

Speed Assassins Rules

1. Players will receive a name tag of a fantasy name. This either can be one they came up with in character gen during arts and crafts or a randomly generated name provided by the organisers
2. The names of targets will be given to participants by the organiser prior to the event these names will be the characters fantasy name
3. Your only goal is to kill the person assigned any hits on the wrong target have no effect
4. An assassination is complete when the killer has gotten in a legal hit, as recognised by the basic rule set
5. Once an assassination is complete, the killed will hand over their target to the killer and the killer will proceed to hunt their new target
6. Any kills taking place outside the marked will not be counted
7. Any item you are carrying becomes an extension of your body: this includes bags, jumpers and armour
if any emergency alarms sound around, the game will immediately pause until the organisers make clear it has started again.
8. If the organisers of the event call for it to stop for whatever reason all players will sit/ kneel down until it is signalled otherwise