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Game: **ASSASSIN'S CREED: BROTHERHOOD OF VENICE**

Publisher: **Triton Noir (2021)**

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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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SETUP

See the current memory for setup instructions. Place the **compass** near the map and orient it as shown. Place the map tiles, tokens, and miniatures as shown. You can place any tile of a given type as long as its type and orientation match. Always play with the **8 reinforcement cards** that have an icon that matches the total number of assassins in play.

GAME TURN

1. EVENT PHASE

Place 3 on the grouped slots of each assassin's board.

Draw 1 **event card** (regardless of the number of assassins in play). Read it aloud, then place it next to the map. The card's effect takes place immediately unless it states otherwise, and only applies during the turn in which it was drawn (however, any change to a map persists until the memory is completed).

If the event deck runs out, shuffle the discards to form a new deck.

2. ASSASSIN PHASE

Assassins use their to perform actions in any order desired. You can alternate between players as you perform actions, and you can perform the same action more than once. Remove each from your assassin's board as it is used.

At the end of the phase, remove any left in the 3 grouped slots on your assassin board (not saved).

3. ENEMY PHASE

You can use 1 saved before or after one of these enemy steps.

1. ENEMY REINFORCEMENT

There are 2 types of **guards: crossbowmen** and **elites** .

Draw 1 **reinforcement card** and select the column that corresponds to the alert state. Take the number of guards of the indicated type from the reserve and place them on each square in contact with an enemy entrance token matching the letter.

Ignore any reinforcements associated with enemy entrances that are not on the map. Also ignore reinforcements that cannot enter because the square is full. If an enemy entrance token is placed behind a wall, the guards can still enter.

If there are not enough miniatures to place *all* the reinforcements, the memory is failed.

2. ENEMY MOVEMENT

Any enemy that is *nearby* a square containing any red bases moves into that square.

If there is not enough space on the destination square to accommodate all the enemies, choose which ones will not enter. If enemies are *nearby* several appropriate destination squares, you decide which square they move to.

Then, **all the enemies that have not yet moved move 1 square** (unless otherwise indicated on the enemy card) in the direction indicated on the event card drawn this turn: N, S, E or W.

If the direction on the event card is **?**, Check a random card halfway through the event deck until you get a direction, then move enemies 1 square in that direction.

When moving enemies, first move those who are on the row of squares closest to the direction shown by the event card. Then move those on the row of squares that is in contact with the previous row, and so on until all have been moved.

Guards on a square containing an **objective base** that has any unoccupied spaces are immediately placed on those spaces.

After performing all enemy movements, resolve **detection tests**.

An enemy does not move if:

- A wall blocks their movement.
- The square they are headed to already contains 4 enemies.
- There are no ladders between street and roof squares (some elite guards do not need ladders).
- They are on one of the 3 spaces of an objective base.
- They are on a square containing one or more red bases (even if they are not attached to a miniature).

If a card states to **move 1+ guards**, it must always be done following the above rules, unless the card states otherwise.

3. ENEMY COMBAT

When assassins/allies are *exposed*, all *nearby* enemies simultaneously make 1 attack targeting the square where the assassins/allies are located. Each enemy can perform a maximum of 1 attack during the enemy combat step. Each attack is performed in this order:

1. DETERMINE THE TARGET SQUARE

Each group of enemies on the same square targets, in order of priority:

1. Their own square.
2. One *nearby* square provided they have a weapon equipped. If any or all of the enemies can shoot at several squares containing *exposed* assassin/allies, players decide which square is targeted (each group can only target 1 single square).

2. ATTACK

For each square, take as many **black dice** as shown on each attacking enemy's card. If there are several *exposed* assassins/allies on the targeted square, split the dice evenly between them. If an equal split is not possible, players decide how to allocate the remaining dice. Then roll the dice for each targeted assassin/ally:

= 1 hit. = Fail.

Each removes 1 from the targeted assassin/ally.

If an assassin/ally is reduced to critical condition, any remaining that should have been allocated to them are lost.

4. END OF TURN PHASE

Check if the memory is a success or a failure.

As long as there are any assassins on the map and/or any objectives to complete, start a new game turn.

Discard the current event card and remove from play any red bases that aren't attached to a miniature.

A MEMORY IS SUCCESSFUL AS SOON AS:

- All memory objectives have been completed *and*
- At least 1 assassin has left the map using a fast travel station *and*
- No assassin is left on the map.

When these conditions occur, the game turn ends immediately (do not play the enemy phase).

Turn the page of the memory you just played in the campaign book to discover its conclusion and receive your rewards.

A MEMORY IS FAILED AS SOON AS:

- All assassins have been eliminated *or*
- The memory included a failure condition that was met *or*
- There are not enough miniatures left to place *all* the guards when required (this also applies if any of your characters are wearing a guard uniform).

ASSASSIN ACTIONS

MOVE (1)

Move to a *nearby* square.

Nearby squares are the square in which the character is located and those in orthogonal contact with it, as long as they are not separated by a wall (thick black line). The start and destination squares can be of any type.

TRADING (1)

When an assassin trades, all assassins in the square in which they are located can take, give or trade equipment cards at will.

COMPLETING AN OBJECTIVE (1-3)

Any assassin on a square with an **objective token** can complete it by spending as many as the number on the token. Several assassins can combine their to complete an objective, but all the must be spent during the same game turn.

An assassin can complete an objective on their square if they are *incognito*. If they are *exposed*, they can complete it only if there are no enemies on their square.

After completing an objective, flip the token and keep it near you until the end of the memory. Then remove the objective base.

USE A FAST TRAVEL STATION (1)

Any assassin on a square containing a **fast travel station** can spend 1 to leave the map. You then have 2 options:

1. **Go to the next memory:** Place your assassin on the table (outside of the map) while waiting to set up the next map. Assassins who have left the map cannot do anything, nor are they affected by anything.
2. **Return to the game for 0** : Place your assassin on the square of your choice containing a fast travel station (on the map they just left, or on another).

The assassin keeps everything they owned when they entered the fast travel station.

Assassin/allies that are *incognito* can use fast travel stations. Those that are *exposed* can use one only if there are no enemies on the square where it is located (leave their red base on the square). Enemies cannot use fast travel stations.

When more than 1 fast travel station is on a map, each assassin can use any to enter or to exit the map.

USE A WEAPON (1)

1. AIM

Designate 1 square within **range**:

- The square where the attacker is located.
- A *nearby* square.

2. ATTACK

Roll as many **assassin dice** as shown on the weapon's card.

= 1 hit.

= 1 *and* triggers the weapon's special ability.

= Failure *and* enemy retaliation.

3. WEAPON'S SPECIAL ABILITY

The weapon's special ability is triggered once only per attack. Any on another dice is considered a . Add the effect of the special ability to the current attack (it is not a new attack).

4. ASSIGN

Assign the to enemies on the target square as desired. Each enemy that has received a number of equal to the total of on their card is eliminated. Lay down each eliminated enemy miniature: they are now **bodies**.

If the total is less than the enemy's total , their armor absorbs the attack and nothing happens. If there are more than wounds to allocate, they are lost (they cannot hit enemies on other squares).

An assassin's attack cannot hit another assassin.

5. ALERT STATE AND STATUS CHANGE

Apply the effect of these icons if they are on the card of the weapon used:

The assassin/ally becomes *exposed*.

Attach a red base onto their miniature.

The alert is triggered. Flip the **alert state** token to .

6. RETALIATION

If you rolled any *and* there is at least 1 living enemy miniature on the targeted square, the assassin becomes *exposed* if they were *incognito* (the alert is triggered) *and* is immediately subjected to 1 **retaliation**: each enemy present on the target square performs 1 attack on the assassin who just attacked.

Only assassins that took part in the attack that caused the retaliation are subjected to it. Enemies equipped with a can retaliate from a distance.

COORDINATED ATTACK

Assassins can combine their and/or attacks to make a **coordinated attack**. Each participating assassin spends 1 . Choose a target square within range, then each participating player rolls their dice. Choose how to assign the results to the enemies on the targeted square. If there is a retaliation, share the dice as evenly as possible among all the *exposed* assassins who participated in the coordinated attack, then roll them.

HIDING AND SEARCHING BODIES (1)

Assassins on a square containing one or more bodies can hide all the bodies by spending 1 .

An *incognito* assassin can hide bodies on their square.

An *exposed* assassin can hide bodies only if there are no enemies on their square.

If you want to search the bodies, draw and reveal, one by one, as many equipment cards as there are bodies to hide. You can stop drawing cards whenever you want. As soon as you draw an **investigation card**, apply its effect and stop searching immediately.

Remove all the bodies from the square, even if the search was interrupted by an investigation card, and return them to the enemy reserve. Then choose to discard or keep the equipment cards on your assassin board.

If the equipment deck runs out, shuffle the discards to form a new deck.

EQUIP (0-1)

When you collect new equipment cards or cards of another type that you want to keep, place them on the corresponding slot , , or or on one of the 5 slots of your assassin board. Adding any equipment card to an available slot does not cost any . If the required slot is already occupied, you have these options:

1 Move a card that is in a or slot to an unoccupied slot in your inventory .

1 Perform the **trade action** with any assassins on your square (or for 0 if they are the one who spent 1 to perform the trade).

0 Discard the card that is in the slot. A card with the icon is permanently discarded from the game.

SAVE 1 (1)

When setting up maps from memory 0.3 onward, place a 4th next to each assassin board.

When you save 1 of your 3 , place it on the slot with the + icon on your board. Each assassin can save 1 at most. It stays there until you decide to use it (though you must discard it at the end of the current memory). You can use 1 that you have saved in either of these situations:

- During an assassin phase.
- During an enemy phase, before or after one of the 3 enemy steps.

At the start of the next game turn, collect your 3 as usual: If you have saved 1 , you will have a total of 4 on your board.

THE MAP

HIDING SPOT

One and one only assassin/ally on a square with a **hiding spot** can enter that spot for 0 . Place the miniature on that spot.

An assassin/ally on a square with an empty hiding spot can enter it if they are *incognito*. If they are *exposed*, they can hide there only if there are no enemies on their square (they then become *incognito*: leave their red base on the square).

An assassin/ally in a hiding spot **does not undergo detection tests** when any enemies enter the square they are on.

An assassin in a hiding spot can perform the following actions (the first 3 actions do not require them to exit the hiding spot):

- Attack with their **hidden blade** (You cannot attack from a hiding spot with a or .)
- Hide the bodies of enemies that were eliminated on their square.
- Use equipment.
- Leave their hiding spot for 0 . Place their miniature on the square where the hiding spot is located. If any enemies are present, perform a detection test.

TOWER

An assassin located on one of the 4 squares around a **tower** can spend 1 to climb it and place their miniature at the top (if an assassin isn't already there). The top of a tower is not a square, nor is it a roof.

An assassin can climb a tower if they are *incognito*. If they are *exposed*, they can do so only if there are no enemies on their square (they then become *incognito*: leave their red base on their starting square).

An assassin at the top of a tower can spend 1 (once per map) to **synchronize** and reveal new elements on the map: flip the large card showing a tower.

An assassin at the top of a tower is always *incognito* and cannot attack. To leave the tower, perform a **leap of faith** for 0 and place the assassin on the hiding spot (cart or haystack) located at the foot of the tower. If any enemies are present on the square where the hiding spot is located, perform a detection test before entering the hiding spot. If this test fails, the assassin is *exposed*: clip a red base to the miniature and place it on the square outside the hiding spot.

CHEST

Assassins on a square containing a **chest** can spend 1 to open it: take the card on top of the chest deck, remove the chest miniature from the map and take 1 chest token (flip it and keep it near you until the end of the memory).

An assassin can open a chest if they are *incognito*. If they are *exposed*, they only open it if there are no enemies on their square.

CANAL

A **canal** square is split into 2 zones: in and out of the water.

Assassins/allies on a canal square always have to be placed in the water and cannot use weapons with the icon, nor specific **bulky weapons** (see their cards).

Enemies on a canal square are always placed outside of the water (eg, on a dock or on a gondola). They can attack unhindered.

STEALTH

INCOGNITO AND EXPOSED

An **incognito** assassin/ally has no red base. Enemies do not see them and they cannot be targeted.

An assassin/ally automatically becomes **exposed**:

- If any enemies have successfully performed a **detection test** against them.
- As soon as they use a weapon or equipment with a .
- As soon as they are subject to a **retaliation**.

Clip a red base to the assassin/ally miniature (in place of the assassin's color base). If there already is a red base on the assassin's square, clip that to the miniature.

Enemies that are *nearby* an *exposed* assassin/ally will move towards them and attack them as soon as they can.

Any assassin/ally who becomes exposed immediately triggers the alert state.

To become *incognito* again, an *exposed* assassin/ally must move to a square without any enemies. Then, detach the red base from the miniature, place it on their arrival square and recover your own color base.

Assassins can also allow someone to become *incognito*.

A red base that isn't clipped to any miniatures represents the last known position of an assassin/ally who was *exposed*.

At the end of each turn, remove from the map any red bases that aren't attached to a miniature.

If the assassin does not move or use any cards, they remain *exposed*, even if there are no enemies left on their square or on the map.

DETECTION TEST

As soon as an *incognito* assassin/ally moves to a square containing any enemies, perform a **detection test** before doing anything else.

Any enemies who move to or appear on a square containing any *incognito* assassins/allies and/or any bodies immediately perform 1 detection test.

1 test per square is performed regardless of the number of enemies, assassins, allies and/or bodies involved.

If several detection tests happen during the same step (enemy reinforcement or movement), they take place simultaneously: if the alert must be triggered following one of these tests, it is only triggered at the end of the current step.

Each involved player rolls as many dice as there are enemies on the square of their assassin/ally:

No icons The assassin stays *incognito*.

1+ The assassin becomes *exposed* and the alert state immediately becomes .

1+ The assassin becomes *exposed* only if the alert state is already . If the alert state is , the assassin remains *incognito*.

ALERT STATE

As soon as the alert is triggered, flip the **alert state token** to its red side (). Enemy reinforcements become more numerous, and during each detection test, assassins become *exposed* if you roll any and/or on dice.

The alert state remains even if all the assassins/allies become *incognito* again or if there are no assassins left on the map. The only way to stop the alert state is to play a specific card.

Only the assassins/allies who triggered the alert become *exposed*. Assassins/allies can become *incognito* again even when the alert state is .

ASSASSINS' HEALTH

FULL HEALTH

An assassin/ally who has all their is in **full health**.

INJURED

An assassin/ally is **injured** when they have lost any but still have at least 1 .

CRITICAL CONDITION

An assassin/ally is in **critical condition** when there are no longer any on their board. Lay their miniature down and remove their red base from the map. They cannot do anything.

Assassins/allies in critical condition must be **healed**. They will then go back to full health status if they recover all their , or to injured status if not. They can then immediately use their if they have any left, otherwise they will have to wait until the start of the next turn's event phase to collect their 3 . Assassins in critical condition recover 3 at the start of the event phase as usual (though they cannot use them while in critical condition).

An assassin on the same square as an assassin in critical condition can perform a **trade action** with the latter if they agree.

ELIMINATED

If no one comes to heal an assassin/ally who is in critical condition before the end of the next game turn, they are **eliminated**. Put their assassin card, card and level III and IV skill cards (if they have any) inside a plastic bag. Remove the eliminated assassin miniature from the map and place it near you.

The eliminated assassin will not be able to participate in the next memory: you will have to play as an assassin apprentice instead.

Assassins who cannot leave a map are also eliminated.

ASSASSIN APPRENTICES

Eliminated assassins are replaced by an **assassin apprentice** at the beginning of the next memory. They can perform the same actions as an assassin. Take an assassin apprentice miniature. If you have the **headquarters** (HQ), take this miniature during the assignment step when you place the eliminated assassin in the hospital. You will then have 1 assassin apprentice less to place in your HQ.

On your board, place:

- The corresponding assassin apprentice card,
- 3 + those of their armor,
- 3 + 1 to the side (from memory 0.3 onwards),
- On the , , and slots, the cards chosen from those available to you (usually those of the eliminated assassin or those in the villa/HQ). **An assassin apprentice cannot use** .

- The eliminated assassin's level I and II skill cards. **An assassin apprentice cannot use level III or IV skill cards.**

If you don't have your HQ yet, your assassin will be in full health as soon as you complete the memory with the assassin apprentice. You can then recover the assassin with all their .

ENEMIES

There can never be more than 4 enemies and/or bodies on a square.

If enemies have to enter a square containing bodies and there are not enough spaces to accommodate them all, remove as many bodies as necessary (return them to the enemy reserve) and perform a **detection test** for those bodies.

HUNT

When an *exposed* assassin leaves a square containing any enemies, they are immediately **hunted** by half of them (round up). Choose which enemies hunt among those who can move. A guard on an objective space or on a square with any red bases does not move.

As long as an assassin is hunted, they cannot be *incognito*. Enemies stop the hunt as soon as they can no longer move.

An *exposed* assassin cannot use a fast travel station, climb a tower, or open a chest if there are any enemies on their square. Enemies cannot hunt an assassin who is using a piece of equipment that lets them glide.

BOSS

When you face a **boss**, place a number of corresponding to the number of assassins on the map (including apprentice assassins) on the boss's card.

A boss moves, performs detection tests and fights in the same way as guards, unless their card specifies otherwise (though rules referring specifically to guards do not apply to a boss).

When hit, the boss loses 1 if they take a number of at least equal to the total of remaining on their card. A boss is eliminated when you remove their last . Their body can be searched and hidden, unless the boss card says otherwise.

The number in the hexagon next to the boss's name is the amount of XP you gain at the end of the memory after eliminating them.

REPLAYING A MEMORY

If you have failed a memory, you have a second chance to complete it:

- Keep the equipment cards on your assassin boards. Do not recover those that were discarded during the first attempt.
- Remove any from the + slots of the assassin boards.
- Return any chest cards you collected during your first attempt to the chest card deck (in their original order).

When you replay the memory, set the map up once again as if you were playing it for the first time. Restore the tiles, enemy miniatures and tokens to their original state. The assassins restart the memory with the left at the end of their first attempt. Each eliminated assassin is replaced by an **assassin apprentice**.

Before restarting the memory, you can trade equipment between assassins, equip yourself, deposit an /or remove equipment stored in the villa or the HQ (without using any .

If you fail again, read the *Synchronized Memory* page at the back of the current memory and act as if you had completed it but:

- Do not keep any chest cards from this memory (put them back on top of the chest deck).
- Do not place any **100% sync** stickers.
- Only receive XP from mandatory objectives.


Then continue the campaign.





COLLAPSE

At the end of the turn in which a **collapse** occurs, remove the tile indicated in the memory. At the end of each subsequent turn, remove all tiles in contact with those previously removed. Also remove those that are no longer in contact with any tile. Miniatures on each removed tile are eliminated (enemies go back to their reserve).

To locate the tiles that will disappear, place a yellow **reminder token** on each of them at the beginning of each game turn in which a collapse occurs.

ESCORT

When assassins complete an objective where they have to **escort an ally**, replace the objective token with the matching mini. An escorted ally does not have . An escorted ally can:

- Follow any assassin on their square each time the assassin moves or uses a fast travel station (in the latter case, remove the escorted character from the game).
- Hide in a hiding spot.
- Be *exposed* or *incognito*, under the same conditions as the assassins.
- Perform a **coordinated attack** with assassins on their square provided there are  dice on their character card. The escorted ally becomes *exposed* if a  icon is on their card and they may have to incur a  if required.
- Go into critical condition if they have any  on their card and lose all of them. If no one heals them before the end of the next turn, they are eliminated.

An escorted ally cannot:

- Climb up to or down from a roof without a ladder;
- Climb a tower;
- Benefit from the special ability of the assassin escorting them.

DIFFICULTY LEVEL

You can choose the game's **difficulty level** (normal or easy) before starting a memory or during play.

Normal difficulty: Apply the game's regular rules. For each **100% sync** won when playing through a memory entirely in normal difficulty, stick the red version of the sticker in the *Diary of Memories*.

Easy difficulty: When attacking enemies, **ignore the retaliation rule for crossbowmen only**. For each **100% sync** won by playing through all or part of a memory in easy difficulty, stick the gray version of the 100% sync in the *Diary of Memories*.


OPTIONAL MEMORY

Optional memories allow you to learn more about the past of your assassins and get specific reward cards, a **100% sync**, and a second chance to obtain a chest that you missed.

You may choose whether you play an optional memory when it is offered to you, or to ignore it for good (in which case, continue the campaign by playing the next memory).


When playing an optional memory, continue playing with all cards and miniatures acquired or unlocked during the campaign.


TIME LIMIT


When a memory must be completed in a limited number of turns, create an event deck with a number of cards equal to that number. Use this deck to count the number of turns left, setting aside unused event cards. If you draw an event card with a , use the deck of event cards that were set aside to determine the direction in which the enemies will move.






If the memory does not end once the time limit is reached, play subsequent turns by drawing event cards from the deck that was set aside.



LEONARDO DA VINCI'S MACHINES



For 0 , 1 *exposed* or *incognito* assassin on the same square as an unoccupied machine can climb into it. A machine can accommodate a maximum of 1 character.

Exiting it costs 1 : place your miniature on the machine's square (perform 1 detection test if any enemies are present).

An assassin inside a machine is *incognito*. They can only carry out actions specific to the machine by using their own . They cannot use their special ability or skills, and cannot benefit from those of other assassins.

Place as many  on the machine's card as the number given. A machine loses 1  only when it targeted by an attack with a number of  at least equal to the number of  remaining on its card. When you remove its last , the machine is eliminated (remove it from the map). If an assassin was inside, leave their miniature *incognito* on the square where the machine was eliminated (perform 1 detection test if any enemies are present).

When an enemy attack targets a machine containing an assassin, all  are allocated to the machine. If any *exposed* assassins are on the square of a machine that is not controlled by a guard, the enemies'  are split equally between the machine and the assassins. Enemies never attack a machine containing a guard.


When a machine attacks with  dice and rolls one or more , the surviving enemies on the target square retaliate as usual.

A machine does not occupy a space on a square (4 enemies can enter it as usual), but the guard aboard a machine occupies 1 of the square's spaces.


RESTRICTED AREA

In the campaign booklet, each square on a map containing a red **restricted token** is a **restricted area**.

Any assassin who enters a restricted area *and* one or more enemies becomes *exposed* (without a detection test), and the alert is triggered as usual.

When one or more enemies enter a restricted area containing any bodies/assassins/allies, the latter become automatically *exposed* (even if they are in a hiding spot) and the alert state becomes .

TWO MAPS SIDE BY SIDE

When playing on 2 maps side by side, flip the enemy board to the side with the letters A and B, then place it between the 2 maps, with the letter A next to map A and the letter B next to map B. Ensure both maps face N. Place the second alert state token, , side up, on its dedicated space.

In the event phase, draw 1 event card for each map and apply its effect to the corresponding map.

In the enemy phase, when both maps are in play, reinforcements enter only on the map pointed to by the white triangle on the back of the card on top of the enemy reinforcement deck. Play the enemy movement and combat steps as usual on both maps. The enemy phase must always be played, even if no assassin is on a map where there are still objectives to accomplish.

You can use a fast travel station to move to another fast travel station, even if it is on a different map.

As soon as one of the maps no longer contains objectives nor assassins, dismantle it as normal. During each subsequent turn, reinforcements enter the other map until the end of memory.

An alert triggered on one map does not automatically trigger an alert on the other map.



CAMPAIGN

Each time you successfully complete a memory, if you complete the optional **100% sync** objective, place the corresponding sticker on its spot in the *Diary of Memories*. If you were playing in easy mode, place the *gray* version of the sticker.

Every 100% sync unlocked in a campaign is valid for all the campaigns you played before. You can place the matching sticker on their diaries as well.

The *Diary of Memories* records your progress through the campaign. After each completed memory, total the XP you gained (from objective tokens, boss cards, etc.), add it to your previous total, and circle the new total on the experience track.

VILLA

At the end of memories 0.1-0.3, keep the cards and the 3 on your assassin boards. Recover your lost (your 3 initial and those added by your armor if you are wearing it). Before starting the next memory, you can freely trade and equip equipment, and can store or recover unused equipment from the **villa** envelope.

ADJUSTING THE NUMBER OF PLAYERS

Between 2 memories (never during one), you can change the number of assassins of a campaign that is in progress.

When an assassin joins the campaign:

- If your assassins are level 0, take the new assassin's card from its envelope, as well as 4 (3 if playing memory 0.1 or 0.2) and 3 .
- If your assassins are level I or higher, from the assassin's plastic bag, take the assassin card matching the level of the other assassins already in play, their skill card(s), and 4 .
- Equip the assassin with the cards of your choice from the **villa** envelope or from your HQ (if you have one).

When an assassin leaves the campaign:

- Put their assassin card, , remaining , and skill cards inside a plastic bag. Place all the equipment and reward cards that were on their assassin board in the villa envelope or in the main hall of your HQ (if you have one).

You can also swap your assassin for another during the campaign by following the above rules, but you cannot swap an apprentice for an assassin this way.

LEVELING UP AND SKILLS

Each time you reach or pass a level I, II, III or IV space on the **experience track** in the *Diary of Memories*, all assassins (including those not in play), **level up**.

To display the level reached, turn over each assassin's card or take it from their envelope and swap it with the one on their board. If the assassin is not in play or is in the HQ's **hospital**, place the card in the assassin's plastic bag.

Take the 3 **skill cards** matching the new level out of each assassin's envelope, choose one, and place it on the corresponding slot of their assassin board (leave the other 2 inside their envelope). If the assassin is not in play, place the card in their plastic bag.

An assassin apprentice cannot use level III or IV skill cards (place them in their plastic bag).

Skill cards can be used at the time indicated on the card or at any time if not indicated. You can play several at the same time. The effect of a skill card only applies to the assassin who owns it, unless specified otherwise. If a skill card has '*Lvl. I, II, III or IV headquarters required*' written on it, you can pick the card, but to use it, your HQ must be at the indicated level.

HEADQUARTERS

The **headquarters** (HQ) board is placed on the table when it is unlocked, and consists of several buildings, each of which has spaces on which you place the miniatures that will operate it.

Management of the HQ takes place during the **assignment step** before each memory, and the **resolution step** after each memory. During the assignment and resolution steps, at any time, you may:

- Trade small cards between assassins (except skill cards).
- Take or store small cards in the headquarters' main hall.
- Rearrange the cards on your assassin board.
- Use medicine to heal an assassin (discard the card).

FIRST ASSIGNMENT

If this is your first time in the HQ:

1. Place each eliminated assassin miniature on an available **red hospital** space.
2. Place the flying machine blueprint card (collected at the end of memory 0.4) in the **workshop** .
3. Reveal **contract card** 1 and read it. You will play this during the resolution step. **Do not shuffle contract cards.**
4. Place all the cards contained in the villa envelope in the **main hall** , then remove the villa envelope from the game.
5. Make up 2 groups of miniatures using your assassins, the 4 apprentices, and your 4 mercenaries/courtesans (according to the chosen HQ):

The **memory group** will be available for the next memory. These miniatures make up the memory group:

- Your assassins. Any assassin on a red hospital space is replaced by an assassin apprentice on the map. You can never replace an assassin in hospital with another assassin.
- *Ezio Auditore*.
- 1 mercenary / courtesan (according to the chosen HQ).

The **headquarters group** is assigned to the HQ:

- **Hospital**: Place 1 assassin apprentice or mercenary/courtesan miniature on a white space.
- **Workshop**: Place 1 assassin apprentice or mercenary/courtesan miniature there.
- **Command room**: Place 1 assassin apprentice or mercenary/courtesan miniature there.
- **Shop**: Place 1 assassin apprentice or mercenary / courtesan miniature there if you have any left.
- Assign any remaining assassin apprentice or mercenary / courtesan miniatures to the **command room** .

ASSIGNMENTS: MEMORY 1.2 ONWARD

Assign your miniatures and cards in this order during each assignment step:

1. Place each eliminated assassin miniature on a red **hospital** space. If you wish, you may also place any injured assassins there. In any case, put their assassin card, card, III and IV skill cards, and their remaining in a plastic bag (you recover them as soon as they leave the hospital).

Any assassin on a red hospital space will be replaced by an assassin apprentice during the next memory.

2. Choose 1 **blueprint card** and place it in the **workshop**.
3. If the card on the top of the contract deck in the **command room** is fadedown, reveal it. If it has a gray text box, read and resolve it now.

If this is your second attempt at fulfilling the contract, you have to place enough miniatures in the command room to succeed.

4. Separate your miniatures into 2 groups: those who will participate in the next memory and those who will stay at HQ.
5. Assign allies and assassin apprentices from the **headquarters group** in the buildings of your choice. As indicated by the circles, you can have a maximum of:
 - 4 Injured or eliminated miniatures and 4 caregivers in the hospital.
 - 4 miniatures in the workshop and in the shop.
 - 6 miniatures in the command room.

CALLING AN ALLY FROM THE HQ

Some allies can be played either in the HQ or on the map during a memory (as indicated on their brown card).

To use the ally on the map, place their miniature on the table. A miniature can be used multiple times as long as you have cards available to play it.

You can place them on the map each time you use an equipment card (mercenary/courtesan); each time you use a skill card (*Ezio*); and by meeting the conditions written on the ally's brown card.

CONTRACT CARDS

Gray text box: To be played during the assignment step (before the memory).

Red text box: To be played during the resolution step (after the memory).

As long as the text in the box you read directs you to a box or card of the *same color*, keep playing. Whenever you need to switch to a box or card of a different color, wait for the next step (assignment or resolution) to continue playing. You can always read the entire text of a contract card, even if you can't play it yet.

HQ RESOLUTION STEP

When returning from a memory, resolve the effects of each building, in this order:

I. HOSPITAL

Each ally/assassin apprentice on a white space restores to each assassin depending on the HQ's **level** (as indicated on the back of the card located on the top of the contract deck).

1. Determine the number of to give back to the assassins by checking the brown cards of the allies/assassin apprentices in the hospital. Any eliminated assassin who is healed in the hospital returns as either **injured** or **full health** (if they have recovered all their) and may take part in the next memory.
2. Remove all miniatures from the hospital.

Allies and assassin apprentices do not need to be healed: if they have been injured/eliminated, they will be available with all their for the next memory or the second attempt at a failed memory.

2. WORKSHOP

You can reveal and read a blueprint card before building it. If you have placed 1 blueprint card in the workshop, you can build the object shown by paying its **manufacturing cost** in small black and white equipment, reward and special equipment cards (made from blueprints).

A blueprint card that has not been manufactured is not considered a white card.

1. Determine the number of cards needed by checking each brown card of the allies/assassin apprentices in the workshop. Used cards with a icon are permanently removed from the game, and those with a icon are placed in the equipment discard pile.

2. Remove all miniatures from the workshop.

Once the object is manufactured, flip the blueprint card; you can now use it.

If you no longer wish to craft the item, put the blueprint card in the **main hall**, blueprint faceup.

3. SHOP

Draw and reveal 4 cards from the equipment deck (ignore investigation cards and draw other cards to replace them):

1. Determine the number of cards to keep by reading the brown card of each ally/assassin apprentice present in the shop.
2. Remove all miniatures from the shop.

Place the equipment cards thus acquired on the assassins' boards and/or in the HQ's **main hall**.

4. COMMAND ROOM

Each contract card requires a certain number of to be completed. These contracts improve the HQ's **level** (as shown on the back of the card that is on top of the contract deck).

The HQ's level determines the amount of health restored to assassins and allows them to use more skill cards.

1. If this is your **first attempt** at completing the contract, find the number of dice to roll by reading the brown card of each ally/assassin apprentice in the command room.

Roll the dice:

If the total of (1 counts for 1) is greater than or equal to the value on the contract card, you have succeeded: remove the card from the game (). The back of the new card thus revealed is the HQ's new level.

If the total is lower, you have failed: your HQ's level does not increase and the contract remains faceup on top of the deck.

If this is your **second attempt**, the contract is automatically fulfilled. However, during the assignment step, enough miniatures had to be placed in the command room in order to fulfill the contract. Each die that should be rolled automatically provides a (no need to roll them).

2. Remove all miniatures from the command room.

SAVING THE GAME

After each memory, you can pause your campaign and save the game. If the memory was unsuccessful, first follow the steps required after a **failed memory**.

In any case, follow these steps:


Assassins: Place all cards, the 4 and the remaining from each assassin board in a plastic bag.

Headquarters: Store all cards (allies, assassin apprentices, contract, equipment, chest, blueprints, and reward) inside the HQ save box.

Map: Place the event, chest and equipment cards in a plastic bag.




GAME TURN

1. EVENT PHASE


Place 3  on the grouped slots of each assassin's board.

Draw 1 **event card** (regardless of the number of assassins in play). Read it aloud, then place it next to the map.


















































2. ASSASSIN PHASE

Assassins use  their to perform actions in any order desired. At the end of the phase, remove any  left in the 3 grouped slots on your assassin board (not saved .

3. ENEMY PHASE

You can use 1 saved  before or after one of these steps.


1. ENEMY REINFORCEMENT

Draw 1 **reinforcement card** and check the column that corresponds to the alert state. Take the number of guards of the indicated type (                                                 from the reserve and place them on each square in contact with the matching enemy entrance token.

If you cannot place *all* reinforcements, the memory is failed.

2. ENEMY MOVEMENT

Any enemy that is *nearby* a square containing any red bases moves into that square.

Then, all the enemies that have not yet moved move 1 square in the direction indicated on the event card. If , Check a random card halfway through the event deck for the direction.

Guards on a square containing an **objective base** that has any unoccupied spaces are immediately placed on those spaces.


There can never be more than 4 enemies and/or bodies on a square. If enemies have to enter a square containing bodies and there are not enough spaces, remove as many bodies as necessary (return them to the enemy reserve) and perform a **detection test** for those bodies.

After performing all enemy movements, resolve **detection tests**.


3. ENEMY COMBAT



When assassins/allies are *exposed*, all *nearby* enemies simultaneously make 1 attack targeting their square. Each enemy can perform a maximum of 1 attack per enemy combat step. Each attack is performed in this order:



1. DETERMINE THE TARGET SQUARE

Each group of enemies on the same square targets, in order of priority, their own square, then 1 *nearby* square (if they have a  weapon).

2. ATTACK

For each square, take the **black dice**  as shown on each attacking enemy's card. If there are several *exposed* assassins/allies on the targeted square, split the dice evenly between them. Then roll the dice for each targeted assassin/ally:

 = 1 hit.  = Fail.

Each  removes 1  from the targeted assassin/ally.

4. END OF TURN PHASE

Check if the memory is a success or a failure.

As long as there are any assassins on the map and/or any objectives to complete, start a new game turn.

Discard the current event card and remove from play any red bases that aren't attached to a miniature.

A MEMORY IS SUCCESSFUL AS SOON AS:

- All memory objectives have been completed *and*
- At least 1 assassin has left using a fast travel station *and*
- No assassin is left on the map.

When these conditions occur, the game turn ends immediately (do not play the enemy phase).

A MEMORY IS FAILED AS SOON AS:

- All assassins have been eliminated *or*
- The memory included a failure condition that was met *or*
- There are not enough miniatures left to place *all* the guards when required.

ASSASSIN ACTIONS


MOVE (1)

Move to a *nearby* square.

TRADING (1)



All assassins in the same square can take, give or trade equipment cards at will.

COMPLETING AN OBJECTIVE (1-3)

An assassin on a square with an **objective token** can complete it by spending as many  as the number on the token. Keep the token, then remove the objective base.

The assassin must be *incognito*. An *exposed* assassin can complete it only if there are no enemies on their square.

USE A FAST TRAVEL STATION (1)



Any assassin on a square containing a **fast travel station** can spend 1  to leave the map. You may then **go to the next memory** or **return to the game** for 0 .

The assassin/ally must be *incognito*. An *exposed* assassin/ally can use one only if there are no enemies on the square (leave their red base on the square).

USE A WEAPON (1)

1. AIM


Designate 1 square within **range**:


-  The square where the attacker is located.
-  A *nearby* square.

2. ATTACK



Roll as many **assassin dice**  as shown on the weapon's card.

 = 1 hit.




 = 1 *and* triggers the weapon's special ability.

 = Failure *and* enemy retaliation.

3. WEAPON'S SPECIAL ABILITY




The weapon's special ability is triggered once only per attack. Any  on another dice is considered a .

4. ASSIGN

Assign the  to enemies on the target square as desired. Each enemy that has received a number of  equal to the total of  on their card is eliminated. Lay down each eliminated enemy miniature: they are now **bodies**.


5. ALERT STATE AND STATUS CHANGE

Apply these effect if the icon is on the card of the weapon:

-  The assassin/ally becomes *exposed*. Attach a red base.
-  The alert is triggered. Flip the **alert state** token to .




GAME TURN

1. EVENT PHASE


Place 3  on the grouped slots of each assassin's board.

Draw 1 **event card** (regardless of the number of assassins in play). Read it aloud, then place it next to the map.

























2. ASSASSIN PHASE

Assassins use  their to perform actions in any order desired. At the end of the phase, remove any  left in the 3 grouped slots on your assassin board (not saved .

3. ENEMY PHASE

You can use 1 saved  before or after one of these steps.


1. ENEMY REINFORCEMENT

Draw 1 **reinforcement card** and check the column that corresponds to the alert state. Take the number of guards of the indicated type (                        from the reserve and place them on each square in contact with the matching enemy entrance token.

If you cannot place *all* reinforcements, the memory is failed.

2. ENEMY MOVEMENT

Any enemy that is *nearby* a square containing any red bases moves into that square.

Then, all the enemies that have not yet moved move 1 square in the direction indicated on the event card. If , Check a random card halfway through the event deck for the direction.

Guards on a square containing an **objective base** that has any unoccupied spaces are immediately placed on those spaces.


There can never be more than 4 enemies and/or bodies on a square. If enemies have to enter a square containing bodies and there are not enough spaces, remove as many bodies as necessary (return them to the enemy reserve) and perform a **detection test** for those bodies.

After performing all enemy movements, resolve **detection tests**.


3. ENEMY COMBAT

When assassins/allies are *exposed*, all *nearby* enemies simultaneously make 1 attack targeting their square. Each enemy can perform a maximum of 1 attack per enemy combat step. Each attack is performed in this order:



1. DETERMINE THE TARGET SQUARE

Each group of enemies on the same square targets, in order of priority, their own square, then 1 *nearby* square (if they have a  weapon).

2. ATTACK

For each square, take the **black dice**  as shown on each attacking enemy's card. If there are several *exposed* assassins/allies on the targeted square, split the dice evenly between them. Then roll the dice for each targeted assassin/ally:

 = 1 hit.  = Fail.

Each  removes 1  from the targeted assassin/ally.

4. END OF TURN PHASE

Check if the memory is a success or a failure.

As long as there are any assassins on the map and/or any objectives to complete, start a new game turn.

Discard the current event card and remove from play any red bases that aren't attached to a miniature.

A MEMORY IS SUCCESSFUL AS SOON AS:

- All memory objectives have been completed *and*
- At least 1 assassin has left using a fast travel station *and*
- No assassin is left on the map.

When these conditions occur, the game turn ends immediately (do not play the enemy phase).

A MEMORY IS FAILED AS SOON AS:

- All assassins have been eliminated *or*
- The memory included a failure condition that was met *or*
- There are not enough miniatures left to place *all* the guards when required.

ASSASSIN ACTIONS


MOVE (1)

Move to a *nearby* square.

TRADING (1)



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COMPLETING AN OBJECTIVE (1-3)

An assassin on a square with an **objective token** can complete it by spending as many  as the number on the token. Keep the token, then remove the objective base.

The assassin must be *incognito*. An *exposed* assassin can complete it only if there are no enemies on their square.

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The assassin/ally must be *incognito*. An *exposed* assassin/ally can use one only if there are no enemies on the square (leave their red base on the square).

USE A WEAPON (1)

1. AIM


Designate 1 square within **range**:


-  The square where the attacker is located.
-  A *nearby* square.

2. ATTACK



Roll as many **assassin dice**  as shown on the weapon's card.

 = 1 hit.




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The weapon's special ability is triggered once only per attack. Any  on another dice is considered a .

4. ASSIGN

Assign the  to enemies on the target square as desired. Each enemy that has received a number of  equal to the total of  on their card is eliminated. Lay down each eliminated enemy miniature: they are now **bodies**.

5. ALERT STATE AND STATUS CHANGE

Apply these effect if the icon is on the card of the weapon:

-  The assassin/ally becomes *exposed*. Attach a red base.
-  The alert is triggered. Flip the **alert state** token to .

6. RETALIATION

If you rolled any and there is at least 1 living enemy left on the targeted square, the assassin is *exposed* if they were *incognito* (trigger the alert) and is immediately subjected to 1 **retaliation**: each enemy present on the target square performs 1 attack on the assassin who just attacked.

COORDINATED ATTACK

Assassins can combine their and/or attacks to make a **coordinated attack**. Each participating assassin spends 1 . Choose a target square within range, then each participating player rolls their dice.

HIDING AND SEARCHING BODIES (1)

Assassins on a square containing one or more bodies can hide all the bodies by spending 1 .

The assassin must be *incognito*. An *exposed* assassin can hide bodies only if there are no enemies on their square.

If you want to search the bodies, draw and reveal, one by one, as many equipment cards as there are bodies to hide. You can stop drawing cards whenever you want. As soon as you draw an **investigation card**, apply its effect and stop searching.

Remove all the bodies from the square, then choose to discard or keep the equipment cards on your assassin board.

EQUIP (0-1)

When you collect new equipment cards or cards of another type that you want to keep, place them on the corresponding slot (, , or) or on one of the 5 slots of your assassin board. Adding any equipment card to an available slot does not cost any . If the required slot is already occupied:

1 Move a card in a , , or slot to an unoccupied slot in your inventory .

1 Perform the **trade action** with any assassins on your square.

0 Discard the card that is in the slot. A card with the icon is permanently discarded from the game.

SAVE 1 (1)

When you save 1 of your 3 , place it on the slot with the + icon on your board. Each assassin can save 1 at most. You can use 1 that you have saved either:

- During an assassin phase.
- During an enemy phase, before or after an enemy step.

THE MAP

HIDING SPOT

One assassin/ally on a square with a **hiding spot** can enter it for 0 if they are *incognito*. If they are *exposed*, they do so only if there are no enemies on their square (they then become *incognito*: leave their red base on the square).

An assassin/ally in a hiding spot **does not undergo detection tests** when any enemies enter their square.

The assassin can perform the following actions (the first 3 actions do not require them to exit the hiding spot):

- Attack with their **hidden blade** .
- Hide the bodies of enemies eliminated on their square.
- Use equipment.
- Leave their hiding spot for 0 . If any enemies are present, perform a detection test.

TOWER

An assassin on one of the 4 squares around a **tower** can spend 1 to climb it and place their miniature at the top (if an assassin isn't already there).

The assassin must be *incognito*. An *exposed* assassin can climb the tower only if there are no enemies on their square (they then become *incognito*: leave their red base on their starting square).

An assassin at the top of a tower can spend 1 (once per map) to **synchronize**: flip the large card showing a tower.

An assassin at the top of a tower is always *incognito* and cannot attack. To leave the tower, perform a **leap of faith** for 0 and place the assassin on the hiding spot at the foot of the tower. If any enemies are present on that square, perform a detection test before entering the hiding spot.

CHEST

Assassins on a square containing a **chest** can spend 1 to open it: take the card on top of the chest deck, remove the chest miniature from the map and take 1 chest token. The assassin must be *incognito*. An *exposed* assassin can open it only if there are no enemies on their square.

CANAL

Assassins/allies on a canal square always have to be placed in the water and cannot use weapons, nor specific **bulky** weapons. Enemies on a canal square are always placed outside of the water, and can attack unhindered.

STEALTH

INCOGNITO AND EXPOSED

An assassin/ally automatically becomes **exposed**:

- If any enemies have successfully performed a **detection test** against them.
- As soon as they use a weapon or equipment with a .
- As soon as they are subject to a **retaliation**.

Clip a red base to the assassin/ally miniature. If there already is a red base on the assassin's square, clip that to the miniature.

Any assassin/ally who becomes exposed immediately triggers the alert state.

To become *incognito* again, an *exposed* assassin/ally must move to a square without any enemies. Then, detach the red base and place it on their arrival square. Assassins can also use a card that allows someone to become *incognito*.

Whenever an *exposed* assassin leaves a square containing enemies, they are **hunted** by half of them (round up). A guard on an objective space or on a square with any red bases does not move. A hunted assassin cannot be *incognito*.

DETECTION TEST

1 detection test (only 1 test per square) is made when:

- An *incognito* assassin/ally moves to a square containing any enemies.
- Any enemies move to or appear on a square containing any *incognito* assassins/allies and/or any bodies.

Each involved player rolls as many dice as there are enemies on the square of their assassin/ally:

No icons The assassin stays *incognito*.

1+ The assassin becomes *exposed* and the alert state immediately becomes .

1+ The assassin becomes *exposed* only if the alert state is already . If the alert state is , the assassin remains *incognito*.

ALERT STATE

When the alert is triggered, flip the **alert state token** to . It remains even if all assassins/allies become *incognito* again or they have all left the map.

Only assassins/allies who triggered the alert become *exposed*. They can become *incognito* again even when the alert is .

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SETUP

You can use the assassins from the core box and/or those of the *Roma* expansion, or combine assassins as long as all the assassins' names start with a different letter.

Take the large cards of the chosen assassins at level II:

Core box assassins: In slot / envelope 1.1 except for Bastiano whose cards must be taken from the Apocalypse A,B slot.

Roma assassins: In *Apocalypse* slots A.A, A.B, A.C and A.D.

Whatever the assassins chosen, take all the small **assassin reward cards** in *Apocalypse* slots A.A, A.B, A.C and A.D.

Take each assassin's **miniature**. Take the appropriate number of assassin boards and place on each:

- The assassin card and their reward cards.
- 3 and the from their armor.
- 3 and 1 placed on the side.
- Choose 1 **level I skill card** and 1 **level II skill card** for each assassin. These can be chosen from slots A.A, A.B, A.C and A.D in this expansion, and/or in the Alessandra, Bastiano, Claudio and Daria slots/ envelopes from the core box.

You cannot use these skill cards from the core box:

Alessandra / Alif: Tank (I) and Group Offense (II).

Bastiano / Beatrice: Apnea (II), Maestro! (II) and Lethal Reaction (II).

Claudio / Clara: Air Attack (II), Double Whammy (I) and Magnet (II).

Dariá / Domenico: The Hunt (I), Eagle's Nest (II) and "I've Got a Plan" (II).

Create the **enemy reserve** with 15 **stalkers** and 7 **viper** miniatures.

Place the **compass board** and place the **metal assassins insignia** on it. After drawing the event card at the start of each turn, orient the insignia to indicate the direction in which enemies move.

Place the **enemies board**. Place 1 **alert status token** (side faceup) and the 8 **enemy reinforcement cards** that have an icon that matches the total number of assassins in play.

Create the reserve of **danger tokens** from the 10 danger tokens *without* the hydra symbol.

Place all the **dice** and **red bases** near the players.

See the current memory for setup instructions. Place the map tiles and appropriate tokens, objective and danger tokens, objective bases, miniatures and enemy cards.

SHAO JUN

Once Shao Jun joins the assassins, she is controlled collectively by the players. She has 3 and can save 1 in the same way assassins can. She is strictly limited to the actions listed on her card and cannot use any other cards (armor, equipment, etc.).

Once per turn, assassins can transfer part of their to Shao Jun for a maximum total equivalent to the assassins' level. Place this added on her card; at the end of the turn only 1 unused can be saved and the rest is lost (and returned to its owners at the start of next turn).

Any text or skill card referring to an assassin includes Shao Jun, unless otherwise specified. However, she is not taken into account when determining the deck of enemy reinforcement cards to use, nor to determine the number of and / dice of a boss.

ELITES

VIPERS

A viper attacks with dice.

The symbol on an enemy reinforcement card always represents a viper.

If 2+ assassins suffer an attack/retaliation involving and dice, gather these dice and distribute them evenly without looking at them among the attacked assassins before rolling them.

If an assassin suffers an attack/retaliation with and dice and suffers more / than there are on their board, the controlling player decides which / will be ignored.

FURIES

If it is impossible to place a fury on an assassin's square, the fury does not enter. On the map, the furies move, attack and hunt following the normal enemy rules.

POISONING

When an assassin is attacked with the dice, each causes them to lose 1 which you must place in the slot of your choice usually reserved for . If that slot is not free, remove the there and place it next to your board. A poisoned assassin therefore has a limited number of as long as they are not healed.

There must always be at least 2 slots available for each assassin. Any extra is then converted to 1 .

There are 2 ways to heal poisoning: use an antidote or wait until the memory is completed (success or failure). A medicine cannot cure poisoning.

DANGER TOKENS

If the danger token pile runs out while you are playing, shuffle the discarded tokens and form a new pile.

The revealed side of each danger token (except hydras) is divided into 2 parts: use the symbol on a dark blue background only when the token is placed on the large river tile and use the symbol on a green background on all other tiles.

As soon as an assassin or 1+ guards are on a square containing a danger token, reveal and resolve it. An *exposed* assassin who moves to a square without an enemy containing 1+ danger tokens remains *exposed* on the arrival square.

Bosses are not guards and therefore ignore danger tokens.

COBRA / CROCODILE

The assassin who entered makes a detection test with 1 die per danger token (unless they entered directly into tall grass).

If no assassin becomes *exposed* and no guard is present, discard the danger token. If 1+ assassins are *exposed* and/or if 1+ guards are present, immediately perform the following steps. **You cannot use 1+ saved during these steps.** As soon as an assassin becomes *exposed* because of a cobra or crocodile, the alert state becomes .

A cobra/crocodile prioritises 1 attack on 1+ guards, otherwise on 1+ *exposed* assassins. Roll the number of dice next to the symbol and read the paragraph matching the type of character attacked:

Guards attacked by . Eliminate 1 guard for each , then discard the danger token. An enemy who discovers any bodies activates .

Assassins attacked by . If you get 1+ the assassin is poisoned. If several *exposed* assassins are attacked by a cobra, draw at random as many of their color bases as on the cobra token to determine the assassin(s) attacked. Then roll the dice. Discard the danger token.

Guards attacked by . Eliminate as many guards as on the danger token, then discard it. An enemy who discovers any bodies activates .

Assassin attacked by . The crocodile grabs 1 *exposed* assassin in its jaws. If several *exposed* assassins are on a square with a crocodile, draw 1 of their colored bases at random to determine the grabbed assassin. Then replace the revealed danger token with the corresponding crocodile token. Place it on the base of the grabbed assassin. It will remain there until the crocodile has been eliminated.

The only possible action for an assassin grabbed by a crocodile is to attack it. They must get 3+ / or 1+ , alone or in a coordinated attack, to eliminate the crocodile. Ignore any during this attack. Discard the crocodile token once eliminated.

At the end of each turn, each assassin with a crocodile token on their base loses as many as the number of printed next to the .

ROCK

1+ assassins can stay in place at the end of the turn without spending to swim in place. **Leave this token on the square where it appeared until the end of the memory.** An assassin in critical condition cannot take advantage of a rock.

EQUIPMENT

One assassin on the square where this token is revealed can immediately draw 1 equipment card (0) then discard the token. Any token revealed when no assassin is on the square remains faceup. It can be picked up (0) by an assassin who enters the square later, otherwise it is discarded at the end of the memory.

NOTHING HAPPENS

Discard the token.

HYDRA

An assassin (including Shao Jun) on a square with a hydra danger token automatically captures it (0). Keep any captured hydra tokens in your plastic bag, where it will stay until you are asked to use it. Any hydra revealed on a square without an assassin remains faceup. It can be captured (0) by an assassin who enters the square later, otherwise it is discarded at the end of the memory.

Any card that mentions discarding a danger token requires you to discard it, including if it is a hydra.

After a memory failure where you managed to recover 1+ hydras, you must take these hydras out of your bag and put them back in the pile of danger tokens.

NEW HIDEOUTS

TREES

Enemies on a tree square are always placed on the ground by the tree.

PONDS

Enemies on the pond squares at the foot of the naga are always placed outside the ponds.

TALL GRASS

In addition to being hideouts, tall grass can sometimes allow you to enter or leave a tile without making a detection test.

An assassin can move and enter directly into the tall grass of a nearby square containing 1+ enemies without making a detection test if there is a on the side of the tile where the assassin enters.

NEW RULES

GAME DIFFICULTY

As well as easy and normal difficulties, you can choose **legendary** difficulty when setting up the first memory by placing the guard cards on the enemies board with the black border side faceup.

LACK OF GUARD MINIATURES

Instead of a memory failing when you run out of guard miniatures, place 1 token on the enemy reinforcement deck.

The memory is a failure as soon as you place a second token on the deck.

When you are out of stalker / viper miniatures: Place the available miniatures in the order of the letters on the reinforcement card.

When you are out of furies: Roll 1 die. Place the available furies in the following order depending on the result:

Start by placing 1 fury on the square of the assassin whose name begins with the letter A, then as long as there are furies remaining, continue with assassin B, etc.

Start by placing 1 fury on assassin D's square, then as long as there are some left, continue with assassin C, etc.

NEW FAILURE CONDITION

If Shao Jun is eliminated during a memory, the memory is a failure.

NAGA

The **naga** replaces the tower. It is governed by the same rules, but the leap of faith can be performed on 1 of the 4 squares of your choice at the foot of the naga.

CLUE CARDS

The small gray cards with the title **CLUE** or **MAJOR CLUE** must be placed in the plastic bag after their acquisition (not on an assassin's board).

CARDS IN SLOT

If you must take cards from the # slot, then depending on their type they are either collected by the assassins or added to the corresponding decks. # cards added to the game remain there until they have been permanently discarded (X). When you must place a # card in a deck, do not look at it.

Event: If no indication is given when acquiring an event card, add it to the event deck and shuffle it.

Equipment & reward: Read the card, then place it on an assassin's board or in the plastic bag. After their acquisition, these objects obey the usual rules of their type.

Exploration (?, ,): If no indication is given when acquiring an exploration card, add it to the slot with the corresponding symbol and shuffle it with the cards there.

Enemy reinforcements: Each of these cards is available in 3 copies matching the number of assassins in play. Add the appropriate card to the enemy reinforcement deck in play and shuffle it. Add the remaining 2 to their respective reinforcement decks, so they are ready if the number of players changes during the campaign.

ENTRANCES/EXITS AND FAST TRAVEL

A white triangular token on a square is an **entrance/exit** for the assassins and follows the same rules as fast travel stations.


A white triangular token with a red triangle at the center) is treated like a fast travel stations but only allows you to exit a memory.

RIVER


The river follows the rules for **canals**, with these additions:

NEW ACTIONS

SWIM (2)

Assassins must spend 2  to move to any of the 6 squares of the river tile.

SWIM IN PLACE (1)


At the end of each turn, an assassin in the river can avoid **drifting** by spending 1 saved  to stay in their square.

CURRENT

At the end of each turn, any assassin on a river square **drifts** 1 square towards the waterfall due to the current, including if they are grabbed by a crocodile (which drifts with them) or if they are in critical condition.

An **exposed** assassin on a square with 1+ enemies and who drifts due to the current is hunted as if they had moved voluntarily. An **exposed** assassin who drifts without being hunted becomes **incognito** if there is no enemy on the arrival square, otherwise, they remain **exposed**.

Unrevealed danger tokens and red bases not attached to an assassin do not drift.

An assassin who became **exposed** after drifting on a square containing a danger token which turned out to be a crocodile immediately loses the number of  indicated on the crocodile token.

An assassin on a square with the **skull** symbol who drifts, falls into the waterfall and is eliminated.



ENEMIES & THE RIVER

Enemies cannot cross the river (they cannot swim).

END OF MEMORY PHASE

At the end of each memory, whether successful or not, you can heal yourself and manage your equipment.



HEALTH


The effects of **poisoning disappear**: remove any  in the slot usually reserved for  and place them next to the assassin's board. Now the assassin is **wounded** only.

You can use (and discard) 1+ **medicines** to heal 1+ wounded assassins.

Each **assassin eliminated during a memory** is replaced by an assassin apprentice at the end of the played memory:

- If the memory where the assassin was eliminated was a **success**, the apprentice is used during the exploration phase and during the following memory.
- If the memory where the assassin was eliminated was a **failure**, the apprentice is used on the second attempt to complete it.

In both cases, the player who controlled the apprentice then recovers their assassin with only 1  plus all of their armor's  during the end of memory phase.

If **Shao Jun** was **eliminated** during a memory (and therefore the mission was a failure), she returns to play after the end of the memory with only 1 .

CARD MANAGEMENT


You can freely exchange equipment, reward and chest cards on your assassin boards and in the plastic bag. You can also freely rearrange the cards on your assassin boards. Place any cards you do not want to keep on your assassin boards in the plastic bag. You can use these cards to craft items from blueprints during the exploration phase.


EXPLORATION PHASE

The exploration phase takes place after each end of memory phase following a successfully completed memory or after 2 consecutive failures on the same memory.


JOURNEY BETWEEN TWO LOCATIONS

During each exploration phase, your objective is to locate the next memory by journeying from one location to another.





Place the 3  on the dedicated slots at the top right of the region map. You start on the location corresponding to the memory that has just been completed. You can place the **metal insignia** there to represent your group. You always journey together in a group.





Each  spent allows you to make 1 journey between the location where you are and a location connected to it. The numbers of the connected locations are shown around the location where you are.



Each time you want to make 1 journey to a connected location, complete these steps:


1. Spend 1  or play a clue card if you have one. If you no longer have any, tick the leftmost empty box on the **threat gauge**.
2. Draw a line between the location where you are and the one you are traveling to.
3. Peel off the corresponding sticker and stick it on the location where you journeyed.
4. Refer to the **location symbol**.





LOCATION SYMBOLS





 **Encounter**: An encounter may allow you to obtain equipment. Draw 1 exploration card with the  symbol and play it. The exploration card is then  and this location can no longer be explored (do not draw any more  cards if you happen to journey there again).






 **Ruins**: Ruins may hide equipment, and sometimes a weapon. Draw 1  exploration card and play it. The exploration card is then  and this location can no longer be explored (do not draw any more  cards if you happen to journey there again).





If you run out of  cards, draw a  card instead.



 **Mystery or memory**: On the sticker sheet, memorize the 4-digit code under the position of the sticker corresponding to the visited location. Then refer to the exploration table on page 45 of the rules to discover whether this location is a **mystery** or a **memory**.

- **Mystery**: Draw 1  exploration card and play it. The card is then  and this location can no longer be explored (do not draw any more  cards if you happen to journey there again).
- **Memory**: Put the black sticker with the number matching the memory next to the location where you are. You must play the memory before making a new journey, including by using 1 . A successfully completed memory cannot be replayed.

 **Observation point**: the location is now activated (white ). An activated observation point allows assassins to journey for 0  to any **activated** observation point. You can use the  without limitation during each exploration phase.














 **Healer**: The location is now activated (white ). Assassins in play can recover the number of  indicated next to the activated  symbol without exceeding their maximum. You can only use 1  location per exploration phase.

 **Forge**: The location is now activated (white ). If you have 1+ blueprint cards, you can craft 1+ items (the item must be crafted in a  location instead of the HQ workshop). Each blueprint card is permanently removed from the game ( after crafting and then replaced by the matching small # card.

 **Narrative location**: Take the card matching the number in slot # and play it. The card is then permanently removed from the game (.


EXPLORATION CARDS

When you play an exploration card:



- Every time you see the  symbol, stop reading, follow the instructions before the symbol, then resume reading.
- During a detection test, only the 2  sides of the  die change an assassin's status to **exposed**.
- When rolling  dice, each  makes you lose 1 .
- When rolling  dice, the  side counts only as a .
- When required to draw 1+ equipment cards, ignore any investigation card and draw 1 more equipment card to replace it. Return the investigation card to the equipment deck and shuffle it.
- Every time you must roll dice for the assassins, you must also roll some for Shao Jun.
- An assassin who loses their last  when you are traveling on the map is immediately eliminated. If they lose their last  while you are playing an exploration card, continue reading the card as if they were still alive. This assassin will only survive if they manage to recover 1+  following a choice made before you have finished reading that card.
- If Shao Jun is eliminated during the exploration phase, she will start the next memory with 1  only.
- Assassins cannot use the special ability at the bottom of their assassin card or their skill cards, except those with a red box stating *1 use per exploration phase*.

THREAT GAUGE

When you tick a box on the threat gauge with a # followed by a number, take the corresponding card from the # slot.

If you have ticked all boxes on the threat gauge, each time you would have needed to tick an additional box on the gauge, each assassin, including Shao Jun, loses 1 .

END OF THE EXPLORATION PHASE

The exploration phase ends as soon as you discover the location of the next memory. At this point, if you have 1+  left unspent, place the small card **A#24** (if available) in your plastic bag. Then discard any unused .

ASSASSINS LEVEL UP

Each time an assassin levels up, choose 1 skill card from the envelope / slot corresponding to your character in this expansion or in the core box. You cannot select these cards from the core box:

Alessandra /Alif: "Ezio!" (III) and Barricade (IV).

Bastiano / Beatrice: Rush Assassination (III) and Smoke Cloud (IV).

Claudio /Clara: Rain of Destruction (III), Critical Assassination (IV), Benedetto (IV) and "Maestro Assassino!" (IV).

Dariá/Domenico: Velocity (III) and Don't Move! (IV).