassination and for travelling around the board. There are six types of Getaway Cards, each with a different number and method of escape. Collect these to bring with you to an escape attempt.



Bonus Cards

Bonus Cards do not count as actions and can be played at any time on your turn. They do not have to be played on the turn you take them from the deck. You may only play one Bonus Card per turn.



If there are no Hit Kit Cards remaining to take, reshuffle the discard pile to use as your new Hit Kit.

There is no limit to how many Hit Kit Cards you can hold, however, in the unlikely event there are no remaining cards to collect, take new cards from the player hoarding the most. This player will have to shuffle all of their Hit Kit Cards and keep them hidden while this happens.

Moving your assassin

One action lets you move one space on the board, or use a Getaway Card to travel further.



Your aim is to travel to the same city as each of your targets to be able to kill them.

You do not have to roll the Getaway Dice to play a Getaway Card for travel purposes.

Attempting an Assassination

A successful assassination is decided by the Death Dice.

You can bring up to 5 Weapon Cards with you to an assassination. The more you take, the higher the probability of eliminating your target.

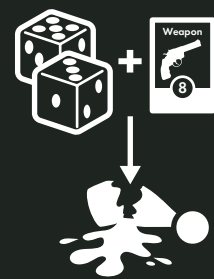


To attempt an assassination, first choose the Weapon Cards you wish to play from your hand. To improve your chances, they should all be different. Place them on the table.



Roll both of the Death Dice.

The number you roll is the number that will let you assassinate your target. If you have this number on any of your chosen Weapon Cards or any of their weapon skills – see *Learning Weapon Skills* – you fulfilled your contract! Turn over the matching Contract Target Card and remove its Target Marker from the board.

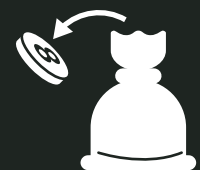


If the number rolled does not match any of the weapons you brought or any of their associated skills, you failed the assassination and must add a bodyguard to the target.

Bodyguards

A bodyguard limits which numbers can take out certain targets.

By failing an assassination, a bodyguard is added to that specific target. Choose a number at random from the Bodyguard Bag and place it next to the target marker on the board.



This target is now protected from being eliminated by this number if rolled with the Death Dice.



You can attempt to assassinate the same target as many times as you like, however each time you fail, a different numbered bodyguard must be added.



After an assassination attempt, discard all the Weapon Cards you brought, regardless of what number you rolled.

You now must either attempt an escape or go into hiding.

Attempting an Escape

A successful escape is decided by the Getaway Dice.

You can bring up to 4 Getaway Cards with you to an escape attempt.

To attempt an escape, roll the single Getaway Dice.

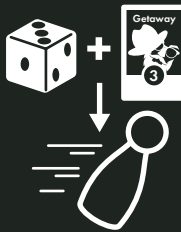
If you have this number on any of your chosen Getaway Cards, you escape from the city you are in using that card's escape method.

See the specific Getaway Card for escape method details.

If you did not bring the matching Getaway Card with you, you must go to prison. Move your assassin's pawn/token to the prison yard.

After an escape attempt, discard all the Getaway Cards you brought, regardless of what number you rolled.

You do not have to attempt an escape after your final successful assassination of the game.



Prison

You miss two turns while in prison. You have no actions during this time, unless you own an Escape From Prison card. Play this during either of your missed turns to return to your home city early.

Once you have served your time, return to your home city.

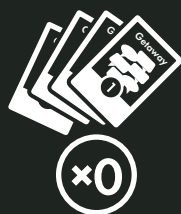


Hiding

If you do not have enough Getaway Cards or actions remaining to attempt an escape, you must go into hiding. You can also choose to go straight into hiding instead of attempting an escape, if you so wish.

You miss three turns while in hiding. You have no actions during this time.

Stay where you attempted your assassination and resume playing from this city when you come out of hiding.



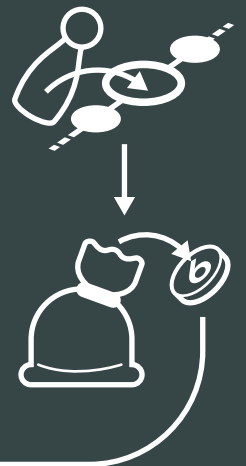
Learning Weapon Skills

You can increase your chances of a successful assassination by learning weapon skills.



Each weapon hails from a particular assassin's home city on the map. By travelling to these cities, you can use an action to gain a skill in that weapon.

To learn a new skill, pick a number token from the Weapon Skills Bag at random and place it on the corresponding space of your Assassin File. If the number chosen is the same as the one greyed out, pick a different number.



Now, if you bring this skilled weapon with you to an assassination attempt, both the weapon number and the skill number will give you a winning roll.

You do not need to own the matching Weapon Card to learn a weapon skill. You can't relearn a weapon skill by returning to that city, either.

All assassins start the game with their own specialist weapon skill, chosen when setting up the game. You do not need to learn this skill from your own home city.

It is important to note that multiple weapons can share a skill number. When attempting an assassination, it is more efficient to avoid as many skill and weapon number duplicates as possible within your 5 card limit.



The Grim Reaper

You cannot be skilled in weapon number 7, The Grim Reaper.



Special Abilities

Each assassin has their own special ability to aid them throughout the game. This can be found on your Assassin File.

Precious Hanns

No matter which Weapon Cards you bring, you will always succeed at an assassination with a roll of 2. However, you must still use a strangulation Weapon Card to use its specialist weapon skill.



Šimon Semtex

You get a second escape attempt if you fail the first time.



Klaus the Clown

You can take up to 6 Weapon Cards to an assassination attempt.



Winchester Smith III

You get a total of 5 actions per turn.



Archie 'Beau' Fletcher

As part of your assassination attempt, move any one bodyguard on your current target to another assassin's target instead. This does not cost an additional action.



'Sugar' Kane Machete

After an assassination or escape attempt, you may keep one Hit Kit Card instead of discarding it. You can choose to either keep one Weapon Card or one Getaway Card from your turn, but not both.



Ninja Sue

After a successful escape, move to any assassin's home city on the board, regardless of what number you rolled or what Getaway Cards you have.



Cynthia Cyanide

No matter which Getaway Cards you bring, you will always succeed at an escape with a roll of 1 or 2. You also escape using this number's getaway method.



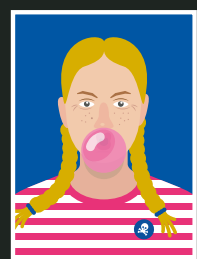
Otto Deadeye

You can assassinate any target on the board to get your total of 4. If you are successful at another assassin's target, take their contract target card and give them one of your own as a replacement.



Lily 'Boo' Meringue

You get a second assassination attempt if you fail the first time.



Travel the globe as a professional assassin, in a race to complete contracts and escape capture before your rivals. Pick up new weapon skills along the way, perfecting your craft on a journey to become the perfect killing machine and the ultimate Contract Assassin.



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