

# Snipers and Assassins

## General Description

There are 2 organizations in the business of contract killings and other covert nastiness; they have been competing with one another and stepping on each other's toes for some time. Now, they have each taken out a contract on the other's leader. Your goal is to get your Assassin close enough to kill your opponent's leader, while at the same time keeping your opponent's Assassin away from your leader.

### Set up:

For 2 players:

Game Board

2x markers (one larger, one smaller) for each player

Leader markers - 1x per player

deck of Improvement cards

markers for gas mines and sniper shots

Game Board for 2 Players consists of 4 Pathways, each one a straight line with 12 spaces, plus a "Hideout" on each end. Arrange the Pathways so that there is an empty space between each, so that jumping from one Pathway to the next would count as 2 spaces. The "Hideouts" don't count as spaces - they are attached to the 1st and 12th spaces, and merely mark the starting and ending locations of each Pathway.

Each player gets one larger marker and one smaller marker, which will represent their Sniper and their Assassin; these are both placed at that player's starting Hideout. For a two player game, the starting Hideout for Player 1 is the top left corner space, and for Player 2 it's the bottom left corner space.

For a two player game, the opposing player's Leader marker is placed diagonally across the board from the player's starting Hideout. That is, Player 1's starting Hideout is the top left Hideout (the beginning of the uppermost Pathway) and his opponent's Leader is placed at the bottom right Hideout (the end of the lowermost Pathway). So Player 1 has to jump 3 Pathways in order to reach the one that will take him to the opposing player's Leader marker (the Target).

Place the Improvement deck face-down by the board.

Have a supply of other small markers on hand, 1 color for gas mines and another color for sniper shots, and a third color for denoting certain status states of the Sniper and Assassin.

### For 3 or more Players:

Add 1 more Pathway to the board per each extra player.

Starting locations and targets: Each player may also choose his/her own starting Hideout, on either side of the board. Each player chooses one other player's Leader as a Target. Each player places his own leader marker on one of the Hideouts, with the goal of making it as difficult as possible for the opponent who is targeting it to reach it, so generally on the opposite side of the board from the opponent's starting location.

## Winning the Game

Maneuver your Assassin and Sniper across the board - when you land your Assassin on your opponent's Leader, you "take out the Target" and win the game. As you move, the opposing player's team will be attempting to hinder you by shooting at you, planting gas mines on your Pathway, ambushing you, or colliding with you, all the while attempting to get close to your own Leader.

Winning will require a strategy, you must choose whether to use your Sniper to protect your Assassin, or go after your opponent's Assassin, or his Sniper, or position yourself for future moves/attacks. The first Player to Take out the Target wins!

## Progression of Play

Each player draws one card from the Improvement deck, and places it face up in front of him. The Improvement card applies to the player's Sniper only; any exceptions will be noted on the cards. Choose a Player to go first. That player moves his Sniper and his Assassin and calculates the effects of any hits (details below). Play then passes to the next Player.

### Movement:

Player moves both his Sniper (large marker) and his Assassin (small marker) on each turn. Either one can be moved first. Each marker has range of movements and actions to choose from:

Sniper's options:

- shoot and move 1, or move 1 and shoot
- move 2, or jump to next Pathway. You can shoot after moving only, and at cost of losing next Sniper turn (to recover and reload). Place a marker on your Sniper to denote this status, and remove it after your next turn.
- move 3, or jump to next Pathway and move 1 (can't shoot)
- double jump - jump 2 Pathways over (takes 2 turns) - 2 options with this:
  - Option one, Phase 1: jump to the first Pathway and take a shot (your first turn ends here). Phase 2 - jump to the second Pathway and your second turn ends.
  - Option two, Phase 1: jump to the first Pathway. Phase 2 - jump to the second Pathway and move one space. If there is an enemy on that space, this is considered a stealth kill.
  - Place a marker on your Sniper at the end of Phase 1, so that everyone knows you are in the middle of a double jump.

Assassin's options:

- move 1 or 2 spaces or jump a Pathway
- plant a gas mine, see below for specific instructions

## The Pathway Polka

A big part of this game is advancing on the Pathways and trying to slow the other players' progress; this section describes the Hows of Harassment and What-Happens of When-Hit.

### How they fall:

**The Snipers** are pumped up, strong, and fast, and carry heavier weaponry, so have stronger moves and can shoot; however, they didn't have much left over for the life department, so a single attack kills them. When a sniper is killed, a replacement is sent out from that player's starting Hideout. When your Sniper is killed, discard your current Improvement card, and draw another.

**The Assassins** are dexterous little buggers, good at disarming and hard to kill; they always dodge the first shot, and can slip past gas mines. Their constitution is so high that when they are hit, they merely retreat 2 spaces to recover.

**Sniper Shots** have a range of 3 spaces, including diagonally.

- A Sniper who is shot dies, and a replacement is immediately placed at the starting Hideout.
- an Assassin who is shot dodges the shot, but cannot move on its next turn, as he's recovering from being shot at. Place a shot marker on top of this Assassin to show his shot-at status during this turn.
  - an Assassin shot at on 2 successive turns is hit, and retreats 2 spaces to heal.

**Gas Mines** can be dropped by Assassins at the beginning of their move, on the space they move from, or at the end of their move, on either space adjacent to the Assassin.

- Both Snipers and Assassins may "jump" over a gas mine if their available moves allow.
- A Sniper landing on or hit by a gas mine gets a faceful of poison gas; a replacement is sent out.
- An Assassin encountering a gas mine may "step" on it without setting it off; however, if the Assassin is hit with a Sniper Shot while on a gas mine, he sets off the gas mine trying to dodge the shot, and retreats 2 spaces to recover.
- When an Assassin is forced to retreat, if there is a gas mine on the space he retreats to, the mine is set off. The Assassin spends his next turn locked in place, healing from this.

**Run-ins**, when one marker lands on the space of another, count as a hit on both players, whether Sniper vs Assassin, Sniper vs Sniper, or Assassin vs. Assassin. There are two exceptions to this:

- if one player has the Got the Jump Improvement, he stabs the other player and takes no damage himself.
- If one player jumps and lands on top of another player, this counts as the element of surprise, and only the other player takes the hit.

### **Specialty Moves**

If an Assassin has been pushed back to within one space of his starting Hideout, he may choose to move backwards, onto the Hideout, and set off Claymores. This counts as a hit on any other marker that is anywhere on that particular Pathway. This will generally be the opponent's Sniper -- sucker!

### **The Improvement Cards**

- Sniper Scope Adjustment - gives +1 to your Sniper Shot range, to 4 spaces.
- Got the Drop - get the drop on any player you run into - take no damage. Exception card - this ability applies to both your Sniper and your Assassin for as long as it's in play.
- Steel Coiled Spring - do a double jump in 1 turn instead of 2
- Body Armor - deflect bullets the next 3 times you're shot