



ROMA

RULEBOOK AND MEMORIES



CONTENTS



Alif



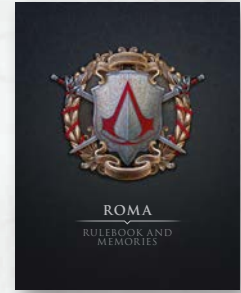
Beatrice



Clara



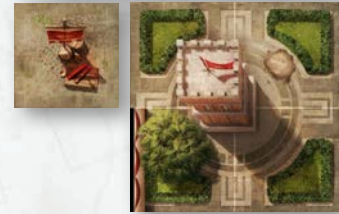
Domenico



This rulebook and Memories booklet



10 Followers of Romulus



18 small tiles,
3 medium and 1 large



10 Papal Guards



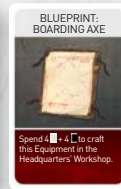
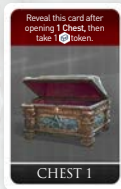
13 envelopes



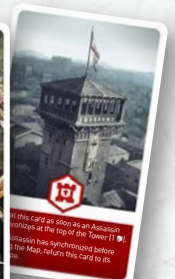
3 sticker sheets



1 Thieves' Headquarters



53 small cards



64 large cards

1/ INTRODUCTION

After the Brotherhood's victory over the Templars in Venice, Ezio Auditore commissioned four Assassins to help his sister Claudia prepare for his succession in Rome.

We are Assassins Alif, Beatrice, Clara and Domenico and we will be leading this expedition. Our missions will be, first, to make contact with Claudia and help her as she needs. Then we will secure once and for all the Staff of Eden the team in Venice managed to protect from the Templars.

We will first establish new Headquarters in Rome, cleverly concealed within the lair of a band of Roman thieves.



Thieves' Headquarters

IMPORTANT

We strongly recommend that you complete *Assassin's Creed®: Brotherhood of Venice's* main campaign before starting this one. If not, you will uncover secret elements of the main campaign prematurely. If you decide to go on anyway, you must read the rule book of *Assassin's Creed®: Brotherhood of Venice* in its entirety.

2/ 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 in this expansion's box.

DECKS

- ◆ Create the Event deck 1 with the Event cards from envelopes 0.1 to 1.1 **except** for the 2 "You don't belong here!" (envelope 0.1) and "Secret Entrance" (envelope 0.4) cards. You should have a total of 19 Event cards.
- ◆ Create the Equipment deck 2 with the Equipment cards from envelopes 0.1 to 3.3 **except** for the 4 "Thief" cards (envelopes 0.4 and 1.2) and the Special Equipment card (envelope 3.3). You should have a total of 27 Equipment cards.

CHOOSING THE ASSASSINS

Open Assassins envelopes R.A, R.B, R.C and R.D 5. Read the instructions on each large red card. Then choose the Assassins for this campaign.

PLAYING WITH OTHER ASSASSINS

You can replace all or part of the Assassins of this expansion by those present in the *Assassin's Creed®: Brotherhood of Venice* game box provided that their name begins with the same letter. For example, if you pick Claudio, he will replace Clara. Clara and Claudio cannot be played simultaneously. These Assassins start this campaign at **Level II**. When asked to choose a Blueprint card from an Assassin envelope, take it from the envelope of the one you are playing as. If a card or Memory specifically mentions an Assassin, the text also applies to their replacement.

You can play the *Assassin's Creed®: Brotherhood of Venice* campaign with Assassins from this expansion with the same limitations.

Place in front of you as many Assassin boards as Assassins in play 3, then place on each board:

- ◆ The Assassin card.
- ◆ 2 Equipment cards 4 drawn from the Equipment deck 2 for each Assassin in play. Replace any Investigation card drawn by another Equipment card randomly drawn.
- ◆ 3 6 + as many 6 as shown on your Armor card (if any) 6 and 3 7. Set aside 1 8 for later use.
- ◆ From the Alessandra, Bastiano, Claudio and Dariã envelopes 9, choose:
 - 1 **Level I** Skill card, (do not choose Apnea for Beatrice as there are no canals in this expansion).
 - 1 **Level II** Skill card.

Note: You will be able to call on Ezio during this campaign.

ENEMY RESERVE

Create the Enemy Reserve with the 30 Crossbowmen miniatures 18 and 10 Papal Guards 19.

ENEMY BOARD

Place the Enemy 20 and Compass boards 21. Place 1 Alert State token 1 side facing up 22 and the 8 Enemy Reinforcement cards 23 matching the number of Assassins in play.

DICE AND RED BASES

Place all the dice 24 and red bases 25 near the players.



HEADQUARTERS

Place the Thieves' Headquarters to one side of the table. Open the HQ3 envelope and read the instructions on the large red card for set up.

From the *Assassin's Creed®: Brotherhood of Venice* box: Take the 4 Thief miniatures, the 4 Assassin Apprentices and the Ezio Auditore miniature of your choice.

MAP

To set up the Map, follow the instructions in Memory R1.1 (page 7). You will need the following items:

- ◆ Street tiles **10**, roof tiles **12** and indoor tiles **11**.
- ◆ Miniatures **13**, **14**, **15** and **16**.
- ◆ Objective Tokens and Bases **17**.



✦ MEMORY R1.1

✦ ALL ROADS LEAD TO ROME

Claudia Auditore, Ezio's sister, is about to become the head of the Brotherhood of Assassins in Italy. On the advice of Ezio, she decided to entrust us with the Headquarters of the Brotherhood in Rome.

On our way to the Roman Headquarters' secret location to meet Claudia, we realize that guards have followed us. They must not discover the Headquarters' location!

✦ I - SETUP



✦ II - OPEN ENVELOPE R1.1

✦ III - OBJECTIVES



MEMORY OBJECTIVE

During the **first 5 turns**, at the end of each Assassin Phase, no living Guards may be present on 1+ of the 3 squares with a token. **Otherwise, you fail this Memory.**

Then leave the Map as usual.

REMINDER

The rules to play a Memory with a Time Limit are under point **47** of the rule book.



OPTIONAL OBJECTIVES

You can lock one or more Enemy Entrances in contact with a square containing a Objective token by completing the Objective on the square. After having locked an Entrance, remove it from the Map.



100% SYNC - TOWN PLANNING

Lock the 4 Enemy Entrances before the end of the 4th game turn.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - STARTING THE MEMORY

Place your Assassins on the square containing the Fast Travel Station.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY R1.1 SYNCHRONIZED

The Headquarters are safe... for now anyway.

Claudia welcomes us and formally entrusts us with the Roman Headquarters for a few weeks. We will not betray her trust!

We must now meet our contact within the Vatican to find the Temple where the Staff of Eden will be kept.




MEMORY COMPLETED

Take the Reward card in envelope R1.1 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives, the 3  tokens and collected Chests tokens, then write this down under Memory R1.1 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under Memory R1.1 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory R1.1 in the Diary of Memories.



✦ MEMORY R1.2

✦ VACATION

We heard from Leonardo da Vinci that Ezio wanted to meet up in a villa near Rome, to accompany us to the Temple where the Staff of Eden will be kept. He told us that there was a secret entrance.

We should not be bothered by guards this time, since very few are present outside the city.

We go in search of the secret entrance.

✦ I - SETUP



1x 1x 3x 2x 2x 2x 6x

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards back into their respective decks.

REMINDER

Find the rules pertaining to Restricted Areas under rule point **49** of the rulebook.

✦ II - OPEN ENVELOPE R1.2

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Find the entrance to the secret passage. Then leave the Map as usual.



100% SYNC - IN A ROW

Eliminate 2+ Papal Guards with 1+ Coordinated Attacks.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - STARTING THE MEMORY

Place your Assassins on the square containing the Fast Travel Station.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY R1.2 SYNCHRONIZED

Treason! The ambush we walked into is proof that we've been double-crossed... Safety within the Brotherhood is a priority, this situation puts many Assassins at high risk. We have to investigate.



MEMORY COMPLETED

Take the Reward card in envelope R1.2 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory R1.2 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under Memory R1.2 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory R1.2 in the Diary of Memories.

✦ MEMORY R1.3

✦ JUST VISITING

We arrive in the Eternal City under bad auspices. Who in the Brotherhood knew about our secret meeting? Such a betrayal should not be treated lightly. Let's find out who the traitor is by first looking for information on their contacts, then gather the clues that will allow us to identify them. The investigation promises to be tricky...

✦ I - SETUP



- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards back into their respective decks.

✦ II - OPEN ENVELOPE R1.3

✦ III - OBJECTIVES



MEMORY OBJECTIVES

Synchronize at the top of the Tower to make your contact appear, then go talk to them to get the information you are looking for.

You must also interrogate a Guard of your choice anywhere on the Map to uncover clues about the betrayal. Read the instructions on the back of the 🗡️ card to learn more.



100% SYNC - IMMOBILIZATION

Escape from 1+ Guards who are Hunting you by using a Caltrop Bomb.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - STARTING THE MEMORY

Place your Assassins on the square of your choice containing a Fast Travel Station.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY R1.3 SYNCHRONIZED

We can see the picture a little more clearly: The document in the secret cache proves that the traitor would have made a pact with the papal guard. We now know that it was in the ruins near the Colosseum that he prepared his betrayal.

According to the information Ezio gave us, it is precisely in these ruins that we may find the secret entrance to the Temple that will house the Staff.



MEMORY COMPLETED

Take the Reward card in envelope R1.3 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory R1.3 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under Memory R1.3 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory R1.3 in the Diary of Memories.

✦ MEMORY R1.4

✦ TURN OF EVENTS

Thanks to the clues we have gathered, we are now near the Colosseum. A group of papal guards seem to be having a lengthy conversation near a usually deserted area. Let's get closer...

Let's empty the place and find out what is going on here.

✦ I - SETUP



4x 1x 3x 2x 2x 2x

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards back into their respective decks.

✦ II - OPEN ENVELOPE R1.4

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Synchronize at the top of the Tower to reveal your Objectives, then complete them to investigate.



100% SYNC - A BLADE IN THE CROWD

Eliminate 2+ Papal Guards with .

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - STARTING THE MEMORY

Place your Assassins on the square containing the Fast Travel Station.



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY R1.4 SYNCHRONIZED

In the guarded rooms, we found compromising documents which seem to indicate that the traitor could be... Leonardo da Vinci!

The Maestro may have faults, but he has always been a faithful ally of the Brotherhood. If he really betrayed us, it would be a hard blow.

Maybe he had his reasons...

Let's keep in mind that the Temple is our main objective, but let's also shed some light on this betrayal as soon as possible.



MEMORY COMPLETED

Take the Reward card in envelope R1.4 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory R1.4 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory R1.4 in the Diary of Memories.



SEQUENCE 100% SYNCHRONIZED




If you have unlocked ALL "100% Syncs" (red or gray versions) from Memories R1.1 to R1.4, congratulations! Place this sticker on the space provided.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory R1.4 in the Diary of Memories.

MEMORY R2.1 SYNCHRONIZED

Followers of Romulus!

Of course Leonardo da Vinci is not a traitor! The Follower who had taken his appearance has managed to imitate his walk and his famous mutterings. He must have spied on him during his last visit to Rome.

The Followers of Romulus seem to have allied with the Templars; It's probably an alliance of circumstances since they have been particularly weakened. We're going to have to try to find out more about this group that we thought had been eradicated.

It could mean that they have information about the Temple, which could compromise our mission.



MEMORY COMPLETED

Take the Reward card in envelope R2.1 and assign it to any Assassin.

Return all the Papal Guard miniatures and the Papal Guard card to the game box. The Reserve should now contain the 10 Romulus Followers and 30 Crossbowmen.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory R2.1 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory R2.1 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory R2.1 in the Diary of Memories.



✦ MEMORY R2.2

✦ THE TEMPLE OF DOOM

The entrance to the Temple has been sealed! We must find another way to enter. A Follower of Romulus hid an encrypted message indicating the location of a secret entrance to the Temple. But the decryption keys are in the hands of the Vatican guards. Let's split up to quickly obtain the message and decryption keys.

Follow steps I to IV before making up groups A and B during stage V.

✦ I - SETUP

- ◆ Flip the Enemy board to the side showing letters A and B, then place it between the two Maps you are going to set up. Place the second Alert State token 🟢 side up on the second dedicated slot.



1x 🟢 4x 🟡 1x 🏰 4x 🗑️ 1x 🏰 1x 🗑️ 1x 🟡 1x 🗑️



2x 🟢 4x 🟡 2x 🏰 2x 🗑️ 2x 🏰 1x 🗑️ 2x 🟡

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State tokens are 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards back into their respective decks.
- ◆ Split the Event deck into 2 roughly equal piles and place 1 pile near each Map.

✦ II - OPEN ENVELOPE R2.2

✦ III - OBJECTIVES



MAP A OBJECTIVE

Find the encrypted message indicating the new Temple's secret entrance.



100% SYNC GROUP A - FALLEN INTO THE CAULDRON

Do not use any Medicine.



MAP B OBJECTIVES

Recover the 2 decryption keys 🗑️.



100% SYNC GROUP B - KLEPTOMANIACS

Do not call upon any Thief.

🟡 As soon as the 3 Objectives from Maps A and B are completed, reveal the 🗑️ card.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - STARTING THE MEMORY

You can now split into 2 groups:

- ◆ Group A: Place your Assassins on the square containing the Fast Travel Station on Map A.
- ◆ Group B: Place your Assassins on the square of your choice containing a Fast Travel Station on Map B.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY R2.2 SYNCHRONIZED

We located the new entrance to the Temple and carried out a reconnaissance mission. The secret entrance is protected by a complex and very strange mechanism. Ezio was able to figure out how the mechanism worked and is able to trigger it. Now we have to go and get him!



MEMORY COMPLETED

Take the Reward card in envelope R2.2 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory R2.2 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed one or both 100% Syncs, place the corresponding stickers under Memory R2.2 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the \oplus Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory R2.2 in the Diary of Memories.



✦ MEMORY R2.3

✦ IN MEMORY OF THE CURTAINS






We must find Ezio and lead him to the Temple's entrance. But a group of Romulus' Adepts has surrounded him! And here comes the one behind this ambush, an old acquaintance, Lucrezia Borgia!

She will have to be quickly neutralized, otherwise she may galvanize the Followers and guards...

✦ I - SETUP

- ◆ Place the Ezio figure with a . He must keep the  as long as it remains on the Map.
- ◆ Take Lucrezia Borgia's miniature out of the *Assassin's Creed®: Brotherhood of Venice* game box and place it on a space of the Objective base.



1x  4x  1x  2x  3x  1x  1x 

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards back into their respective decks.



IMPORTANT!
Flip the Alert State token to its  side.

EZIO

You will not be able to use a Skill card that calls on Ezio during this Memory (turn those cards over if necessary as a reminder).

✦ II - OPEN ENVELOPE R2.3

✦ III - OBJECTIVES



MEMORY OBJECTIVE

Escort Ezio and help him leave through a Fast Travel Station.

IMPORTANT!

This Memory is failed if Ezio is eliminated.



OPTIONAL OBJECTIVE

You can join Lucrezia Borgia and knock her out (no need to be *incognito*) by completing this objective. This immediately negates the buffs she gives to Enemies.



100% SYNC - NEAT AND SPOTLESS

Eliminate 3+ Romulus Followers with 1+ Coordinated Attacks during the same turn.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory. You cannot place Ezio in your Headquarters.

✦ V - STARTING THE MEMORY

Place your Assassins on the square containing the Fast Travel Station.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY R2.3 SYNCHRONIZED

Ezio is safe! We can now give him the Staff of Eden and help him reach the Temple's entrance.



MEMORY COMPLETED

Take the Reward card in envelope R2.3 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory R2.3 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under Memory R2.3 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory R2.3 in the Diary of Memories.



✦ MEMORY R2.4

✦ (THE TRUE) BACKLASH

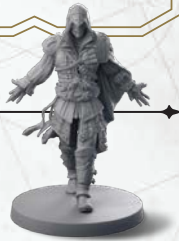
Finally, the entrance to the Temple is within our reach. We have to escort Ezio and help him activate the two parts of the mechanism that will him to unlock access to the Temple.

Then, we will have to wait for Ezio to put the Staff in safety permanently by preventing the Followers from locating the Temple's entrance.

Outraged that the Followers had used him to deceive us, Leonardo da Vinci sent a copy of his legendary tank... If we find it, it will help us clean the way.

✦ I - SETUP

- Place the Ezio miniature on the square with the Fast Travel Station.



IMPORTANT!

Flip the Alert State token to its side.

- Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- Shuffle the discarded Equipment, Event and Enemy Reinforcement cards back into their respective decks.

EZIO

You will not be able to use a Skill card that calls on Ezio during this Memory (turn those cards over if necessary as a reminder).

✦ II - OPEN ENVELOPE R2.4

✦ III - OBJECTIVES



MEMORY OBJECTIVE

1. Escort Ezio to open access to the Temple by accomplishing the 2 3 Objectives. **Ezio must be present on each square where 1+ Assassins spend 1+ to complete each Objective.**

2. As soon as the 2 3 Objectives are completed, Ezio enters the Temple: Remove his miniature from the game. Take the 4 Special Event cards from envelope R2.4, shuffle them and place them on top of the Event deck. You must now wait for him to come out by getting rid of as many nearby Enemies as possible.

3. When Ezio comes back out, escort him to the Fast Travel Station.

IMPORTANT!

This Memory is failed if Ezio is eliminated.



100% SYNC - INFALLIBLE MEMORY

2+ Assassins have used one of their Skill cards **twice**.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory. You cannot place Ezio in your Headquarters.

✦ V - STARTING THE MEMORY

Place your Assassins on the square containing the Fast Travel Station.

IMPORTANT!

DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY R2.4 SYNCHRONIZED

Mission accomplished! The Staff of Eden is safe where the Templars will never be able to reach it.

As Ezio prepares to leave for the Orient, his sister Claudia is now well established at the head of the Brotherhood. We will finally be able to take a little break.

The Templars have missed a master stroke. We shouldn't be hearing from the Followers of Romulus for a long time.

This could not have been accomplished without our team of Assassins!



MEMORY COMPLETED

Take the large cards out of envelope R2.4.



DIARY OF MEMORIES

Add up the XP at the back of the tokens of Objectives you have completed and the XP from the Chests you have collected, then write down the total under Memory R2.4 in the Diary of Memories. Add this sum to the total already present on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory R2.4 in the Diary of Memories.



SEQUENCE 100% SYNCHRONIZED




If you have unlocked ALL "100% Syncs" (red or gray versions) from Memories R2.1 to R2.4, congratulations! Place this sticker on the space provided.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory R2.4 in the Diary of Memories.

✦ DIARY OF MEMORIES ✦

1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
III	26	27	28
32	31	30	29
33	34	35	36
40	39	38	37
41	42	43	44
48	47	46	45
49	IV	51	52
56	55	54	53
57	58	59	60
64	63	62	61
65	66	67	

IMPORTANT!
Beatrice cannot pick the "Strike" Skill card.

IMPORTANT!
Clara must select the "Benedetto" Skill card.

✦ MEMORY R1.1

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R1.2

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R1.3

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R1.4

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R2.1

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R2.2

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R2.3

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R2.4

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ HEADQUARTERS



✦ DIARY OF MEMORIES ✦

1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
III	26	27	28
32	31	30	29
33	34	35	36
40	39	38	37
41	42	43	44
48	47	46	45
49	IV	51	52
56	55	54	53
57	58	59	60
64	63	62	61
65	66	67	

IMPORTANT!
Beatrice cannot pick the "Strike" Skill card.

IMPORTANT!
Clara must select the "Benedetto" Skill card.

✦ MEMORY R1.1

XP:
Attempts:
⊕ Contract fulfilled: Yes No



✦ MEMORY R1.2

XP:
Attempts:
⊕ Contract fulfilled: Yes No



✦ MEMORY R1.3

XP:
Attempts:
⊕ Contract fulfilled: Yes No



✦ MEMORY R1.4

XP:
Attempts:
⊕ Contract fulfilled: Yes No



✦ MEMORY R2.1

XP:
Attempts:
⊕ Contract fulfilled: Yes No



✦ MEMORY R2.2

XP:
Attempts:
⊕ Contract fulfilled: Yes No



✦ MEMORY R2.3

XP:
Attempts:
⊕ Contract fulfilled: Yes No



✦ MEMORY R2.4

XP:
Attempts:
⊕ Contract fulfilled: Yes No



✦ HEADQUARTERS



✦ DIARY OF MEMORIES ✦

1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
III	26	27	28
32	31	30	29
33	34	35	36
40	39	38	37
41	42	43	44
48	47	46	45
49	IV	51	52
56	55	54	53
57	58	59	60
64	63	62	61
65	66	67	

IMPORTANT!
Beatrice cannot pick the "Strike" Skill card.

IMPORTANT!
Clara must select the "Benedetto" Skill card.

✦ MEMORY R1.1

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R1.2

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R1.3

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R1.4

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R2.1

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R2.2

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R2.3

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ MEMORY R2.4

XP:
Attempts:
⊕Contract fulfilled: Yes No



✦ HEADQUARTERS



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Special thanks: Aymar Azaïzia and Antoine Ceszynski (Ubisoft), Guillaume Briet, Laurence Laval, Christian Lemay, Vladislav Nekrasov, Frédéric Vindry and to all the fantastic backers who have supported us throughout this wonderful adventure!

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ICONS

-  Action cube
-  Health cube
-  1 hit
-  Melee weapon
-  Ranged weapon
-  Exposed Assassin/Ally
-  Headquarters' Workshop
-  Red base
-  Boss
-  Weapon's Special Ability
-  Card to be removed from the game permanently
-  Card to be placed in the discard pile of the same type
-  Special card or token
-  Headquarters' Shop
-  Assassin attack die
-  Enemy attack die
-  Detection die
-  Attack Failed (Enemies)/Armor (Assassins)
-  Alert State inactive/Not triggered
-  Alert State active/Triggered
-  Headquarters' Hospital
-  Hidden Blade
-  Number of Assassins in play
-  Escorted Ally
-  Retaliation
-  Headquarters' Command Room (HQ board) or Contract (Contract cards)