



CREED VS CROWS

RULEBOOK AND
MISSIONS

Version 1.01

CONTENTS



Carestia



Pestilenza



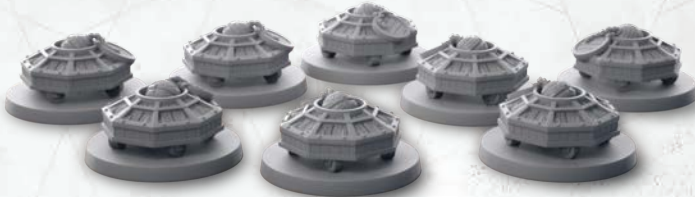
Cesare Borgia



Morte



Guerra



8 Automatons



2 Crow boards



8 small and 2 medium tiles

33 LARGE CARDS



ASSASSIN

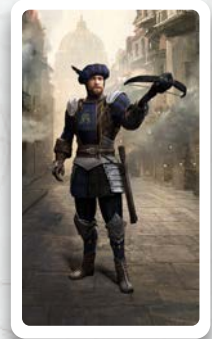


CROW

Assassin cards and Crow cards



EVENT

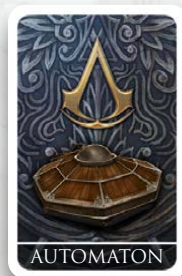


Guard / Boss cards

57 SMALL CARDS



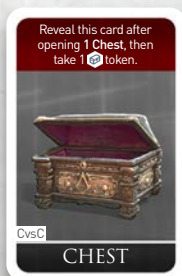
Secret Objective cards



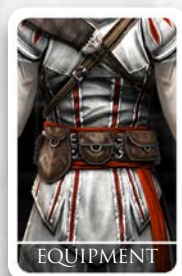
Automaton cards



Initiative cards (3 with and 3 without)



Chest cards



Equipment cards



Hidden Blade cards (2 for Assassins and 2 for Crows)



This rulebook and missions booklet



4 crow dice



4 color bases



1 Initiative blade

BEFORE YOU START

To play with this expansion, you must have played Memories 0.1 to 0.4 from *Assassin's Creed®: Brotherhood of Venice*, and have mastered rule points 1 to 33, and rule point 45.

INTRODUCTION

This competitive expansion pits a small group of Assassins against the Crows, a secret faction of Templars created by Cesare Borgia, in a hypothetical series of confrontations to gain control of a region of Veneto. One or two players control two Assassins who will go against two Crows controlled by one or two opposing players.

All Missions are independent of each other and you can play them in any order you like. *Note: You do not keep any equipment between each game, the characters do not evolve, etc.*

C1/ GOAL OF THE GAME


You win as soon as:

- ◆ You destroy the opposing Tower.
- OR
- ◆ You have Eliminated the 4 Characters of the opposing faction.

If neither of these conditions occurs before the end of the 5th game turn, the winner is decided by counting the XP points collected by each faction.

C2/ RULES

The rules from *Assassin's Creed®: Brotherhood of Venice* also apply to this expansion, with the exception of the following and a few others detailed in the next rule points:

- ◆ For the sake of simplicity, "the player" is written as singular, although it is possible to play this expansion with three or four players.
- ◆ "Opponent" refers to any member of the opposing faction (Assassin or Crow). "Enemy" refers only to Guards and Bosses (not your Opponents). "Ally" refers to any member of your faction.
- ◆ Equipment and Chest cards picked up on the Map must be placed face down when they are on the  slot of your Character board. *Note: Cards placed on the other slots are placed face up.*
- ◆ When one of your Characters is attacked or undergoes a Detection Test, the opposing player rolls the dice.
- ◆ You must Eliminate any Opponent (and any Enemy) on your square if you are **exposed** and want to do one of the following: Search 1+ Bodies, retrieve the contents of a Chest, climb a Tower or enter a Hiding Spot.
- ◆ You cannot Synchronize at the top of a Tower, but you can climb it, even if you are carrying an Automaton.

C3/ THE CROWS

Crows are played using the same rules as Assassins (stealth, actions, etc.).

THE CROWS

This small group of fierce Templars aims to fight the Assassins with their own methods.

Trained like true counter-Assassins, the Crows are specialists in disguise, infiltration and, of course, assassination. They all wear clothes and accessories that evoke their favorite animal, the crow. Moreover their former leader, Sirius Favero, was nicknamed il corvo (the raven). In an attempt to preserve their anonymity, they use the names of the 4 Horsemen of the Apocalypse.

The Assassins will have to face the four Crows led by Cesare Borgia including the formidable Matteo Favero, son of the historic leader of the Crows.

C4/ INITIATIVE

In order to determine which faction has the Initiative, a player takes the Initiative blade, then, with their arms under the table, places it secretly in their right or left sleeve, leaving the tip protruding.

The opposing player must guess which arm the Initiative blade is attached to. If they succeed, they have the Initiative for the first turn of the game. Otherwise, it goes to the opposing player.

The player with the Initiative:

- ◆ Chooses which faction they will control: Assassins or Crows.
- ◆ Starts playing at the start of a game turn.
- ◆ If there are choices to be made for the Enemies, the player with the Initiative decides. *For example, 2 Guards are on a square and one of them must Hunt an Opponent, it is the player who has the Initiative who decides which Guard will Hunt.*
- ◆ At the end of the turn, he or she gives the Initiative blade to the opposing player who will have it for the next turn.



➤ C5/ SETUP

Items with a number in a blue square [0] come from the *Assassin's Creed®: Brotherhood of Venice* box. Those with numbers in a white square [0] are inside this expansion's box.

DECKS

Shuffle the Event cards [1], keep 5, and form the Event deck. *Note: Leave the other cards inside the game box (they will not be used during this game).*

Shuffle the Chest cards then form the Chest deck [2].

Set aside the 4 "roman armor" Equipment cards, then shuffle the remaining cards to form the Equipment deck [3].

Shuffle the Secret Objective cards then form the Secret Objectives deck [4].

LEADERS & SECRET OBJECTIVES

- ◆ Place the card [15] and miniature [17] of your Leader near you (Ezio Auditore for the Assassins, Cesare Borgia for the Crows).
- ◆ Each faction then draws 2 Secret Objective cards [4], reads them and places them **face down** on their side of the table [16].

CHOOSING THE ASSASSINS / CROWS

Place in front of you the 2 Assassin [5] or Crow boards [39] according to your faction. On each board: Place 3 [7] and 3 [11], as well as 1 [12].

- ◆ Assign 2 of the 4 Roman Armors previously set aside to each faction. Place them on the [5] slot of each Character board and add 1 [6] on each board for this armor.
- ◆ Each faction then draws 4 Equipment cards [3], keeps 2 **face down** on the board(s) of their choice [6] and discards the other 2.
- ◆ Choose 2 Character cards from your faction [8] and place them **face down** on each board.
- ◆ Place 1 Poison Blade card from your faction [10] on each of your boards.
- ◆ The faction which has the Initiative takes the 3 "Initiative" cards [40]. The other faction takes the 3 "No Initiative" cards [9] and splits them up between both of their boards.
- ◆ Place your 4 Automaton miniatures between both boards [14] to form your Stock of Automatons. Form your Automaton deck with the 4 face down Automaton cards [13] (shuffle these 4 cards).
- ◆ The player with the Initiative places the Initiative blade in front of them [41].

ENEMY RESERVE

Create the Enemy Reserve with the 30 Crossbowmen [20] and the 10 Seeker miniatures [21].

ENEMY BOARD

Place the compass [32] and Enemy boards [33]. Place: 1 Alert State token [34] side up [34], and the 8 Enemy Reinforcement cards [35], the Crossbow Guard card [37] and the Seeker card [36].

DICE AND RED BASES

Place all the dice [23] between the players and the 4 Crow dice [42] near the player controlling the Crows. Place the red bases [38] near the players.

MAP

- ◆ Choose a Mission from this booklet and set up its Map.
- ◆ Take the required street (small and medium) [18] [19], roof [24] and interior tiles [26].
- ◆ Then place the ladder miniatures [25], the Chests [28], the Objective bases [29] and necessary tokens [27].
- ◆ Place 8 [31] on the dedicated spaces of the 2 Towers [31].

IMPORTANT

Once you've set up the Map for your first Mission, go back to this page to continue reading the rules that are specific to this expansion.

START

Once everything is in place, reveal the Character cards on both your boards. Place their miniatures on one of the four squares at the foot of their Tower in the following order:

1. The player with the Initiative places 1 miniature [30].
2. Their opponent places their 2 miniatures [22].
3. The player with the Initiative places their second miniature [30].

Note: Any miniature placed on a square containing 1+ Enemies must perform a Detection Test.









→ C6/ GAME TURN


In this expansion, game turns will proceed a bit differently:


EVENT PHASE

See rule point C8.

ASSASSIN / CROW PHASE

- 1. STEP 1/2 OF THE FACTION WITH THE INITIATIVE**
This player plays the  of their 1st Character. Their 2nd Character cannot yet play their 3  but can use 1  that they have saved.
- 2. STEP 1/1 OF THE FACTION WITHOUT THE INITIATIVE**
The other player plays both of their Characters' .
- 3. STEP 2/2 OF THE FACTION WITH THE INITIATIVE**
This player plays the  of their 2nd Character. *Note: Their 1st Character can also use 1 saved .*



You cannot use a saved  in a step where the opposing player plays their Characters, except if you react after having been attacked (see box below).



Note: If you have the Initiative and want to perform a Coordinated Attack, one of your Characters must use 1 saved .



ENEMY PHASE

- ◆ During the Enemy Reinforcement step, the player with the Initiative places the Guards.

USE 1 AFTER AN ATTACK

Each time one of your Characters survives an attack by an Opponent, by their Leader or by an opposing Automaton (see rule point C10), you can interrupt the opposing player and use 1 of the 3  or 1  that the attacked Character has saved to perform 1 action of your choice.





- ◆ If there are not enough Guard miniatures in the Enemy Reserve during a Reinforcement step, the game does not end. In this case, the player with the Initiative decides through which Entrances the available Enemies will arrive.
- ◆ A  that was saved can be used between each of the Enemy steps according to the usual rules. **Any  played during this phase cannot be used to attack 1+ Opponents nor the opposing Tower.**

- ◆ If both factions want to use saved  at the same time during the Enemy phase, whoever has the Initiative decides in what order each  is played.

END OF TURN PHASE

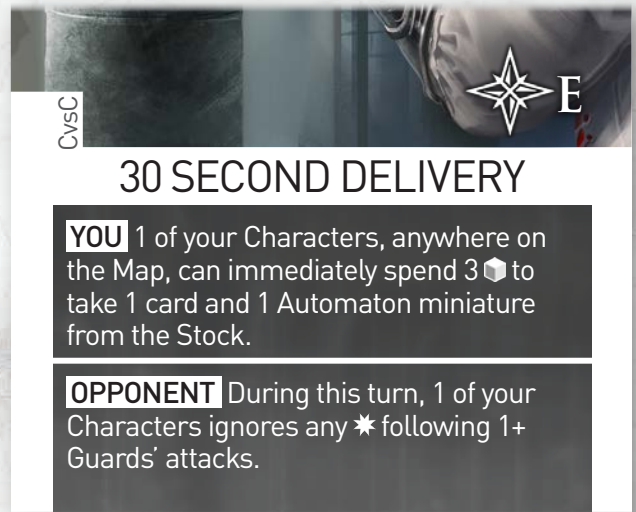
- ◆ At the end of the turn, the player who did not have the Initiative takes the Initiative blade: They will have the Initiative during the next game turn.

→ C7/ TOWERS

Each faction has their own Tower. Each Tower has 8 hit points represented by the  placed on the Tower. As soon as a Tower loses its last , it is destroyed and the opposing faction **immediately** wins the game. Only certain Automatons or Explosive Bombs (Equipment cards) can damage a Tower. *Note: It cannot be damaged by  or  weapons.*

→ C8/ EVENTS

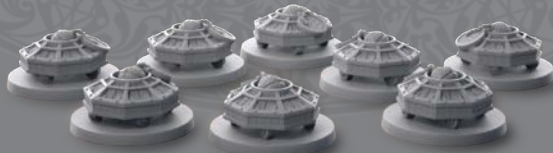
The player with the Initiative draws 1 Event card, reads it aloud and decides **before** playing it if they are going to keep it or give it to their Opponent. The text in the “You” section of the card applies to the player who has the card in hand, the “Opponent” section applies to the Opposing player. Each player must follow the text that applies to them at the time indicated.



→ C9/ SECRET OBJECTIVES

Each faction starts the game with 2 optional Secret Objectives. Each completed Secret Objective brings additional XP at the end of the game.

✦ C10/ AUTOMATONS



AUTOMATONS

When Leonardo da Vinci was forced to create war machines for the Borgias in 1499, his creative genius took over and he invented a whole system of combat automatons - it was still theoretical at that time - that can be set up in advance so that they travel a certain distance before setting off the bomb they are harboring.

Overcome by remorse, he managed to hide his blueprints, but the Borgias were finally able to get their hands on them and turned them over to the Favero, who managed to finalize them. Fortunately, the Brotherhood also managed to create working prototypes thanks to Leonardo.



NEW ACTIONS: TAKE AND PLACE AN AUTOMATON (1 📦)

Each faction has a Stock of 4 Automatons. An Assassin/Crow on one of the 4 squares in contact with their Tower can spend 1 📦 to take 1 Automaton. Place 1 Automaton miniature on the Character miniature's base. Then determine the type of bomb inside it by drawing 2 Automaton cards from your Automaton deck. Choose 1 of these cards and place it face down on one of the five 📦 slots of the Assassin/Crow's board, provided there isn't one already on it, then put the other card back under the Automaton deck.

The Assassin/Crow moves with the Automaton until they decide to place it on their square for 1 📦, with the Automaton card placed nearby face down. The effect and the squares affected by the explosion are indicated on the Automaton card.

You cannot pick up an Automaton that was placed on the Map by you or your opponent.

Note: You can place an Automaton even if you are exposed and 1+ Enemies or Opponents are on your square.

Reminder: It is possible to climb a Tower while carrying an Automaton.

AUTOMATON EXPLOSION

An automaton explodes 💣 when the condition written on its card is fulfilled. *For example: As soon as 1+ Enemies or Opponents enter the square where it is located.*

IMPORTANT

If an Automaton explosion (💣) is triggered by 1+ Enemies during the Enemy Movement step, wait until they have **all** moved before triggering it.

Reveal the Automaton card and apply the effect of the explosion to all the red or green squares shown on the diagram. If the squares are green, the explosion releases a gas which also affects the squares separated by a wall. That is not the case for the red squares.



Automaton Explosion areas.

ALL Characters, including Allies and those who are incognito, on a square touched by 💣 endure the damage indicated on the right of the 🧑 icon. Likewise, any Tower in contact with 1+ squares touched by 💣 endures the damage indicated on the right of the 🏰 icon. If an Automaton explodes on several squares in contact with a Tower, the Tower is only damaged once.





Example: Bastiano has placed a Suicidio Automaton on a square at the foot of the Crows' Tower. Crow Carestia enters the square, causing the Automaton to explode. The Explosion area affects several squares (circled in red): The player who controls the Crows rolls 1 🎲 die and adds 1 ⚔ for their Tower (only once although the Tower is in contact with 3 effected squares), they also roll 1 🎲 die and add 1 ⚔ for their Character (Carestia). The player controlling the Assassins must also roll 1 🎲 die and add 1 ⚔ for Bastiano who is also in the area of Explosion.



The owner then discards the card and the Automaton miniature.



Note: 2 Assassins or 2 Crows on the same square can trade an Automaton under the same conditions as an Equipment trade.





✦ C11/ STEALTH

- ◆ If you enter a square with 1+ Characters from the opposing faction, simultaneously perform 1 Detection Check for each Character from both factions. *Reminder: You roll the  dice for your Opponent's Detection Tests.*
- ◆ If an Assassin/Crow becomes exposed because of an Opponent, the Alert State is triggered.
- ◆ If 1+ Enemies are on a square where a Detection Test takes place between 1+ Assassins and 1+ Crows, each faction performs only 1 Detection Test altogether (Opponents and Enemies). *Example: An Assassin moves to a square containing 2 Guards and 1 Crow. The Assassin performs 1 Detection Test: the opposing player rolls 3  dice (1 for each Guard + 1 for the Crow). The result of one of the dice is : The Assassin is exposed. The Crow also undergoes 1 Detection Test (1  die) because of the Assassin entered their square.*
- ◆ An exposed Assassin/Crow who enters a square with 1+ Opponents remains exposed.

✦ C12/ COMBAT


COMBAT BETWEEN ASSASSINS AND CROWS



You can attack a Character of the opposing faction **only** if they are exposed. Roll your  die, then choose how to allocate the  between the exposed opposing Characters present on the target square.


Note: If you are attacking with a  or  weapon, ignore any  on the  die.

Reminder: Exposed AND incognito Assassins/Crows can be hit by an Automaton explosion.


COMBAT BETWEEN THE TWO FACTIONS AND THE ENEMIES



If a player targets a square with 1+ exposed opposing Characters and 1+ Enemies, they must choose how to allocate the  dice before rolling them.

If 1+ Enemies attack a square containing 1+ exposed Assassins and 1+ exposed Crows, allocate the  dice between them before rolling them. If an equal split is not possible, the player with the Initiative decides how to allocate the remaining  dice.




When you attack a square containing 1+ Enemies, if you roll 1+ , the remaining Enemies on the target square Retaliate.

ELIMINATED CHARACTER

An Assassin/Crow who loses their last  is **immediately** Eliminated. As soon as this happens:


- ◆ Remove their miniature and  from the game.
- ◆ Give their card to the player who Eliminated them (for the XP count at the end of the game).
- ◆ If they were carrying an Automaton, discard the miniature and card without revealing it.
- ◆ If they had placed an Automaton that has not yet exploded, it remains in place, ready to explode.
- ◆ Remove the saved  from their board if they had one.

The Eliminated Character is permanently removed from the game and replaced by another available Character of their faction. You only have 4 playable characters during each game. *Reminder: If all 4 of your Characters are Eliminated, you immediately lose the game.*

The new Character will appear during the next game turn on one of the 4 squares at the foot of their Tower when their player decides to play them. If the arrival square contains 1+ Enemies and/or Opponents, perform 1 Detection Test. The new Character comes into play with their 3  and their armor's , 3 , as well as all the Equipment on their board.

✦ C13/ END OF GAME

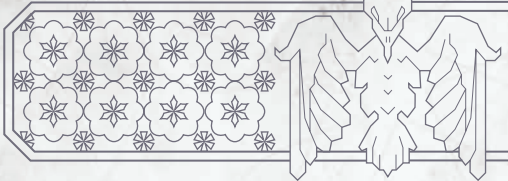
At the end of the 5th Game turn, if no player has succeeded in destroying the opposing Tower or in Eliminating their 4 Opponents, the game is over. Count the number of XP points to determine the winner:

- ◆ Each  withdrawn from the opposing Tower = 1 XP.
- ◆ Each Objective completed = the XP value shown on the back of the Objective token.
- ◆ Each Opened Chest = 1 XP.
- ◆ Each Eliminated Opponent (by your faction, by Enemies or by an Automaton) = 2 XP.

In the event of a tie, the player who did not have the Initiative at the start of the game is declared the winner.







1 ✦ WHAT HAPPENS IN THE TOWER STAYS IN THE TOWER

The influence of the Crows in the region continues to grow. This is undoubtedly thanks to their heinous methods, such as blackmail and their constant threats of plunder and violence.

Documents detailing some of these methods have been identified by the Assassins. If they get their hands on them and reveal them to the Templars' allies, some might reconsider their alliance with the Crows.

✦ II - OBJECTIVES



Assassins: Complete the Objectives before the Crows to expose their questionable methods.

Crows: Collect the documents before the Assassins can grab them.

Reminder: You also win the game if you destroy the opposing Tower or if you manage to eliminate all your Opponents.

✦ I - SETUP



- 2x
- 4x
- 4x
- 4x
- 4x



2+ BROTHERS IN ARMS

Assassins and Crows learned of the existence of weapon caches in a fortified village. After entering the premises, the two factions must destroy as many weapons as possible in order to prevent the other faction from getting a hold of them.

The informants mentioned there were crossbows and halberds, but most importantly a cannon!

II - OBJECTIVES



Destroy the warehouse that houses the crossbows.



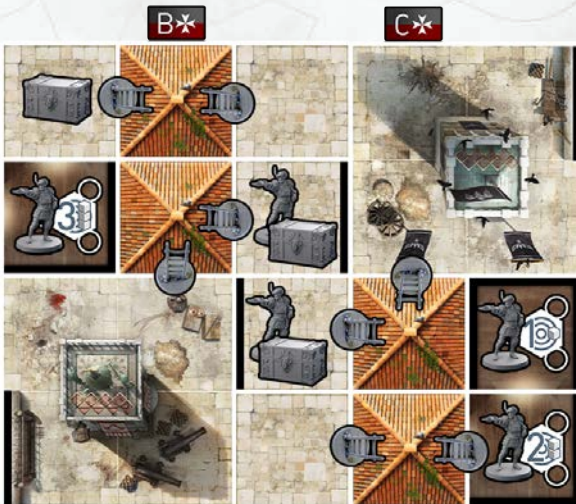
Destroy the stock of halberds.



There's the cannon, sabotage it!



I - SETUP



1x 1x 1x 4x 8x 5x 3x



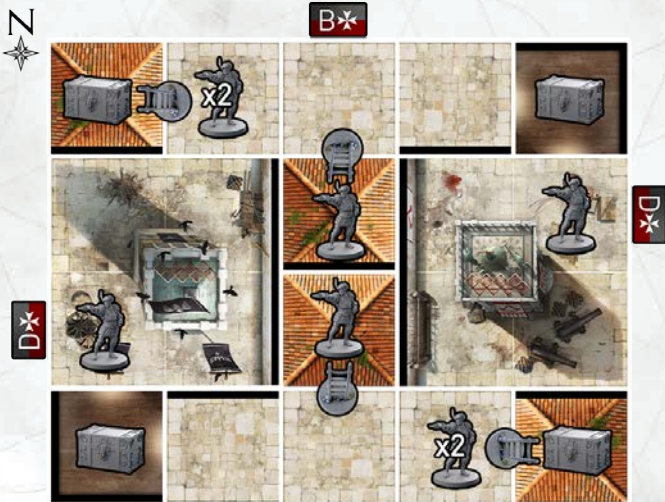
4 CHEST WARS

The underground war between Templars and Assassins is expensive. It has emptied the treasury of both organizations in Veneto. It is time to tax the traitors.

Assassins and Crows clash to retrieve chests full of treasures from wealthy local lords who have refused any alliance. These chests will be used to finance further operations.

I - SETUP

If one of the players has the Secret Objective "Chests!", Discard that card and take another one.



4x 4x 8x 4x

II - OBJECTIVES

- ◆ Collect as many Chests as possible and bring them back to the foot of your Tower.
- ◆ Spend 1 to Pick up 1 Chest. Place the Chest on your miniature's base. You can carry a maximum of 1 Chest. A Character cannot carry a Chest and an Automaton at the same time.
- ◆ Putting down a Chest costs 0 .
- ◆ Each collected Chest is worth 3 XP at the end of the game.

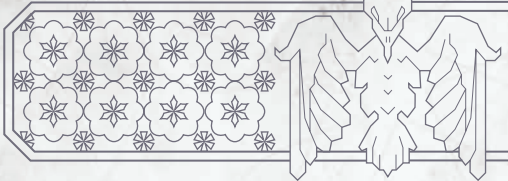
WARNING!

If you open a Chest, it is removed from the Map and will bring only 1 XP to the faction that opened it at the end of the game, as usual.

- ◆ An Eliminated Assassin/Crow leaves the Chest they were carrying on their square.
- ◆ Two members of the same faction can trade a Chest when performing the Trade action.

Note: You can pick up a Chest anywhere, including at the foot of the opposing Tower!





5 † THE BORGIIAS IN DANGER

As a good portion of the Borgia family prepares to enter the city, two rooftops provide a privileged position for an Assassin who would want to take them out.

The Assassins must take up position on the rooftops for an attack on the Borgia.

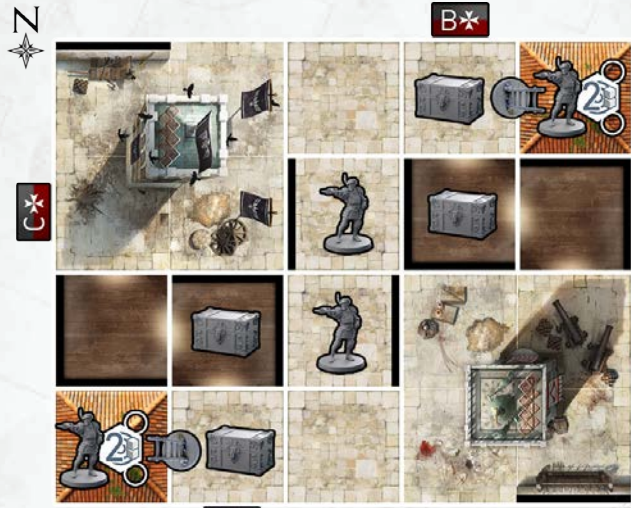
The Crows must secure these positions to protect the Borgia.

† II - OBJECTIVE



Go to the rooftops and spend 2 to secure these positions.

† I - SETUP



2x 4x 2x 4x 4x



6 HATE IN THE TIME OF WAR

Sometimes war by proxy has its limits. When it comes to the decisive blow, leaders must step into action.

After several clashes by proxy, the leaders have to intervene to show their worth and improve the morale of the troops.

Ezio Auditore reunites with his best enemy Cesare Borgia in a Venetian city in a race to obtain a chest full of gold and, above all, the keys to the city, so as to make it a base of operations.

Assassins and Crows will have to support their respective leaders and make the most of their abilities.

- ◆ **Enemy Movement Step:** Cesare and Ezio move according to the same rules as the Enemies. If they move to a square containing 1+ Assassins/Crows or if an Assassin/Crow enters their square, perform 1 Detection Test. *Note: Ezio and Cesare do not count towards the 4 Enemies per square limit.*
- ◆ **Enemy Combat Step:** Any exposed Assassin/Crow on the opposing Leader's square endures 1 attack from this Leader.
- ◆ Leaders never Hunt. But any exposed Assassin/Crow leaving the Leader's square endures 1 attack from the opposing Leader.
- ◆ Leaders are always exposed and cannot be attacked.

II - OBJECTIVES

I - SETUP

- ◆ Place one of **Ezio** miniature and the **Cesare Borgia** miniature on the Map.



Obtain the contents of the sealed chest.



Collect the keys to the city.



- ◆ Remove the 4 following cards before forming the Event deck:
 - Like the wind.
 - Leave them to me!
 - Maestro!
 - Peek-a-boo.

7+ BRING OUT YOUR DOCTORS!

The incessant clashes between Assassins and Templars tend to fill the hospitals with all kinds of wounded. But they don't heal themselves!

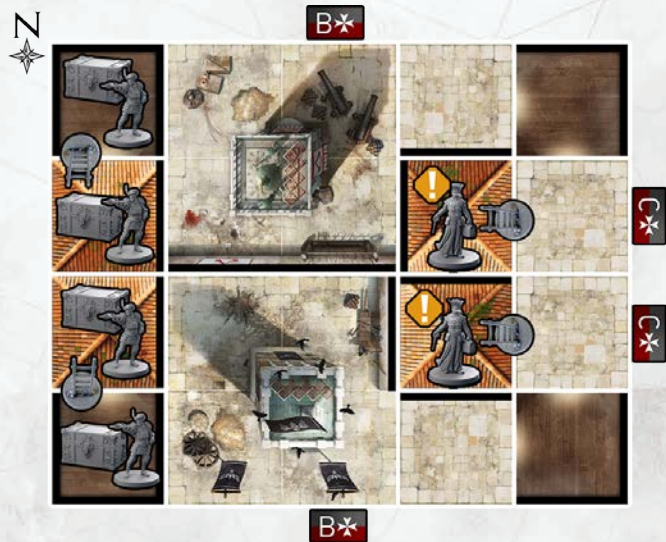
Assassins and Crows are looking for the few medical experts. The Dottore are valuable resources for both the Brotherhood and the Order. They must return to the fold.

II - OBJECTIVES

- ◆ Join each Dottore. ◆ As soon as you have, take 1 of the "Dottore" Equipment cards placed near the Map (Once per Dottore).
- ◆ Escort each of them to a square at the foot of your Tower. As soon as you succeed, remove them from the game and gain 4 XP.
- ◆ You cannot escort a Dottore while they are on a square with 1+ Opponents escorting them.
- ◆ You cannot escort both Dottore with only 1 character.
- ◆ The Dottore cannot become exposed, nor be attacked.

I - SETUP

- ◆ Remove the 2 "Dottore" cards from the Equipment deck and place them near the Map.
- ◆ Take the 2 Dottore miniatures from the *Assassin's Creed®: Brotherhood of Venice* game box.



4x [B*] 4x [C*] 4x [Dottore] 2x [Dottore] 4x [Equipment] 2x [Equipment]



8 † BETWEEN A ROCK AND A TRAITOR

A very strange character has come to be a spoilsport in the confrontation between Assassins and Crows.

His mysterious identity does not hide his role as a potential threat. Escorted by a strong guard, he will fight as much with one side as with the other.

He must be eliminated at all cost, but you cannot let your opponent win either...

II - OBJECTIVE



◆ Eliminate the Traitor.

Note: You will gain different XP values each time you withdraw 1 from the Traitor (see this Boss' card).

REMINDER

Boss rules are in rule point 33 of the rulebook from *Assassin's Creed®: Brotherhood of Venice*.

I - SETUP

◆ Take the Traitor miniatures from the *Assassin's Creed®: Brotherhood of Venice* game box.



N



2x 3x 6x 1x 4x

◆ Take the Traitor card from this expansion's box.

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ICONS

-  1 hit
-  Melee weapon
-  Ranged weapon
-  Exposed Assassin/Crow
-  Red base
-  Boss
-  Weapon's Special Ability
-  Card to be removed from the game permanently
-  Card to be placed in its discard pile
-  Action cube
-  Health cube
-  Assassin/Crow attack die
-  Enemy attack die
-  Detection die
-  Attack Failed (Enemies)
-  Alert State inactive/not triggered
-  Alert State active/triggered
-  Blade
-  Any Character (Ally, Opponent or Enemy), including incognito Characters.
-  Retaliation
-  Towers