



TOKYO XXI

RULEBOOK AND
MISSIONS





CONTENTS



This rulebook and missions booklet



Layla Hassan



Rebecca Crane



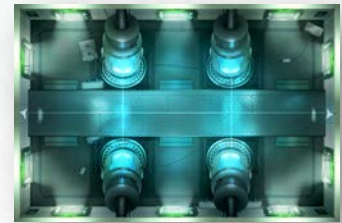
Kiyoshi Takakura



12 envelopes



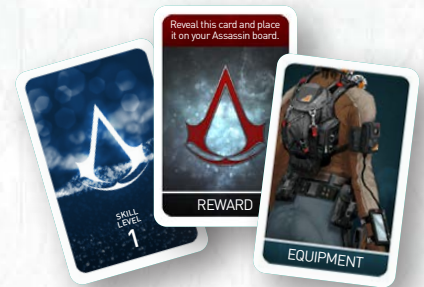
10 Dogs



Tiles: 1 large, 2 medium, 16 small



10 Abstergo Guards



71 small cards



5 Spectres



1 secret box (1 miniature)



3 sticker sheets



55 large cards

T1/ INTRODUCTION

Tokyo, today..

An alarming report from a secret Abstergo laboratory in Tokyo was intercepted by Assassin Layla Hassan. It mentions experiments carried out on non-voluntary subjects. These experiments seem to involve extensive analysis of Isu artifacts, an ancient civilization.

The Brotherhood cannot afford to allow this research to be carried out successfully. If the Templars manage to obtain advanced technology and transplant it to humans, even against their will, they could easily gain a decisive advantage for their world domination strategy.

Luckily, one of the key elements of these experiments decided to betray the Templars and provide reliable information to the Assassins...

To face this exceptional threat, the Brotherhood decides to gather the best team of Assassins.

Our mission is to infiltrate Abstergo's facility in Tokyo, investigate these experiments and do everything possible to stop them. Our source must be protected and if necessary extracted safe and sound.

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.

Whatever you decide to do, you must know all the rules of *Assassin's Creed®: Brotherhood of Venice* to play this campaign.



ABSTERGO INDUSTRIES

This megacorporation, created in 1937, is the result of a strategy of the Order of the Temple to sustainably transform the world and make it conform to the values and visions of the Templars.

Today, it is a sprawling conglomerate that extends its sinister wings over sectors as varied as medical, pharmaceutical or video game industries.

Abstergo is the inventor of the Animus.



T2/ SET UP

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.

CHOOSING THE ASSASSINS

Open the 4 Assassins' envelopes: T.K, T.L, T.R and T.S. Read the instructions on each large red card inside. Then choose the Assassins who will take part in this campaign [2].

Place in front of you as many Assassin boards as Assassins going to play [1], then place on each board:

- ◆ The cards of each selected Assassin [2].
- ◆ 3 [red cube] + those corresponding to their armor [3] and 3 [grey cube] [4], as well as 1 [grey cube] [5] on the side.

ENEMY RESERVE AND BOARD

Build up the Enemy Reserve with the 10 Abstergo Guard [8] and the 10 Dog miniatures [9]. Add the 10 miniatures from secret box 1 [10], for a total of 20 Abstergo Guards.

Place the compass [14] and Enemy boards on the table [15]. Place: 1 Alert State token [green triangle] side facing up [17] and the 8 Enemy Reinforcement cards [16] corresponding to the number of Assassins in play.

DICE AND RED BASES

Place all the dice [18] and red bases [19] near the players.

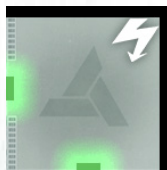
MAP

Set up the Map as shown. To do so, you will need the following items:

- ◆ Tiles [6] [7]. *Note: You will find these tiles in the Assassin's Creed®: Brotherhood of Venice box and this expansion's box.*



Tile with a locked door numbered 4 (red light), two walls and a Satellite [11].



Tile with two open doors (green lights), two walls and a Charging Station [12].

- ◆ Assassin and Guard miniatures [12]. You will find the Shaun Hastings miniature in secret box 2 [13].
- ◆ Objective Tokens and Bases [11].

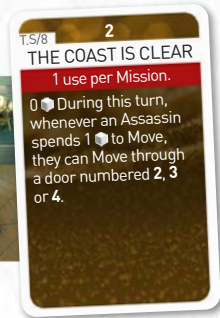


T3/ MAP

1. DOORS

A square can have 1+ locked doors numbered 1, 2, 3 or 4 and a red light above them. Locked doors block **only** Assassins/Allies' moves between the two squares that they separate (for Enemies, consider that the doors are always open). Some cards grant Assassins/Allies passage through certain doors.

Note: An Escorted Character can follow an Assassin when they go through a door.

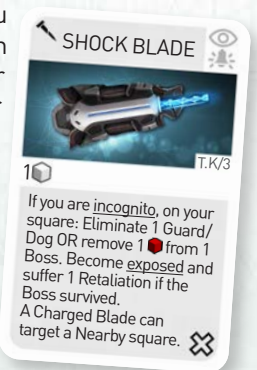


Example: Shaun was on the square on the right. He used one of his Skill cards allowing Assassins to go through 2, 3 and 4 doors. He then used 1 [grey cube] to go through 3 door. Rebecca can also go through 3 door during this turn by spending 1 [grey cube] if she wishes.

2. CHARGING STATION




Charging a Shock Blade extends its range to 1 Nearby square (other than the one you are in). An Assassin who spends 1 [grey cube] on a square with the [lightning bolt] icon Charges their Shock Blade. To do so, they must be either incognito, or have no Enemy on their square if they are exposed.

Place 1 [yellow diamond] token from the *Assassin's Creed®: Brotherhood of Venice* box on the Charged Shock Blade card (1 [yellow diamond] token maximum per Shock Blade). As soon as you use a Shock Blade on a Nearby square other than the one you are on, remove the [yellow diamond] token from the card.






3. SATELLITE


An Assassin on a square with the  icon can spend 1  to synchronize and reveal the  card of the Map where they are located on. To do so, the Assassin must be either incognito, or have no Enemy on the square where they are located if they are exposed.

4. ENTRANCE/EXIT

A white triangular token on a square represents an Entrance for Assassins. When placed outside the Map and in contact with a tile, it is an Exit through which to leave the Map.



Entrances/Exits are used according to the same rules as Fast Travel Stations, except that you **cannot** use them to move from one to the other.



After completing a Map's Objectives, return to the square in contact with the Exit and spend 1  to leave the Map.

Reminder: Assassins/Allies must be incognito if they want to use an Exit located on a square containing 1+ Enemies. Exposed Assassins/Allies can use an Exit if there are no Enemies on their square. In this case, their  remains on the Exit square.

T4/ AFTER EACH MISSION


MANAGING EQUIPMENT

Each Assassin keeps all the Equipment on their board at the end of every Mission. Players can freely exchange cards between them and rearrange the cards on their Assassin board. *For example, you can place a Handgun collected during the Mission in a  slot.* But under no circumstances may you use any Equipment before entering a Map in the hope of saving  (except the first aid kit, see below).

Any Equipment you want to part with goes back to the Equipment discard pile ( icon on the map) or is removed from the game ( icon).


An Assassin who leaves a Mission wearing a uniform will start the next Mission with that uniform. Likewise, an Assassin leaving a Mission with a Charged Shock Blade will start the next with their Charged Shock Blade.



ACTIONS

Any  in the "+" slot of an Assassin board must be removed at the end of the Mission.

ELIMINATED ASSASSINS AND INJURY MANAGEMENT

An Eliminated Assassin must wait until the end of the current Mission before being able to return to play.

Each Eliminated Assassin will start the next Mission (or restart the one failed on the first attempt) with at least half of their  rounded up.

For 0 , Injured Assassins can use a First-Aid Kit to recover  after a Mission (then discard the First-Aid Kit card).

T5/ DOGS

Dogs are powerful opponents who automatically succeed in all of their Detection Tests thanks to their sense of smell. *Note: Dogs perform Detection Tests. This means that certain Equipment, Skills or Abilities that allow you to avoid 1+ Detection Tests also work against Dogs.*

They are played exactly like Guards: They have reinforcements, move, go through doors, place themselves on Objective bases, Hunt, Retaliate and attack like Human Guards. They can be attacked, their bodies can be searched and hidden by Assassins.



T6/ SPECTRES

Spectres will appear during the campaign. Anytime you need to place Spectre miniatures, if you run out, the Mission **is not** failed. If this happens, choose the square where Spectres will not appear.

MISSION T1.1 COMPLETED

We bypassed the security system by going in through the roofs. These installations are obviously at the cutting edge of technology in terms of security. This confirms the importance of what is happening here.

— 1 —

MISSION COMPLETED

Take the Reward card in envelope T1.1 and decide which Assassin to assign it to.

— 2 —

MISSION LOG

Total the XP of the completed Objectives, then write this down under Mission T1.1 in the Mission Log located at the end of this booklet. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Mission T1.1 in the Mission Log.

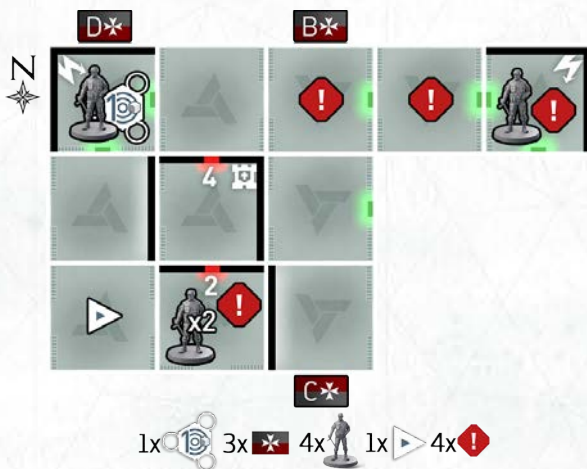
MISSION T1.2

ABSTERGO MYSTERY

Our informant left a memo encrypted in an Animus for us. After locating which room the memo is in, we will have to reach the Animus and connect to it to retrieve the memo and decrypt it.

This memo will give us valuable information about what is going on in this unit of Abstergo.

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.

REMINDER

Find the rules for Restricted Areas under point **49** of the rulebook.

II - OPEN ENVELOPE T1.2

III - OBJECTIVES

MISSION OBJECTIVES

Synchronize on the square to locate the Animus room, then reach it.

OPTIONAL OBJECTIVE

Complete this Objective to gather evidence of Abstergo's activities.

100% SYNC - MAN OR MACHINE?

Eliminate 4+ Enemies outside of your square with 1+ Charged Shock Blades ().

IV - STARTING THE MISSION

Place your Assassins on the square with a white triangle.

Before starting, you can:

- ◆ Use 1+ First Aid Kits if you have any () to heal 1+ Injured Assassins. *Reminder: First Aid Kits are the only Equipment you can use between Missions.*
- ◆ Trade Equipment with each other and freely rearrange the cards on your Assassin board.

ATTENTION:
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MISSION.

MISSION T1.2 COMPLETED

We managed to obtain and decipher the informant's memo. The Templars are studying the powers of one of the Staves of Eden.

Their goal is to use it to create advanced technologies, and then forcibly augment human subjects into super soldiers.

— 1 —

MISSION COMPLETED

Take the Reward card in envelope T1.2 and decide which Assassin to assign it to.

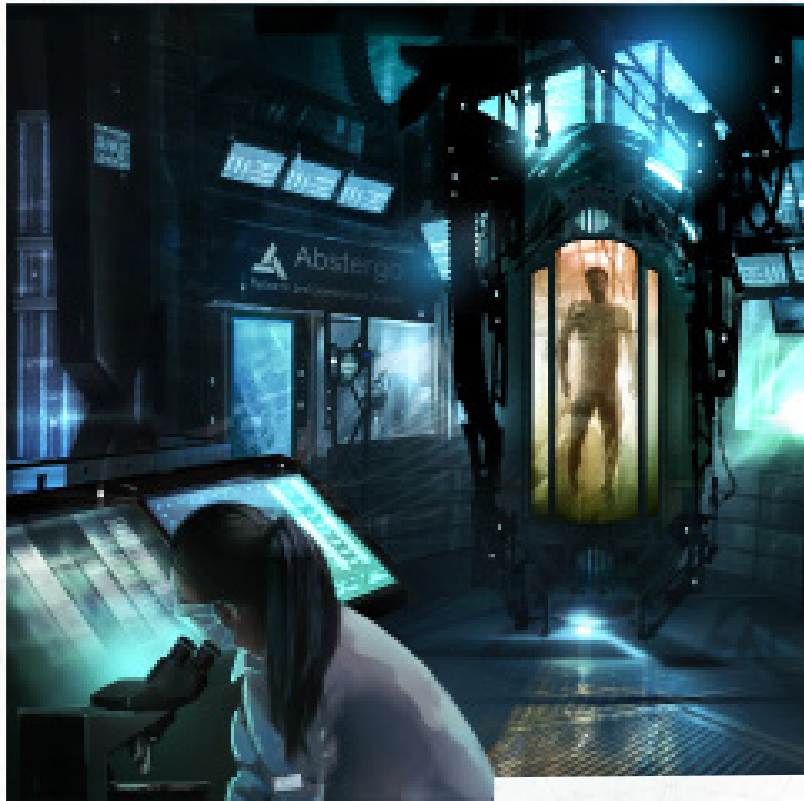
— 2 —

MISSION LOG

Total the XP of the completed Objectives, then write this down under Mission T1.2 in the Mission Log. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Mission T1.2 in the Mission Log.



MISSION T1.3

VENICE TRIP


We know that the Templars are on the trail of one of the famous Staves of Eden, very powerful artefacts from the Isu civilization.

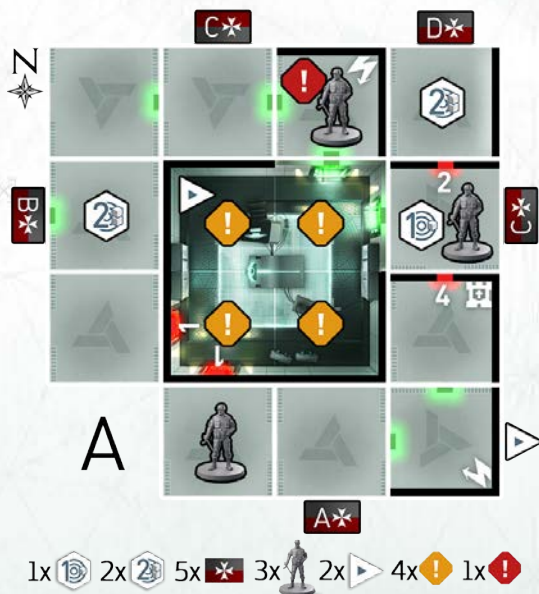
We absolutely need to know how far the Templars are in their research in order to stop them. One of us will have to use the Animus and explore the genetic memory of a former Venetian Assassin to learn more about the Staff. Our informant managed to send us a DNA sample so that we could access the genetic memory of Assassin Bastiano in the Animus.

We must protect the Assassin who will be in the Animus at all cost. Our informant warned us that a new type of guard equipped with the latest Abstergo technology will be present...

Follow steps I to III before splitting into 2 groups (group **A** and group **B**) during step IV.

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 on the second dedicated slot. Both Alert State tokens must be  side up.



Take the following items out of the *Assassin's Creed®: Brotherhood of Venice* box to set up Map **B**:

Form the Equipment and Event decks, as well as the Enemy Reserve:

- ◆ Envelope 0.1:
 - 2 of the 4 Parachute Equipment cards.
 - The 5 Event cards.
- ◆ Envelope 0.2:
 - The Crossbowman card (place it near Map **B**).
- ◆ Envelope 0.3:
 - The 4 Equipment cards.
 - The 4 Event cards.
 - The Agile Guard card (placed near Map **B**).
- ◆ 30 Crossbowmen miniatures.
- ◆ 10 Agile Guards miniatures.

Take these items and set up Map **B**:

- ◆ 1 Fast Travel Station
- ◆ 2 Ladders
- ◆ 1 small street tile
- ◆ 3 small canal tiles
- ◆ 2 small roof tiles
- ◆ 2 small interior tiles




Once the 2 Maps are set up:

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play. Only count the present-day Assassins (including the one who will be inside the Animus, see paragraph IV).
- ◆ Shuffle the cards from the Enemy Reinforcement discard pile back into their deck.
- ◆ On Map **A**, shuffle the discarded Equipment and Event cards back into their respective decks.




II - OPEN ENVELOPE T1.3

III - OBJECTIVES

OBJECTIVES - GROUP A

Protect the Assassin inside the Animus until Bastiano leaves Map **B**: Prevent any Enemy from ending a game turn on 1+ squares with  tokens. **If this happens, the Mission is failed.** Then leave the Map as usual.



Optional Objectives: You can lock up to 3 Enemy Entrances by spending 1 or 2  on each square in contact with a  or  token. Remove the tokens of each locked Enemy Entrance.



100% SYNC - THE KEY MASTER







On Map **A**, lock as many Enemy Entrances as there were Assassins at the beginning **on Map A** (not counting the Assassin inside the Animus).



OBJECTIVE - GROUP B


Bastiano must reach the Staff's secret cache to check if it is still there.




 Do not read before Bastiano has left Map **B**. Once Bastiano has left Map **B**: Stand the Assassin miniature inside the Animus back up and place it on one of the 4 squares of the medium tile (perform 1 Detection Test if necessary). Then set aside Bastiano's cards and  **but keep his**  if he hadn't used them all. Recover the cards and  of the Assassin who was in the Animus from the plastic bag. He can now use Bastiano's leftover  during this turn (he will get his 3  at the start of the next turn as usual).

IV - STARTING THE MISSION

Decide which Assassin will go inside the Animus (this player will control Bastiano on Map **B**).

The player who will play on Map **B** places the present-day Assassin miniature they played in a lying position on the Animus (located in the center of the medium tile). They then put the contents of the Assassin's board in a plastic bag except for the 4  that remain in place.


Take the following items in the *Assassin's Creed®: Brotherhood of Venice* box and place them on the board of the Assassin that is inside the Animus:

- ◆ Bastiano envelope:
 - The Bastiano lvl. II card
 - 2 Skill cards: Apnea + Lethal Reaction.
- ◆ Envelope 0.2:
 - The 4 Equipment cards.
- ◆ Envelope 1.2:
 - The Poison Blade
 - The Helmschmied Armor
 - The Venetian Falchion
- ◆ 5 
- ◆ The Bastiano miniature

Group A: Place your Assassins on the square with a white triangle on Map **A**.

Group B: Place the Bastiano miniature on the square with Map **B**'s Fast Travel Station.

On Map **A**: Before starting, you can:

- ◆ Use 1+ First Aid Kits if you have any (0 ) to heal 1+ Injured Assassins.
- ◆ Trade Equipment with each other and freely rearrange the cards on your Assassin board.

ATTENTION!

You cannot trade anything between two different eras (characters, equipment, events, etc.). On the other hand, the XP gained on both Maps will be recorded in the Mission Log.



ATTENTION:
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MISSION.

MISSION T1.3 COMPLETED

Bastiano's memory and the Animus' user logs prove that the Templars are on the verge of finding the Staff. All they need is the genetic material that will allow them to access Bastiano's memory!

According to our informant, the Templars have identified Bastiano's descendant, Dr Kazui and have captured him. If they access his DNA, they will locate the Staff.

— 1 —

MISSION COMPLETED

Take the Reward card in envelope T1.3 and decide which Assassin to assign it to.

Store the cards from the Renaissance in their respective envelopes and the miniatures and tiles from the Renaissance in the *Assassin's Creed®: Brotherhood of Venice* box.

— 2 —

MISSION LOG

Total the XP of the completed Objectives, then write this down under Mission T1.3 in the Mission Log. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Mission T1.3 in the Mission Log.

MISSION T1.4

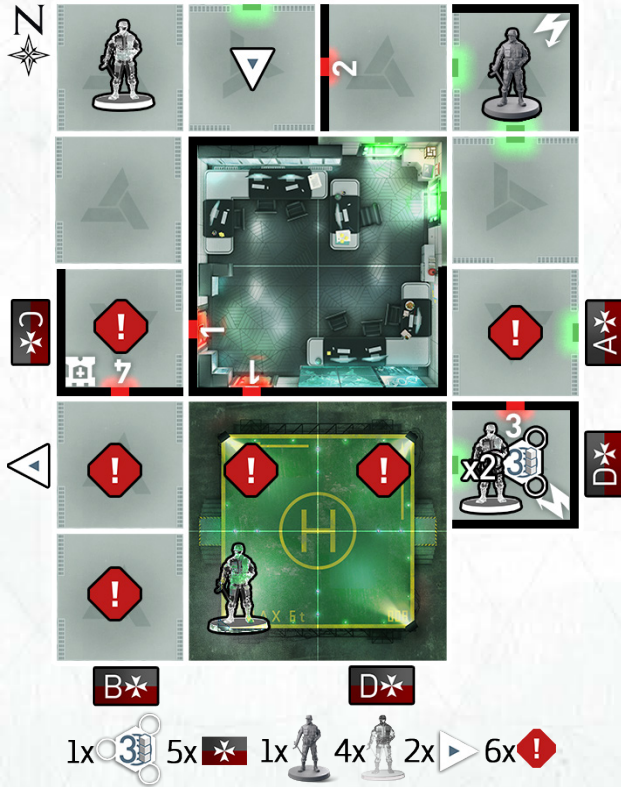
THE HUMAN PLANET

We must beat the Templars to it and prevent them from using the DNA of Bastiano's descendant, Dr. Kazui. His DNA is stored in a particularly well-guarded analysis room.

It is now clear that our informant is Dr. Kazui, Bastiano's descendant. We'll have to bring him back safe and sound when the time is right.

I - SETUP

- When setting up this Map, you will place 1 Abstergo Guard and 4 Spectres.



- 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 T1.4

III - OBJECTIVE



MISSION OBJECTIVE

Destroy Dr. Kazui's DNA.



100% SYNC - ONE FOR ONE

Eliminate as many Spectres as there are Assassins in play.

IV - STARTING THE MISSION

Place your Assassins on the square with a white triangle.

Before starting, you can:

- Use 1+ First Aid Kits if you have any (0) to heal 1+ Injured Assassins.
- Trade Equipment with each other and freely rearrange the cards on your Assassin board.

ATTENTION:
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MISSION.

MISSION T1.4 COMPLETED

Kazui's DNA data is now destroyed. We have therefore delayed the Templars' quest for the Staff.

Unfortunately, we also learned that this was not the first Staff that they sought after...

1

MISSION COMPLETED

Take the Reward card in envelope T1.4 and decide which Assassin to assign it to.

2

MISSION LOG

Total the XP of the completed Objectives, then write this down under Mission T1.4 in the Mission Log. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Mission T1.4 in the Mission Log.



If you have unlocked ALL "100% Syncs" (Red or gray versions) from Missions T1.1 to T1.4, congratulations! Place this sticker on the space provided.

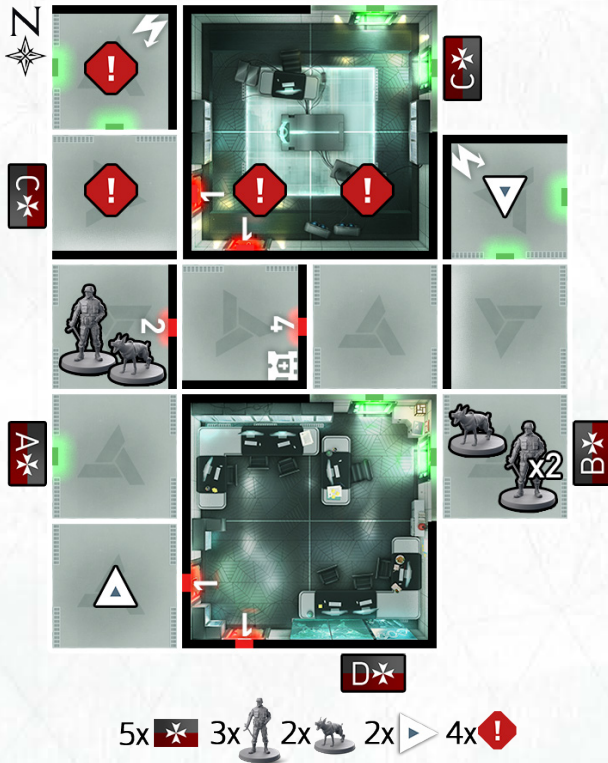
MISSION T2.1

CLOSE PROTECTION

We now know that our informant is indeed Dr. Kazui, Bastiano's descendant. We cannot leave him in the Templars' clutches.

We have to locate him and remove him from Abstergo's premises. Let's not forget to analyze any document about the experiments involving the Staff!

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 T2.1

III - OBJECTIVES

MISSION OBJECTIVES

Start by synchronizing on the 🏠 square to locate Dr. Kazui then Escort him to safety.

If Dr. Kazui is Eliminated, the Mission is failed.



100% SYNC - EVERY MAN FOR HIMSELF

Perform no more than 1 Coordinated Attack.

IV - STARTING THE MISSION

Place your Assassins on a square with a white triangle.

Before starting, you can:

- ◆ Use 1+ First Aid Kits if you have any (0 🏠) to heal 1+ Injured Assassins.
- ◆ Trade Equipment with each other and freely rearrange the cards on your Assassin board.

ATTENTION:
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MISSION.

MISSION T2.1 COMPLETED

We managed to find Dr. Kazui! The information he provided about Abstergo's experiments is very alarming.

It would seem that experimental subjects were equipped with ultra-advanced technology created after some Isu artefacts were analyzed.

— 1 —

MISSION COMPLETED

Open secret box T.1.

Reveal the Reward card from envelope. T2.1.

— 2 —

MISSION LOG

Total the XP of the completed Objectives, don't forget to add 4 XP for having Escorted Dr. Kazui to the Exit and the 2 XP from the ~~3~~ token, then write this down under Mission T2.1 in the Mission Log. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Mission T2.1 in the Mission Log.

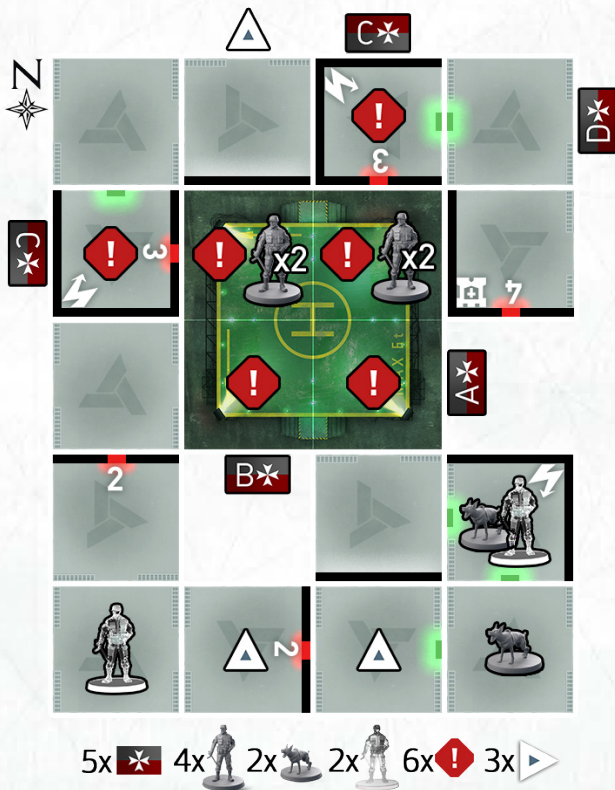
MISSION T2.2

EXTRACTION

We must quickly evacuate Dr. Kazui, or he might be targeted by Abstergo and captured. He always wears a guard uniform to minimize risks, but we should expect the opposition to be strong.

To exfiltrate him, we have to go back to the roof and wait for the evacuation helicopter. We can then come back to take care of Abstergo's archives.

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 T2.2

III - OBJECTIVES



MISSION OBJECTIVE

Escort Dr. Kazui to one of the 4 squares on the helicopter platform.

Then 1+ Assassins must wait for the helicopter with the doctor for **2 full turns without leaving the 4 squares** of the helipad tile. Then remove Dr. Kazui's miniature from the Map and place it in the Enemy Reserve.

*Reminders: Dr. Kazui only has 1 and he can become exposed. If he is **Eliminated**, the Mission is failed.*



100% SYNC - PHOTSENSITIVE

Do not use any Flashbangs.

IV - STARTING THE MISSION

Place your Assassins on a square with a white triangle. Also place Dr. Kazui (Abstergo Guard miniature) on one of these squares.

Before starting, you can:

- ◆ Use 1+ First Aid Kits if you have any (0) to heal 1+ Injured Assassins.
- ◆ Trade Equipment with each other and freely rearrange the cards on your Assassin board.

ATTENTION:
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MISSION.

MISSION T2.2 COMPLETED

Well done! Dr. Kazui was taken to a secure location. His intervention proved to be decisive for our mission! He also told us that Abstergo is actively searching for other descendants of Assassins who have knowledge of the location of the Staff of Eden.

But as we prepare to return to unlock the secrets of Abstergo's experiments, a trail of blood catches our attention. The Doctor was injured! If the Templars notice it, they'll be able to recover his DNA!

— 1 —

MISSION COMPLETED

Take the Reward card in envelope T2.2 and decide which Assassin to assign it to.

— 2 —

MISSION LOG

Total the XP of the completed Objectives, then write this down under Mission T2.2 in the Mission Log. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Mission T2.2 in the Mission Log.

MISSION T2.3 COMPLETED

Otso Berg! The ominous figure is back! Who could have guessed it? Layla had even left him in agony, impaled and paraplegic!

He certainly benefited from Abstergo's experiments. He survived that ordeal and regained use of his legs. The powers of the Staff of Hermes that Layla and her team have discovered are surely responsible for this.

— 1 —

MISSION COMPLETED

Reveal the 4 Reward cards in envelope T2.3, then assign them to the Assassins.

— 2 —

MISSION LOG

Total the XP of the completed Objectives, add 4 XP if you have knocked out Otso Berg, then write this down under Mission T2.3 in the Mission Log. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Mission T2.3 in the Mission Log.

MISSION T2.4

OLD SCOUNDREL

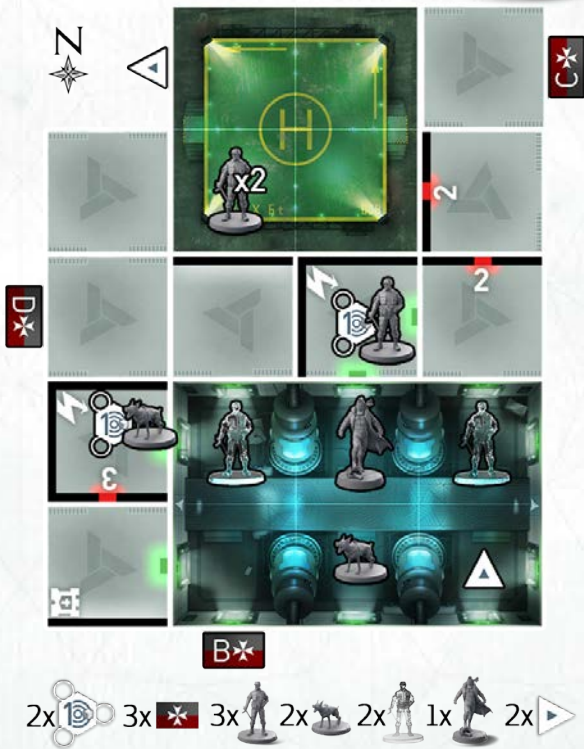
It's time to leave, but Otso Berg never gives up: We have no choice but to confront him. The only way to defeat this fearsome opponent is to gather the best Assassins in the world. This threat to the Brotherhood must disappear!

But, before we leave, let's make sure that Abstergo won't be able to get their hands on other descendants of Assassins.



I - SETUP

- ◆ Place Juhani Otso Berg's miniature on the Map.



- ◆ 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 T2.4

III - OBJECTIVES



MISSION OBJECTIVE

Knock Otso Berg out (bring his to 0).



OPTIONAL OBJECTIVES

Recover file for 2 other subjects Abstergo is about to kidnap. We will then be able to protect them.



100% SYNC - BATTLE LOYALE

Remove Otso Berg's last with a or a weapon and without performing a Coordinated Attack.

IV - STARTING THE MISSION

Place your Assassins on the square with a white triangle.

Before starting, you can:

- ◆ Use 1+ First Aid Kits if you have any (0) to heal 1+ Injured Assassins.
- ◆ Trade Equipment with each other and freely rearrange the cards on your Assassin board.

ATTENTION:
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MISSION.

MISSION T2.4 COMPLETED

Well done! Thanks to our unfailing cooperation, we have destroyed Abstergo Tokyo's archives, ended their research on Isu artifacts and got rid of Otso Berg.

A decisive victory of the Brotherhood for this decidedly troubled and menacing century..

1

MISSION COMPLETED

Reveal the large cards from envelope T2.4.

2

MISSION LOG

Total the XP of the completed Objectives, then write this down under Mission T2.4 in the Mission Log. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Mission T2.4 in the Mission Log.



If you have unlocked ALL "100% Syncs" (Red or gray versions) from Missions T2.1 to T2.4, congratulations! Place this sticker on the space provided.

MISSION LOG

1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	Lv.3
24	23	22	21
25	26	27	28
32	31	Lv.4	29
33	34	35	36
40	39	38	37
41	42	43	44
48	47	46	45
49	50	51	52
56	55	54	53
57	58	59	60

MISSION T1.1

XP:

Attempts:



MISSION T1.2

XP:

Attempts:



MISSION T1.3

XP:

Attempts:



MISSION T1.4

XP:

Attempts:



MISSION T2.1

XP:

Attempts:



MISSION T2.2

XP:

Attempts:



MISSION T2.3

XP:

Attempts:



MISSION T2.4

XP:

Attempts:



MISSION LOG

1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
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MISSION T1.1

XP:

Attempts:



MISSION T1.2

XP:

Attempts:



MISSION T1.3

XP:

Attempts:



MISSION T1.4

XP:

Attempts:



MISSION T2.1

XP:

Attempts:



MISSION T2.2

XP:

Attempts:



MISSION T2.3

XP:

Attempts:



MISSION T2.4

XP:

Attempts:



MISSION LOG

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MISSION T1.1

XP:

Attempts:



MISSION T1.2

XP:

Attempts:



MISSION T1.3

XP:

Attempts:



MISSION T1.4

XP:

Attempts:



MISSION T2.1

XP:

Attempts:



MISSION T2.2

XP:

Attempts:



MISSION T2.3

XP:

Attempts:



MISSION T2.4

XP:

Attempts:



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- Satellite 📡 T3 (3)
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1022


























1022

1022

PLAYER AID

ICONS

-  Action cube
-  Health cube
-  Red base
-  Charging a Shock Blade
-  Number of Assassins in play
-  Card to be removed from the game permanently
-  Card to be placed in the discard pile of the same type
-  Alert State inactive/not triggered
-  Alert State active/triggered
-  Special card or token
-  Assassin attack die
-  Enemy attack die
-  Detection die
-  Exposed Assassin/Ally
-  Melee weapon
-  Ranged weapon
-  Hidden Blade
-  Boss
-  Escorted Ally
-  Attack Failed (Enemies)/Armor (Assassins)
-  1 hit
-  1 Retaliation
-  Weapon's Special Ability when in use