



Usually allows to find some Equipment.



Often hides some Equipment, sometimes even a weapon.



Each Assassin gets back the indicated number of



Journey (0) to an activated Observation Point.



Craft rare weapons from Blueprints.



Memory or Mystery Location. High risk, high reward.

Steps of a Journey

1. Spend 1 or discard 1 Clue card.
2. Trace a line to the next Location.
3. Place the sticker on this Location.
4. Play the effect of this Location.

THREAT

MAP OF THE REGION

*

#01

#53

#02

#60

#03

#04

#05

#06

#51



#54



A1.1

*: If you have 1+  left at the end of an Exploration Phase, take small card #24.