

KILL SHOT

Introduction

Welcome to the elite world of counter-terrorism operations!

It is your task to identify, hunt down, and eliminate the world's most dangerous terrorists.

Set-Up

Separate the 110 cards into 2 decks: a 100-card Tactical deck and a 10-card Terrorist deck. Shuffle the Tactical deck and deal each player 6 cards face down on the table. Ask the players to leave their cards on the table and not reveal them. Place the Tactical deck face down in the middle of the table. Shuffle the 10 Terrorist cards and place the deck face down in the middle of the table. Reveal the top Terrorist card. This Terrorist is your first objective.



Victory

The player to claim the largest total value of Terrorist cards wins.

Playing the Game

This is a speed game. Like a firefight, the action is fast and furious. This game does not use turns, it is a game of quick reactions. You can play cards as fast as you are able.

To start, one player counts down “3...2...1...Go!” All players pick up their cards and begin playing as quickly as possible into a common Hunt pile in the middle of the table.

A number 1 (Global) through 9 (Kill Shot) appears on each card. To start, any one player can play a 1 (Global) card.

Any player can then play a 1 or 2 (Satellite) card. Once a player plays a 2 card, then players can only play 2 and 3 (Region) cards.

Declare the title of each card as you play it in a loud voice.

Play continues counting upward until a player plays an 8 (Firefight) card. Once a player plays an 8 card, you can only play 8 and 9 (Kill Shot) cards.



The first player to play a 9 card ends the Hunt and claims the Terrorist card toward victory by moving the card next to him on the table. The Hunt ends and players prepare for the next Hunt.

Players can discard and draw cards as they wish, but a player can never hold more than 6 cards. Place discarded cards in the center of the table in a separate pile from the Hunt pile. As you discard and draw cards, declare “Reloading!” in a loud voice.

If you draw the last card from the Tactical deck, flip over the discard pile to form a new Tactical deck, and declare “Cover Me!” in a loud voice.

Preparing the Next Hunt

Follow these steps to prepare for the next Hunt.

Each player discards any cards remaining in his or her hand. Shuffle all the Tactical cards and form a new deck. Deal each player 6 cards face down. Reveal the next Terrorist card.

Perform a Hunt for each of the 10 Terrorist cards.

End of the Game

After completing 10 Hunts, the player with the most Terrorist points wins!

Terrorist Card Text

Some Terrorist cards have special ability text. These rules override the normal and optional rules.

Special Cards

Bad Intel

Declare “Cease Fire!” in a loud voice when you play the card. When a player plays a Bad Intel card, all players must place their cards face down on the table. After you discard the last 2 levels of Hunt cards, countdown “3-2-1-Go!” to resume play. At the end of the Hunt, do not count the points for the discarded cards.

Example: If the last Hunt card played has a Hunt number of 5. Remove all 5 and 4 cards from the pile.

Jam

Declare “Jam!” in a loud voice when you play the card. The player you played the card on must say “Slap, Pull, Release, Tap, Squeeze” loud enough for the other players to hear, before he is allowed to play a card.

“Tactical Engagement” Game Type #2

This is a second way to play. Use the same rules as previously detailed, except...

Separate the Tactical deck according to color and give each player 1 of the 5 sets of the 20 color coded cards. Each player shuffles and places his or her 20 cards face down on the table. Each player draws 6 cards from his own deck and leaves them unseen face down on the table.

Play the game as described above. If a player runs out of cards, he shuffles his discards to form a new draw deck.

After a Kill Shot card has been played, each player counts up the value of his Tactical cards played. Do not count discarded cards. The player to play the most points of Tactical cards claims the Terrorist card and places it face up next to him. If there is a tie, the player to have played the lowest numbered Tactical card wins the tie.

“Situation Room” Game Type #3

This is a third way to play. This is a turn-based game, not a speed game.

Randomly determine the first player. Play then proceeds clock-wise around the table until there is a winner.

You can either play from a common deck and the first player to play a Kill Shot wins, or you can separate the cards, as in “Tactical Engagement” and play for the most points of Tactical cards played. Do not count discarded cards.

Players start with 9 cards and can hold up to 9 cards during the game. When you play a card, you can play a card with a number that is 1 higher, 1 lower, or the same as the current Hunt card.

During your turn, you can either play as many cards as you are able -or- discard as many cards as you like and fill your hand to full. You cannot play cards and discard/draw cards during the same turn.

Ignore the printed text on the Jam and Bad Intel Special Cards. You can play them at any time to immediately end another player’s turn, even if they haven’t played a card yet.

Optional Rules

You can use none, one, some, or all of these rules in combination with the 3 ways to play. All players must agree before starting the game.

“Briefing”

At the start of the game, pick-up, view, and organize your initial hand of cards before the “3...2...1...Go!” countdown.

“Deadline”

Separate the cards by color. Each player starts with 1 copy of each of their 1 through 9 cards, plus 3 more cards of their choosing, in their hand. During the game, players cannot draw more cards. If no one plays a Kill Shot, the Terrorist escapes and no one gets credit.

“Taliban”

Separate the cards by color. One player plays an enemy ally. The ally can play a card that is equal to or 1 lower than the current Hunt number.

Example: If the last Hunt card played has a Hunt number of 7, the ally can play cards with a value of 7 or 6.

“Night Mission”

Each player places his Tactical cards in front of them face down on the table in a row. During the game, you may only peek at one card at a time. Place newly drawn cards face down

“One Shot, One Kill”

Players cannot play a Hunt card that has the same Hunt number as the last Hunt card played.

“Reign of Terror”

Reveal 3 Terrorist cards instead of 1. Players can play cards against any of them. Each Terrorist has his own Hunt pile. Play until the players claim all the Terrorists or no one can play cards. Playing a Bad Intel only affects 1 Hunt pile.

Credits

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