



# ASSASSIN NATION

- INSTRUCTIONS -

# ASSASSIN NATION

**Assassin Nation is a strategic card game where players assume the role of international assassins. Each round, players draw Contract Cards along with Weapon and Modifier Cards. Each Contract has an objective, which can raise or lower the value of a successful assassination depending on the Weapon used in the hit. Players race to see who can earn the most money by effectively eliminating targets and sabotaging the efforts of their fellow assassins.**

## COMPONENTS

### TARGET HEX TILES x18

There are 18 different Targets ranging in value from \$3,000 to \$10,000. Each Target also features an MSR (Mission Success Rate) bonus or negative. Lower valued Targets are easier to eliminate while higher valued Targets are more difficult to assassinate.



MSR adjustment

Target Name

Target Portrait

Base Value

### SPECIALIST CARDS x6

Each player is randomly assigned one of six Specialist Cards. When a player attempts to assassinate a target using their specialty weapon, they roll two dice for the attempt instead of one and keep the higher result.



# COMPONENTS

## CONTRACT CARDS x40

Each Contract card feature objectives which tie directly to the ideal circumstances for assassinating a Target. Players can earn extra Cash by fulfilling these objectives when they play a Weapon that matches a Contract's Positive Attribute icons. Although, when a player plays a Weapon that contradicts those objectives, the Contract becomes less valuable.

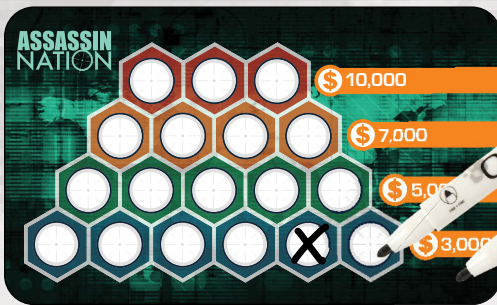


Objective

Positive Attributes

Negative Attributes

**EXAMPLE:** Player 1 plays a Contract Card with the Objective, "Public Execution," along with the Pistol Weapon Card. Since the Contract Card shows the Attributes **Loud** and **Gunshot** as positive value modifiers (the two Attributes of a Pistol), the Contract is now worth an additional \$2,000.



**DRY-ERASE  
MARKERS x6**

## LAMINATED TARGETING MAP x6

Each player is given a laminated Targeting Map index card. During the *Assassination Phase*, players will secretly indicate with a dry-erase marker which Target they are attempting to eliminate by drawing an "X" in the hexagon space corresponding with the available Target in the Target pyramid. See *Setup* (page 6).

# COMPONENTS

## ASSASSIN CARDS

There are two types of Assassin Cards: **Weapons** and **Modifiers**.



## WEAPON CARDS x60

There are 9 different Weapon Cards found in the Assassin deck. Each Weapon card features two attributes – whether the weapon is *Loud* or *Silent* and the *Cause of Death* (i.e. *Gunshot*, *Asphyxiation*, etc.)

### WEAPON ATTRIBUTES



**MSR (MISSION SUCCESS RATE)** When a player attempts an assassination, they must roll a six-sided die within the range of a Weapon's MSR for it to be successful (including any Modifiers and a Target's MSR Adjustment). MSRs that are modified to have a range of 6-1 or more, succeed automatically; while MSRs that are 7 or above, fail automatically.

**EXAMPLE:** A Pistol has a MSR of 6-3, and the Target the player is attempting to assassinate has an MSR adjustment of 0. A player must roll 3 or above for their assassination to succeed. A roll of 1 or 2 counts as a failure.

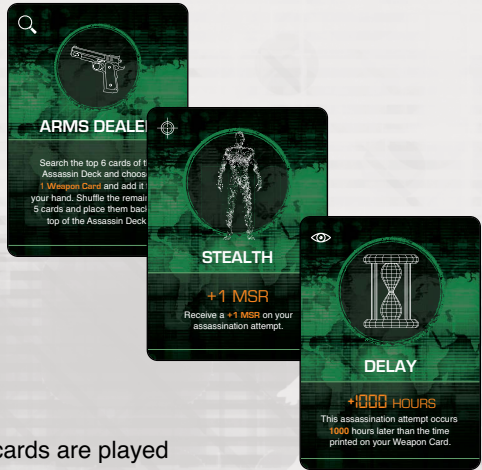
**TIME OF DEATH** The time printed on a Weapon Card indicates the time of day an assassination attempt takes place. In the case of two or more players going after the same Target, the player with the earliest time goes first. In the case of a tie, each player rolls a die – the higher value goes first.

# COMPONENTS

## MODIFIER CARDS x50

Modifier Cards have a wide range of abilities such as increasing/ decreasing the MSR and Time of an assassination attempt, drawing additional cards or sabotaging the efforts of your rival assassins.

Each Modifier card has an icon in the upper left-hand corner, which indicates the phase the card can be played (*Intel*, *Assassination* and *Reveal*).



**Intel Cards:** These cards are played face-up during the *Intel Phase*.



**Assassination Cards:** These cards (which include Weapons) are played face-down during the *Assassination Phase*.



**Reveal Cards:** These cards are played face-up during the *Reveal Phase*.

## TOP SECRET HIT LIST CARDS x20

At the beginning of the game, each player is given one Top Secret Hit List card. Players can look at this card, but should keep it secret from the other players. Each Hit List card features 6 Targets. At the end of the game, if a player has successfully eliminated any of the Targets on their Hit List, they will earn bonus Cash towards their end total as shown on the card.



## CASH AND DEBT TOKENS x90

Cash Tokens (Green) are worth \$1,000, while Debt Tokens (Red) are -\$1,000.



## DICE x6



## FIRST PLAYER TOKEN

After each full round (*Intel*, *Assassination*, and *Reveal Phase*), the First Player Token passes clockwise to the next player.

# SETUP



Arrange the 18 Target Hex Tiles in a pyramid, ascending in value. The bottom row features the six \$3,000 value Targets, followed by the five \$5,000 Targets, then the \$7,000 and lastly the three \$10,000 value Targets at the top.

**AVAILABLE TARGETS** In the first round of the game, players may only attempt to assassinate the Targets in the lowest level of the pyramid. Once a Target is eliminated, their Hex Tile is removed from the pyramid. A Target is considered available once the bottom two edges of their tile are exposed (*see below*).



# CARD MANAGEMENT

**YOUR HAND** Players begin the game with 5 Assassin Cards and 2 Contract Cards. Players can have a maximum of 6 Assassin Cards and 2 Contract Cards in their hand at any given time. If you acquire cards that exceed your hand limit, you must immediately choose cards to discard until you have only 6 Assassin Cards and 2 Contract Cards. After each full round (*Intel, Assassination and Reveal Phases*), players can choose to discard any number and combination of Contract and Assassin Cards from their hand and draw back up to 5 Assassin Cards and 2 Contract Cards. Players can choose to not discard any cards from their hand and simply draw cards back up 5 Assassin Cards and 2 Contract Cards.

**DISCARDS** Keep discards for each deck; 1 discard pile for Assassin Cards and 1 discard pile for Contract Cards. When a deck runs out, reshuffle its discards.

# STARTING THE GAME

Each player draws 2 Contract Cards and 5 Assassin Cards at the start of the game along with 2 Cash Tokens. Give each player 1 laminated Targeting Map index card and a dry-erase marker. Each player is randomly assigned one Specialist card which they display face-up in front of them, and one Top Secret Hit List Card. Have each player roll a die, the player who rolls the highest will be assigned the Player One Token. After each full round (*Intel, Assassination, and Reveal Phase*), the Player One Token will pass clockwise to the next player.



# PLAYING THE GAME

Each round consists of three phases (*Intel*, *Assassination* and *Reveal*.)

## INTEL PHASE

### 1) SETUP THE BLACK MARKET

At the beginning of each *Intel Phase*, draw cards face-up from the Assassin deck equal to the number of players +1. (example: In a four player game, You would draw 5 Assassin Cards face-up)




### 2) CHOOSE AN ASSASSIN CARD FROM THE BLACK MARKET

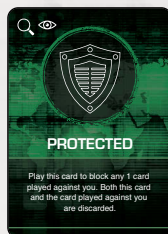
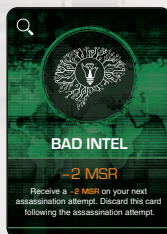
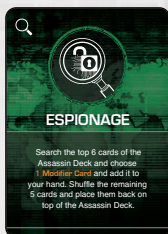
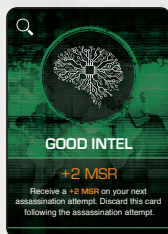
Starting with the player with the Player One Token, choose to take 1 card from Black Market, or choose to draw 1 card “blindly” from the top of the Assassin deck. After the first player has chosen their card, continue with the next player clockwise until all players have chosen a card. Discard the remaining cards in the Black Market.

### 3) PURCHASE EQUIPMENT / CONTRACTS

Players may choose to spend one or more Cash Token(s) to draw a new card from the top of either the Assassin or Contract deck and add it to their hand. Players discard their Cash Token to the bank and look at the top two cards of the deck they are purchasing from (Assassin or Contract). The player chooses 1 card and adds it to their hand and discards the other card. Players cannot exceed 6 Assassin Cards and 2 Contract Cards and may need to discard card(s) from their hand prior to purchasing a new card in order to stay within the maximum hand limit.

### 4) PLAY INTEL CARDS

Players may play any number of cards with the “*Intel*” icon  from their hand. A Player can choose to pass this step if they do not have any *Intel* Cards or do not wish to play any.



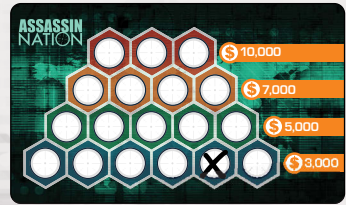





# ASSASSINATION PHASE

## 1) SELECT YOUR TARGET:

With the dry-erase marker, secretly draw an “X” in the Hex on the Targeting Map index card corresponding with the location of the available Target on the Target Pyramid. See *Available Targets* (page 6). This will be the Target that you are attempting to assassinate. Place the Targeting Map index card face-down in front of you. If a player mistakenly marks a Target that is not available, or no longer on the board, the player misses their chance to make an Assassination attempt for the round.



## 2) PLAY A CONTRACT CARD AND ASSASSIN CARD(S) FACE-DOWN:

Player's choose a Contract Card from their hand, along with a Weapon Card and any other cards with the “Assassination” icon  face-down in front of them.



**Playing doubles of Weapon Cards:** A player can play two of the same Weapon face-down during this phase. Playing two of the same Weapon increases the MSR range by +1. If the Assassination attempt is successful, pay Cash or Debt Tokens based on only one set of Weapon Attributes (playing two Sabotage Weapon Cards still only counts as 1 *Silent* and 1 *Accident* Attribute.) There is no benefit for playing three or more of the same Weapon. In the case of players attempting to assassinate the same Target, the Weapon card with the earlier time is counted.

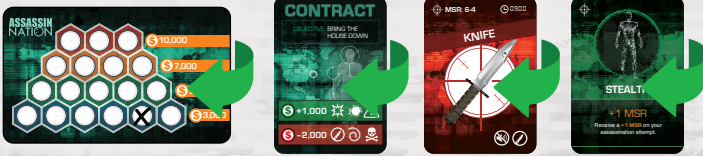
**Unarmed Assassination:** Player's can attempt to assassinate a Target with their bare hands without playing a Weapon Card. The base MSR for attempting this is 6 and the player receives no Contract bonuses for eliminating of the Target (negative or positive.) In the case of players attempting to assassinate the same Target, the player attempting an Unarmed Assassination goes last. See *Resolve Assassination Attempts* (page 10).




# REVEAL PHASE

## 1) REVEAL YOUR ASSASSINATION ATTEMPTS

All players now reveal all of their cards face-up at the same time.



## 2) PLAY REVEAL CARDS

Players can play any number of cards with the “Reveal” icon  on them.

## 3) RESOLVE ASSASSINATION ATTEMPTS

Players must roll a six-sided die within the determined MSR range to eliminate a Target. See *Assassination Success and Assassination Failure* (page 11).

### Determining the MSR of an Assassination Attempt:

**Weapon Card MSR** (6-4, 6-3 or 6-2)

**+/- Any Modifier Cards**

**+/- Target MSR Adjustment**

**EXAMPLE:** *Player 1 targets the Judge with a Knife. The Knife has an MSR range of 6-4. Player 1 also played the Stealth Modifier Card which grants them a +1 MSR. The Judge has a MSR adjustment of 0. **6-4 (Weapon Card) +1 (Stealth Modifier) +0 (Fugitive Adjustment) = 6-3.** Player 1 must roll 6-3 to be successful.*

**Conflicting Targets:** Players attempting to assassinate the same Target are resolved before all other assassination attempts. The player with the earliest time on their Weapon card gets the first attempt. If they fail to eliminate the Target, then the player with the next earliest time goes. If the Target is eliminated before you get to resolve your assassination attempt, discard the Contract Card and return any Weapon and Modifier Cards you played, of your choice, to your hand.

**EXAMPLE:** *Players 1 and 2 are both going after the Target, Drug Runner. The player with the earliest time printed on their Weapon Card gets the first assassination attempt. Player 1 is using a Sniper Rifle, with a time of **1345 Hours** while Player 2 is using a Rope with a time of **0815 Hours**. Player 2 will get their assassination attempt before Player 1. If Player 2 fails to eliminate the Drug Runner, then Player 1 will get their assassination attempt.*



# REVEAL PHASE

## ASSASSINATION SUCCESS:

The Target is eliminated when a player successfully rolls within the determined MSR range. If you succeed your assassination attempt, do the following:

1. Collect any Cash Tokens on the Target.
2. Remove the Target Hex Tile from the pyramid and place it in front of you.
3. Collect Cash (+\$1,000) or Debt (-\$1,000) Tokens for each matching Attribute based on the Weapon and Contract Card played.
4. Discard the cards used in the assassination to the appropriate decks.
5. If another player was also going after this Target, but did not get their assassination attempt, that player discards their Contract card. The Player can choose to return any Weapon or Modifier Cards that they had played to their hand.

## ASSASSINATION FAILURE:

The assassination attempt fails if a player does not roll within the determined MSR range. If you fail your assassination attempt, do the following:

1. Place a Cash Token from the bank on the Target Hex Tile. The Target's value has increased \$1,000 Credits.
2. Discard the cards used in the assassination to the appropriate decks.
3. If there was a conflict, the other player(s) get their assassination attempt in the order of the time printed on their Weapon Card(s).

# END OF ROUND

**DISCARD/REDRAW CARDS** Players can choose to discard any number and combinations of Contract and Assassin Cards from their hand and draw back up to 5 Assassin Cards and 2 Contract Cards. Players can choose to not discard any cards from their hand and simply draw cards back up 5 Assassin Cards and 2 Contract cards.

***Pass the Player One Token to the next player clockwise. The next turn begins at the top of the Intel Phase. The game continues until all Targets have been eliminated.***

# WINNING THE GAME

Once all of the Targets have been assassinated, the players total up the value of all of their Target Hex Tiles, Cash Tokens (+\$1,000), and any bonuses awarded by eliminating Targets on their Top Secret Hit List, minus any Debt Tokens (-\$1,000). **The player who earns the most money wins!**

**TIES:** If two or more players tie for the most money earned, then they attempt to assassinate one another to decide a winner. The tied players do the following:

1. Draw back up to 6 Assassin Cards.
2. *Intel Phase:* Play any applicable Intel Cards.
3. *Assassination Phase:* Make an assassination attempt by playing any legal combination of Assassin Cards face-down.
4. *Reveal Phase:* Reveal your Assassin Cards and play any applicable Reveal Cards.
5. The player with the earliest time printed on their Weapon Card goes first.
6. If a player rolls within the determined MSR range (Players have an MRS adjustment of 0), they have successfully assassinated the opposing player(s).
7. If the player fails their assassination attempt, the next player gets their attempt. If more than 1 player survives, draw back up to 6 Assassin Cards and start again from the *Intel Phase*.

## OPTIONAL RULE

**STORYTELLING** Before a player rolls their assassination attempt, they are encouraged to elaborate on the details of their plot. If you were to play a Sabotage card, you could explain how you cut the brake line in the Target's car or if you played a Poison card, how you coerced the chef at the Target's favorite restaurant to slip something into their food. These stories can be serious, humorous or somewhere in between. After revealing your plot, all other players publicly vote if they think your attempt would be a success or if they just enjoyed your story. If the majority of players vote in your favor, then your assassination attempt goes off as planned and you make your MSR roll as normal – Although, if the majority do not believe your plot would be successful, then you will receive a -1 MSR on your Assassination attempt, but earn an extra 2 Cash Tokens (+\$2,000) if you successfully eliminate the target. Storytelling is still encouraged even if players decide not to enforce the voting rules.

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