



START BY READING  
THIS BOOKLET

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# RULEBOOK

Version 1.05





# CONTENTS



1 Rulebook and  
1 Campaign booklet



2 large tiles



6 medium tiles  
(including  
1 secret tile)



39 small tiles  
(including  
5 secret tiles)



14 black dice (❖)



8 white dice (❖)



4 red dice (❖)



4 Assassin boards



1 Enemy board



1 Compass  
board



33 envelopes

180 large cards in envelopes

208 small cards in envelopes



1 Mercenary/Courtesan  
Headquarters board



Event cards



Tower  
cards



Red cards



Equipment  
cards



Reward  
cards



Chest  
cards



4 x 1 Objective  
tokens



2 x 2 Objective  
tokens



12 Reminder/  
Restricted  
Area tokens



6 white  
triangular tokens



2 Alert State  
tokens



8 Enemy  
Entrance  
tokens



2 x 3 Objective  
tokens



6 Special  
Objective  
tokens



4 Chest  
tokens



4 Trip-wire  
Bomb casing  
tokens



10 Rule Point  
tokens



4 Objective bases



8 red bases (●)



4 color bases



1 Headquarters  
save box



5 secret boxes  
(1 miniature)    1 secret box  
(10 miniatures)



16 white  
cubes (●)    51 red  
cubes (●)



6 sticker sheets



Contents of all envelopes (contains spoilers):  
<https://triton-noir.com/spoiler-list-acbov/>

## IMPORTANT!

Do not open the secret boxes until  
you are prompted to do so.



4 Assassins: Alessandra, Bastiano, Claudio and Dariâ



**Ezio Auditore**  
2 poses: Choose 1 miniature each time you play Ezio (leave the other one inside the game box).



4 Assassin Apprentices



10 Horsemen



30 Crossbowmen (2 poses)



10 Agiles



10 Brutes



10 Seekers



Lion of Venice



4 Mercenaries



4 Courtesans



Niccolò di Pitigliano



Bear tamer and his bear



3 Traitors



4 Thieves



Naval cannon



Lucrezia Borgia



Niccolò Machiavelli



Leonardo da Vinci



2 Dottori



Salai



Leonardo da Vinci's tank



4 Chests



12 Ladders



3 Rooftop gardens



3 Fast Travel Stations



Assassin's Creed®: Brotherhood of Venice is a cooperative game for 1 to 4 players in which you play as Assassins in early 16<sup>th</sup> century Venice. By combining the Assassins' skills with your best infiltration tactics, you will be able to defeat the enemy forces and develop your Headquarters. Your characters will progress and interact with Ezio Auditore, the famous Assassin, as well as many other renowned figures of the Italian Renaissance.

## HOW TO READ THE RULEBOOK

You can learn how to play by reading only the rules you will need before each game, or you may read them all before you start playing.

## LEARNING THROUGH PLAY



Rule point 0.

The first Memories (missions) include numbered rule points in blue diamonds. As soon as you encounter one (in the Campaign Booklet, on a card or on a token during play), refer to the Rulebook and read the corresponding rule point.

**We strongly recommend that you read the rule points of the Memory you are going to play ahead of time in the Campaign booklet. Then summarize them for the other players once you're ready to play.** *Note: As soon as an Assassin reaches a numbered token, after having read the corresponding rule point, remove this token as well as any token bearing the same number.*

If this is your choice, keep reading until you reach the blue box at the end of rule point 1.

## READING ALL THE RULES BEFORE PLAYING

When you have finished reading this booklet, refer to the Campaign booklet to set up and play your first Memory.

## NUMBER OF PLAYERS

### Playing solo or with less than 4 players

If you chose to play solo, you must pick at least **2 Assassins**. If there are 2 or 3 players around the table, each player picks 1 Assassin. Some players can play a second Assassin if they so desire.



## GOLDEN RULES & GLOSSARY

### GOLDEN RULES

- ◆ **When a situation in the game implies several options, the players decide what to do.** *For example, if a card states: "Remove 1 Guard from a square", you choose the square and the Guard to be removed (if there are more than one).*
- ◆ **No action** (movement or ranged attack, for example) **can be performed diagonally.**

### GLOSSARY

**I, II, III, IV, V:** Roman numerals, 1, 2, 3, 4, 5, respectively.

**1+:** Means "1 or more".

**1 (or any other number):** When a number is specified, you are strictly limited to that number. *Example: If a card states "1 Assassin may move", only one Assassin is allowed to move.*

**Ally:** Refers to an Ally of the Assassins, such as Leonardo da Vinci, Courtesans or Mercenaries.

**Assassin:** Refers to any Assassin or Assassin Apprentice, male or female.

**Enemy:** Refers to any Guard (Crossbowman or Elite Guard) or Boss. When "Guard", "Crossbowman" or "Boss" is specified, only that type of enemy is affected.

**Guard:** Crossbowman and Elite Guard. Elite Guards are detailed in the Memories set up instructions.

**Hidden Blade:** Weapon used by the Brotherhood of Assassins. Any weapon bearing the following icon  is a Hidden Blade. *For example the "Poison Blade".*

**Memory:** Mission.

**Capitalized word:** Element generally associated with a rule. *Examples: "Nearby" or "Assassin Apprentice".* You can find these terms in the index at the end of this booklet.

**Character:** Refers to any miniature in play, Assassin, Ally and Enemy.

**Map:** Combination of miniatures, tokens and tiles on which a Memory takes place.

**XP:** Experience points.

# INTRODUCTION



## HIDDEN BLADE

Ever since Darius, a Proto-Assassin, eliminated the Persian king Xerxes, the hidden blade has become the signature weapon of the Brotherhood of Assassins.

It is usually hidden using an armband and can be deployed in a flash, revealing a formidably sharp point. Thanks to modifications made by Altaïr, you no longer need to cut off a finger to use it to its best advantage. Some Assassins, however, continue to mutilate themselves out of tradition and devotion to the Brotherhood.



Assassin Apprentices cards and miniatures with their color bases.

Take the miniature and color base corresponding to your Assassin Apprentice from the game box

Place an Assassin board in front of you with your Assassin Apprentice's card in the center. Place 3 (action cubes) **A** and 3 (health cubes) **B** on your board.

## 1 STARTING OFF

### ENVELOPES

*Assassin's Creed®: Brotherhood of Venice* contains many envelopes that are to be opened only when one of the booklets prompts you to do so.

Whenever you are asked to open an envelope, start by **only taking out the large red card** found on top of the pack of cards. Read the instructions on the card to learn what to do with the other cards inside the envelope. When the text is preceded by a , reveal and read those cards. **If the text is preceded by a , you must not reveal or read them.**

Regardless of the number of players, open the 4 Alessandra, Bastiano, Claudio and Dariâ envelopes. Take the large red card out of each envelope and follow the instructions on each card.



Example of a large red card.

### CHOOSING AN ASSASSIN APPRENTICE

As you are new to *Assassin's Creed®: Brotherhood of Venice*, you will play as Assassin Apprentices for your first Memory. Choose the Apprentices you will play as. *Note: At this stage, the only differences are the color of the Apprentice's card and their gender. You will be able to switch characters after playing through your first Memory.*



Leave the remaining Assassin Apprentice cards in their respective envelopes and put the 4 envelopes back inside the game box.

The space on the Assassin Board for the hidden blade and the slots to the right labeled and are used by Assassins only and are not available to an Apprentice.

If you want to start playing right away, you can now stop reading the rules. Open the Campaign Booklet and set up Memory 0.1.

If you have chosen to read all the rules before starting to play, you may read on.

# GAME TURN

## 2 TURN PHASES

Each game turn consists of 4 phases that take place in the following order:

**Event phase:** Draw an Event card and apply its effect.

**Assassin phase:** Use your Assassins' action cubes (🎲).

**Enemy phase:** Bring in reinforcements, move enemies and then make them fight if necessary.

**End of Turn phase:** Check whether to start a new game turn or not.

## 3 EVENT PHASE

Begin each game turn by placing 3 🎲 on the grouped slots of each Assassin's board.



Then draw 1 Event card (regardless of the number of Assassins in play). Read it aloud, then place it next to the Map for the duration of the turn.

The effect of an Event card takes place immediately, unless the card states otherwise. It can apply to 1+ Assassins, or sometimes to the whole group.



*Example: The Dark Night card begins with "During this turn...": An Assassin (or several, if the Detection Test involves several Assassins) can benefit from its effect during this turn at the time of your choice.*

The effect of an Event card only applies during the turn in which it was drawn. However, any change or addition to a Map (tile rotation, addition of Guards...) persists until the Memory is completed.

If the Event card deck runs out, shuffle the discard pile and form a new deck.

## 4 OVERVIEW OF THE ASSASSIN PHASE

Each Assassin use their 🎲 to perform actions. These 🎲 can be used in **the order of your choosing** (including alternating players). This choice is important!

*Example: Alessandra spends 1 🎲, then Bastiano uses 2 🎲, Alessandra uses her last 2 🎲, Claudio uses his 3 🎲 then Bastiano uses his last 🎲.*

Each used 🎲 is removed from your Assassin's board. Assassins can perform the same action more than once, for example attack twice by spending 2 🎲.

At the end of the Assassin phase, any 🎲 left in the 3 🎲 slots of your board are lost (remove them from the board).

The Assassins' actions are detailed later.

## OVERVIEW OF THE ENEMY PHASE

*Note: You will not play this phase during Memory 0.1 and you will only play it partially during Memory 0.2.*

During this phase, the players control the Enemies during each of the 3 following steps in order:

1. **Enemy Reinforcement.**
2. **Enemy Movement.**
3. **Enemy Combat.**

This phase is detailed later.





## 5 END OF TURN PHASE

Check if the Memory is a success or a failure:

### CONTINUING THE MEMORY

As long as there are 1+ Assassins on the Map and/or 1+ Objectives to complete, start a new game turn:

- ◆ Discard the Event card drawn at the start of the turn.
- ◆ Remove from play any red bases (●) that aren't attached to a miniature. *Note: A red base indicates the last known position of an exposed (spotted by Enemies) Assassin/Ally.*

### SUCCESSFUL MEMORY

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). Dismantle the Map: Tiles, Enemy miniatures and tokens go back inside the game box.

Then turn the page of the Memory you just played in the Campaign Book to discover the conclusion of the Memory and receive your rewards.

## 6 FAILED MEMORY

A Memory is failed as soon as one of the following conditions occurs:

- ◆ All Assassins have been Eliminated.

#### OR

- ◆ The Memory included a failure condition that was met. *For example: The character that the Assassins had to protect has been Eliminated.*

#### OR

- ◆ There are not enough miniatures left to place **all** the Guards when required. *Note: This also applies if 1+ of your Characters are wearing a Guard uniform (their miniature has been replaced by a Guard miniature).*

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

- ◆ Keep the Equipment cards present on your Assassin boards. *Note: Do not recover the Equipment cards 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 the Memory for the first time. Do not forget to 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 (see rule point 27).
- ◆ Before restarting the Memory, you can trade Equipment between Assassins, equip yourself, deposit and/or remove Equipment stored in the Villa or the Headquarters (without using any (●)).

In any case, if you fail a second time, other members of the Brotherhood of Assassins will come and complete the Memory for you. Consider this Memory as successfully completed and read the "Memory Synchronized" page at the back of the failed Memory, 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.



# MAP

## 7 MAP SETUP

Each Memory in the Campaign Booklet begins with the setup of the Map as shown by a diagram.

### IMPORTANT!

From Memory 0.2 onwards, place the Compass near the Map and **always** orient it towards the North that is indicated on the map.

Place the Map tiles, tokens and miniatures listed under the diagram. The diagram shows the size and type of tiles to place: Interior, street, roof, etc. (each type of tile has several variations). Some tiles include 1+ walls represented by a thick black line.



Small tiles, from left to right: Interior with 3 walls, street with 1 wall and 3 variations of roofs without walls.

You can place any tile of a given type, provided that its type, size, wall(s) and orientation match the diagram.



Once you have chosen and placed the tiles, miniatures and tokens according to the diagram on the left, the Map could look like this:

4x 1x 3x 3x



A small tile represents 1 square, a medium tile is split into 4 squares and a large tile is split into 6 squares.

## 8 HIDING SPOT

There are 3 types of Hiding Spots: Haystacks or carts (both are printed on the Tower tiles) and rooftop garden miniatures. 1 Assassin/Ally (one only) on a square with a Hiding Spot can enter that Hiding Spot for 0 . Place their miniature on the Hiding Spot.

### IMPORTANT!

An Assassin/Ally on a square with an empty Hiding Spot can enter it if they are incognito (invisible to the Enemies' eyes). If they are exposed, they can hide there provided there is no Enemy on their square (they become incognito, leave their red base on the square).

An Assassin/Ally in a Hiding Spot does not undergo Detection Tests (see below) when 1+ Enemies enter the square they are on. Additionally, an Assassin in a Hiding Spot can perform the following actions (the first three actions do not require the Assassin/Ally to exit the Hiding Spot):

- ◆ Attack with their Hidden Blade (). *Note: You cannot attack from a Hiding Spot with a or a .*
- ◆ Hide the Bodies of Enemies 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 1+ Enemies are present: Perform a Detection Test.

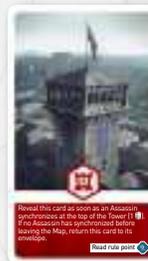
## 9. TOWER

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.

### IMPORTANT!

An Assassin on a square in contact with a Tower can climb it if they are incognito. If they are exposed, they can climb it provided there are no Enemies on their square (they become incognito, leave their 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: Then, flip the large card showing a Tower.



Tower card.

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 1+ 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, place your miniature with a on the square (outside the Hiding Spot)

*Note: The top of a Tower is neither a square, nor a roof.*



Above is a Memory ready to play. Elements without a blue outline are used from the first Memory on; those with a **blue outline** will be added in the following Memories.

## 1 ASSASSIN BOARDS

The Assassin's **armor card** **2**. The base **3** + those added by their armor card **18**, up to 5 Equipment (or other type) cards **3**, 3 **4** and the Assassin's card **22** are placed on the Assassin board. The board can also hold: The Assassin's Melee (**19**) and ranged (**20**) weapons, as well as their Hidden Blade (**23**); a fourth **21** which can be saved **21**. Each Skill card **24** acquired after reaching a higher level is placed in one of the 4 slots on each side of the board.

## ENEMY RESERVE

The Reserve contains 10 Elite Guard **25** (Agile Guards in our example) and 30 Crossbowmen **5** miniatures. Note: there are 2 different poses for Crossbowmen. When setting up the Memory above, we placed 2 Crossbowmen on the Map, so there are 28 left in the Reserve.

## MAP

Each Map consists of a set of tiles of different types and sizes: Small interior tiles **6**, roof tiles **10**, street tiles **11** or canal tiles **29**. The Map usually includes a medium Tower tile **26** with 4 squares and 1 Hiding Spot. Guard **7** and Assassin miniatures (with their colored bases) **13** are placed on the Map, as well as 1+ Fast Travel Stations **12** to enter and exit the Map, ladders **28** and tokens, such as: Objective tokens **8** (usually placed on a transparent Objective base), Reminder tokens **9** and Enemy Entrance tokens **27** which show reinforcement entry points.

## RED CARDS, DICE AND BASES

Next to the players, there are: The red bases **15**, the Event **16** and Equipment **31** decks. You can also find the Detection **14**, Enemy (black) **36** and Assassin **37** (white) dice.

## 30 ENEMY BOARD

The Enemy board holds the Alert State token **17**, the Crossbowmen (**32**) and Elite Guard (**33**) cards that are in play as well as the deck of Reinforcement cards **34**. The Compass **35** is placed next to it and will be used when moving Enemies.



## 10 CHEST



Chest card, miniature and token.

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 close to you until the end of the Memory). *Tip: You may place 1 Chest token under each Chest miniature as a reminder.*

### IMPORTANT!

An Assassin can open a Chest on their square if they are incognito. If they are exposed, they can open it provided there are no Enemies on their square.

*Note: Inside some of the envelopes, you will find Chest decks. You have a limited number of Memories to retrieve all the Chests from each Chest deck. Otherwise they will be permanently discarded!*

## 11 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 (as mentioned on the affected weapons' cards).
- ◆ The Enemies on a Canal square are **always** placed outside of the water (on a dock or on a gondola for example). Enemies on a Canal square can attack unhindered. *Note: Enemies on a Canal square are not blocked by water. They can reach any Nearby square (if the Nearby square is a roof, they will usually need a ladder).*



# ASSASSINS

## 12 CHOOSING AN ASSASSIN

Once your first Memory is completed, turn over the Assassin Apprentices cards to discover your Assassins. If you played with less than 4 Assassin Apprentices, take out the remaining Assassin cards from the Alessandra, Bastiano, Claudio and Dariâ envelopes. Each player chooses 1+ Assassin cards, as well as the corresponding miniatures and attaches their color base to it.

Each Assassin has a special ability mentioned under their illustration.



Place your Assassin card Lvl. 0 side up on your Assassin board.

*Note: You can replace Assassins from the main game by those included in the Roma expansion. To find out how to proceed, see the boxed text under rule point R2 of the Roma rulebook.*



## 13 ASSASSIN ACTIONS

### MOVE (1)

Move to a Nearby square (see following boxed text). The start and destination squares can be of any type, for example a roof or a street.

#### NEARBY SQUARE

Squares Nearby a Character include the one on which they are, as well those in orthogonal (never diagonal) contact with that square, as long they are not separated by a wall (thick black line).

*In this example, Bastiano can move up, down and left. The square on the right is blocked by a wall.*



### TRADING (1)

When an Assassin performs this action, all Assassins in the square in which they are located can take, give or trade equipment, weapons and armors at will.

## 14 COMPLETING AN OBJECTIVE (1-3)

Objective tokens represent Objectives to complete, for example opening the door of a cell. Any Assassin on a square with an Objective token can complete it by spending as many as the number written on the token. Several Assassins can combine their to complete an Objective. In any situation, all the must be spent during the same game turn.



*Objective token example: Spend 2 to complete this Objective.*

#### IMPORTANT!

An Assassin can complete an Objective on their square if they are incognito. If they are exposed, they can complete it provided there are no Enemies on their square.

After completing an Objective, flip the token and keep it next to you until the end of the Memory. Then remove the Objective base.



## 15 USE A FAST TRAVEL STATION (1)

Assassins use Fast Travel Stations to enter and exit a Map. Any Assassin on a square containing a Fast Travel Station can spend 1 to leave the Map. You then have 2 options:



- ◆ 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 and aren't affected by anything.
- ◆ Return to the game for 0: Place your Assassin on the square of your choice containing a Fast Travel Station, whether it be on the Map they just left, or on another (you'll find out how to do this later).

The Assassin keeps everything they owned when entering the Fast Travel Station (Equipment, , etc.).

### IMPORTANT!

Assassin/Allies that are incognito can use Fast Travel Stations. Assassin/Allies that are exposed can use one provided there are no Enemies on the square where it is located (leave their on the square).

When more than one Fast Travel Station is present on a Map, each Assassin can use the one of their choice both to enter or to exit the Map.

*Note: Enemies cannot use Fast Travel Stations.*

## 16 USE A WEAPON (1)

Spend 1 to use a (melee) or (ranged) weapon 2. Then follow these steps in order:

**2** COMMON SWORD **5**



0.1/11

**1** 1 **3**

Read

**4** 1 Guard on the targeted square Moves back to a Nearby square of your choice (including if there is 1+ on his square). **3**

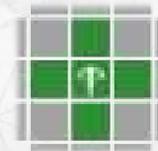
### 1. Aim

Designate 1 square within range. The range depends on the icon on the weapon's card:

- ✂: The square where the attacker is located.
- ⚔: A Nearby square.



Square within range of a



Squares within range of a Character equipped with a ⚔. Character equipped with a ⚔.

### 2. Attack

Roll as many Assassin dice (☑) as mentioned on the weapon's card 3. *Note: An attack represents a sequence of blows that can hit several Enemies.*

★ = 1 hit.

♠ = 1 ★ AND triggers the weapon's special ability (see below). 4.

✕ = Failure AND Enemy Retaliation (see below).

### 3. Weapon's special ability

The weapon's special ability 4 is triggered **once only** per attack. Any ♠ on another dice is considered a ★. The effect of the special ability is added to the current attack (it is not a new attack).

### 4. Assign the ★

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 of ★ is inferior to the Enemy's total of , their armor absorbs the attack and nothing happens. If there are more ★ than wounds to allocate, the ★ are lost (they cannot hit Enemies on other squares). *Note: An Assassin's attack cannot hit another Assassin.*

### 5. Alert State and status change

Apply the effect of the red and/or icons 5 if they are on the card of the weapon that is used:

👁: The Assassin/Ally becomes exposed. Attach a onto their base.

🚨: The Alert is triggered. Flip the Alert State to 🚨.

### 6. Retaliation

After rolling the ☑ dice and allocating the potential ★, if you rolled 1+ ✕ AND there is at least 1 living Enemy remaining 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 has just attacked (see rule point 31 to know how the Enemies attack). *Note: Only Assassins that have taken part in the attack that has caused the Retaliation are subjected to it. Enemies equipped with a can Retaliate from a distance.*

*Example: Dariâ uses a Throwing Knife to target a square in contact with the one where she is. The square contains 1 Crossbowman and 1 Agile Guard. She rolls 1 die and gets 1 : She missed her target. She becomes exposed, the Alert is triggered and the Crossbowman Immediately Retaliates with his weapon (which allows him to attack from a distance). The Agile Guard cannot Retaliate because he is not in range (his weapon is .*

### COORDINATED ATTACK

Assassins can combine their and/or attacks to make a powerful Coordinated Attack. Each participating Assassin spends 1 . Designate a target square within range of the Assassins, then each participating player rolls their dice. Choose how to assign the potential to the Enemies on the targeted square. In the event of a Retaliation, distribute the dice as evenly as possible among all the exposed Assassins who participated in the Coordinated Attack then roll them.

## 17 HIDING AND SEARCHING BODIES (1 )

Assassins on a square containing 1+ Bodies (Enemy miniatures that are laid down) can hide **all** Bodies by spending only 1 :

1. If you want to search them: draw and reveal, **one by one**, as many Equipment cards as there are Bodies to hide. You can stop drawing cards whenever you want. **Important:** As soon as you draw an "Investigation" card, apply its effect and stop searching immediately.
2. Remove all the Bodies from the square, even if the search was interrupted by an "Investigation" card, and put them back in the Enemy Reserve.
3. Choose to discard or keep the Equipment cards on your Assassin board (see below).

If the Equipment card deck has run out, shuffle the discard pile and form a new deck.

### IMPORTANT!

An incognito Assassin can hide 1+ Bodies on their square. An exposed Assassin can hide them provided there are no Enemies on their square.

## 18 EQUIP (0-1 )

When you collect 1+ 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 the following options:

- ◆ 1 Move a card that is in a , , or slot to an unoccupied slot in your inventory .
- ◆ 1 Perform the Trade action with 1+ other 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.  
*Reminder: A card with the icon is permanently discarded.*

## 19 SAVE 1 (1 )

When setting up Maps from Memory 0.3 onward, place a 4<sup>th</sup> next to each Assassin board.

Whenever you decide to save 1 of your 3 , place it on the slot with the "+" icon on your Assassin board. The stays there until you decide to use it. You can use 1 saved in either of these situations:

- ◆ During an Assassin phase.
- ◆ During an Enemy phase, **before or after** one of the three Enemy Steps (you will learn about them later). You can also perform an action costing 0 during the Enemy phase by respecting these conditions.

*Example: Guards enter a square containing the 4 Assassins and 2 of them become exposed after the Detection Test! If they don't do anything, the Guards will attack them. Once the Enemy Movement step is complete, Bastiano uses the that he has saved to throw a smoke bomb: All Assassins become incognito, they no longer have anything to fear during this turn.*

At the start of the next game turn, you will collect your 3 as usual; if you haven't used your saved , you will therefore have a total of 4 on your Assassin board. At the end of a Memory, if you have a in your "+" slot, you must remove it.

*Note: The special ability on Dariâ's card allows her to give a back to an Assassin, even if they used a previously saved . This Assassin can therefore play with a 5<sup>th</sup> during the same turn!*



## STEALTH

### 20 INCOGNITO

An incognito Assassin/Ally has no around their base. Enemies do not see them: They cannot be targeted.

*Note: Only Assassins and some of their Allies can be incognito.*

### 21 EXPOSED

Enemies that are Nearby an Assassin/Ally who is exposed will move towards them and attack them as soon as they can.

An Assassin/Ally automatically becomes exposed:

- ◆ If 1+ Enemies have successfully performed a Detection Test against them (see rule point 22).
- ◆ As soon as they use a weapon or Equipment with a icon.
- ◆ As soon as they are subject to a Retaliation (X).

Clip a to the base of the miniature of the exposed Assassin/Ally (in place of the Assassin's color base). If there already is a on the Assassin's square, clip it to their base.

Any Assassin/Ally who becomes exposed immediately triggers the Alert.

To become incognito again, an exposed Assassin/Ally must **move** to a square **without any Enemies**. Then, remove the from the miniature, place it on their arrival square and recover your color base. Assassins can also use a card that allows someone to become incognito. *Note: A that isn't attached to miniature represents the last known position of an exposed Assassin/Ally. Reminder: At the end of each turn, remove any that isn't attached to a miniature from the Map.*

If the Assassin does not move or use any cards, they remain exposed, even if there are no Enemies left on their square or even on the Map.



### 22 DETECTION TEST

As soon as an Assassin/Ally who is incognito **moves** to a square containing 1+ Enemies, **before anything else** they simultaneously perform 1 Detection Test. Each involved player then 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.



*Example: Claudio moves to a square containing 2 Enemies. 1 Detection Test is immediately performed by rolling 2 dice (1 per Enemy). It's a success, Claudio stays incognito. He begins the next game turn with the 2 Enemies who remained on his square: Do not perform Detection Tests for these 2 Enemies (perform this Test **only** after an Assassin has moved towards 1+ Enemies or vice versa).*

Likewise, 1+ Enemies who move to a square containing 1+ incognito Assassins/Allies **immediately** perform 1 Detection Test (see text box under rule point 28).

### 23 ALERT STATE

You are most likely going to trigger the Alert during every Memory, but do your best to make sure that happens as late as possible.

As soon as it is triggered:

- ◆ Flip the Alert State token to its red side ().
- ◆ Enemy reinforcements are more numerous.
- ◆ During each Detection Test, 1+ Assassins become exposed if you get 1+ and/or 1+ on 1+ 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.

*Note: Only the Assassins/Allies who triggered become exposed. The Assassins/Allies can become incognito again even when the Alert State is .*



## 24 EQUIPMENT



- 1 : Place this card on the slot of your Assassin board bearing the same icon. If there is no icon or if the slot is already occupied by another card, place it on one of the available slots.
- 2 Equipment Name.
- 3 Number of the rule point in the Rulebook that will teach you how to use this piece of Equipment.
- 4 Cost in to use the piece of Equipment and description of its effect.
- 5 Name of the envelope that contained this card.
- 6 : This card has a black background: It must be placed in the Equipment discard pile after use.
- 7 : This card with a light gray background can be used as many times as you want. If you decide to get rid of it, it will be **permanently** discarded: Put it back inside the envelope it came from.

Each slot on the Assassin board can accommodate a maximum of 1 card bearing the corresponding icon. A weapon card must be placed in one of these slots before it can be used by an Assassin.

Each of the 5 slots on the bottom right can accommodate 1 card of any type.



The Common Sword is placed on the slot, the Parachute is placed on one of the slots.

## 25 ARMOR

Place 1 Armor card (maximum) under the slot of your Assassin board to equip it. Add as many to your health gauge as there are on the card.



Bastiano wears an armor: His total health goes from 3 to 4 .

An Assassin can remove the armor they are wearing **only** if they replace it with better armor. In this case, add only the difference of between the armor you removed and the new one. *Note: Don't forget to spend 1 if necessary to equip yourself.*





## 26 ASSASSINS' HEALTH

### FULL HEALTH

An Assassin/Ally who has all their is in Full Health. For example, an Assassin wearing an armor adding 2 to their 3 starting has 5 when they are at Full Health.

### INJURED

An Assassin/Ally is Injured when they have lost 1+ 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 from the Map. Assassins/Allies in this state cannot do anything.

Assassins/Allies in Critical Condition must be healed, with Medicine for example. 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 . *Note: Assassins in Critical Condition recover 3 at the start of the Event phase as usual (however, they cannot use them while in Critical Condition).*

An Assassin on the same square as an Assassin in Critical Condition can perform the Trade action with the latter if they agree to it. *For example, they can take Medicine from the Assassins in Critical Condition in order to cure them.*

### 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. Then if the following cards are on your Assassin board, put them in a plastic bag:

- ◆ Assassin card.
- ◆ Card in the space.
- ◆ Card in the space.
- ◆ Level III and IV Skill cards.

If there are any cards left on the Assassin's board, place them in the Villa/Headquarters.

Remove the Eliminated Assassin's miniature from the Map and place it on the table near you. After completing the Memory (or after a second try), place the miniature in the Hospital of the Headquarters if available.

*Note: Assassins who cannot leave a Map are Eliminated. For example, they used a parachute (discarded after use) to move behind a wall and they no longer have a parachute to go back.*

## 27 PLAYING AS AN ASSASSIN APPRENTICE

An Eliminated Assassin will not take part in the next Memory:

- ◆ If they were Eliminated during a successfully completed Memory or on the second attempt to complete a Memory, they will be replaced by an Assassin Apprentice at the start of the next Memory.
- ◆ If they were Eliminated in the 1<sup>st</sup> attempt of a Memory that failed, they will be replaced by an Apprentice Assassin at the start of the 2<sup>nd</sup> attempt to complete that Memory.

Take an Assassin Apprentice miniature. If you have Headquarters, take this miniature from any location of your choice on the Headquarters board.

An Assassin Apprentice can perform the same actions as an Assassin. On your board, place:

- ◆ The corresponding Assassin Apprentice card.
- ◆ On the , , and slots, the cards chosen from those available in the Villa/Headquarters. **Important: An Assassin Apprentice cannot use .**
- ◆ 3 + those of the armor they are wearing.
- ◆ 3 + 1 on the side from Memory 0.3 onwards.
- ◆ The Eliminated Assassin's Level I and II Skill cards. **Important: An Assassin Apprentice cannot use Level III or IV Skill cards.**

If you don't have your Headquarters 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

## 28 ENEMY PHASE

Play as the Enemies during these 3 steps:

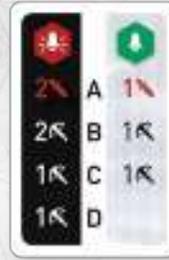
1. Enemy Reinforcement
2. Enemy Movement
3. Enemy Combat

**Important reminder:** You can perform an action *before* or *after* one of the Enemy steps by using a saved  or if the action costs 0 .

### ENEMY DETECTION TEST

Whenever 1+ Enemies move or appear on a square containing 1+ Assassins/Allies who are *incognito* and/or 1+ Bodies, **before anything else**, perform 1 Detection Test (see rule point 22). If several Detection Tests take place during the same step (Enemy Reinforcement or Movement), they take place simultaneously: If the Alert must be triggered following one of these Tests, it will only take place at the end of the current step. *Example: During the Enemy Movement step, 3 Guards enter a square containing Dariâ, who is incognito, and 1 Body. Immediately perform 1 Detection Test: Dariâ must roll 3  dice (there are 3 Guards), also roll 3  for the Body. Dariâ rolls 3 blank sides: She remains incognito. The Body rolls 1 . The Alert will be triggered at the end of this step.*

1 Detection test per square is performed regardless of the number of Enemies, Assassins, Allies and/or bodies involved. *Example: An Event card tells you to ignore the first Detection Test. 3 Enemies move to a square containing 2 Assassins and 1 Body. You should have performed 1 Detection Test, but get to ignore it.*



*Example: If the Alert State is  (right column), place:*

- 1 Elite Guard on each square in contact with an Entrance A token.
- 1 Crossbowman on each square in contact with an Entrance B.
- 1 Crossbowman on each square in contact with an Entrance C.
- No Enemies on all squares in contact with an Entrance D.

Ignore any reinforcement associated with Enemy entrances (A, B, C or D) that are not on the map. Likewise, ignore reinforcements that fail to enter because the square is full (see brown box below). When the Reinforcement pile is exhausted, shuffle its discard pile and create a new pile. *Note: If an Enemy Entrance token is placed behind a wall, the Guards can still enter. Reminder: If there are not enough miniatures to place ALL the reinforcements, the Memory is failed.*

### MAXIMUM 4 ENEMIES PER SQUARE

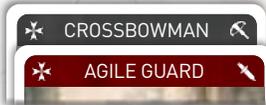
There can never be more than 4 Enemies and/or Bodies, on a square. If Enemies have to enter a square containing 1+ Bodies and there are not enough spaces to accommodate them all: Remove as many Bodies as necessary (return them to the Enemy Reserve) and perform a Detection Test for those Bodies.

*Example: 4 Agile Guards must enter a square containing 1 Crossbowman and 3 Bodies. Remove the 3 Bodies, Move 3 Agiles to the square (the 4<sup>th</sup> cannot Move as there is no space left) and perform a Detection Test: Each Agile rolls 1  die for each Body. As there are 3 Bodies and 3 Agiles, roll a total of 9  dice.*

*Note: The 4 miniatures per square limit is only for Enemies.*

## 29 ENEMY REINFORCEMENT STEP

Each turn, new Guards enter the Map. There are 2 types of Guards: The Crossbowmen () and the Elites ().



*The top of the Crossbowmen and Elite Guard cards (in this case Agiles).*

Always play with the 8 Reinforcement cards that have an icon that matches the total of Assassins in play (, , or ).



*Example: Use Reinforcement cards with this icon when 4 Assassins are in play.*

Draw 1 Reinforcement card and select the column that corresponds to the Alert State ( or ). Pick the number of Guards of the indicated type from the Enemy Reserve ( = Crossbowmen or  = Elite) and place them on each square in contact with an Enemy Entrance token matching the letter.

## 30 ENEMY MOVEMENT STEP

**Start** by moving any Enemy Nearby a square containing 1+  into that square. *Reminder: If there is not enough space on the square to accommodate them all, you decide which ones will not enter. Likewise, if 1+ Enemies are on a square in contact with several squares containing 1+ , you decide which square they move to.*

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 at the start of the turn: N, S, E or W. Refer to the compass placed on the table. 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.

First, move the Enemies 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 (see example below).



1+ Guards located on a square containing an Objective base with 1+ unoccupied spaces are immediately placed on that space.

After performing **all** Enemy movements, resolve what they may have triggered (Detection Tests, bomb, etc.).

*Reminder: If the arrival square of 1+ Enemies contains 1+ Assassins/Allies/Bodies, perform 1 Detection Test.*

**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. *Note: Some Elite Guards, such as Agiles, do not need ladders.*
- ◆ They are on one of the 3 spaces of an Objective base.
- ◆ They are on a square containing 1+  (even if it is not attached to a miniature).

**Important: If a card states to move 1+ Guards, it must always be done in accordance to the above rules, unless the card states otherwise.**

*Reminder: Enemies cannot use Fast Travel Stations.*

2 - Square **B**: Only 3 Guards can move north (Square A) where there is already 1 Guard. When they enter, they perform 1 Detection Test because of the Body which is then removed from the Map (return it to the Enemy Reserve).

3 - Square **D**: The Guard cannot move: They are blocked by a wall.

4 - Square **E**: Only 1 Guard can move to square C, because the other 3 are on the spaces of an Objective base.

 **31 ENEMY COMBAT STEP**

When 1 + 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 the following order:

**1) DETERMINE THE TARGET SQUARE**

Each group of Enemies present on the same square targets in order of priority:

- I. Their own square.
- II. 1 Nearby square provided they have a  weapon equipped. If the group (or part of the group) of Enemies can shoot at several squares containing Assassins/Allies who are exposed, the players decide which square will be targeted (each group can only target 1 single square).

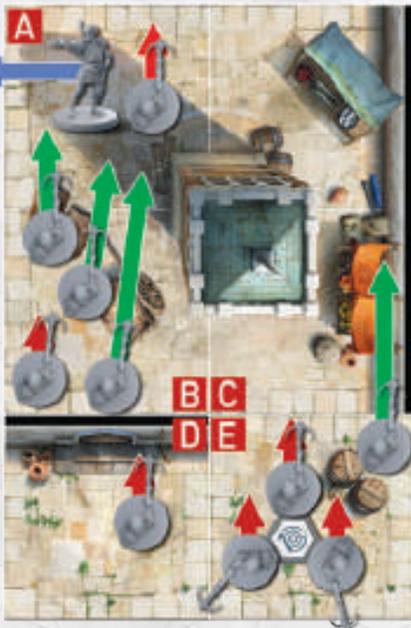
**2) ATTACK**

For each square, collect 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, the 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. An Assassin/Ally who no longer has any  is in Critical Condition. If an Assassin/Ally falls in Critical Condition, the remaining  (if any) that should have been allocated to them are lost.

*Example: Alessandra and Claudio are exposed and on the same square. 1 Agile Guard ( with 2 ) is on their square and 3 Crossbowmen ( with 1 ) are on Nearby squares. There is a total of 5  dice to roll (3  dice for the 3 Crossbowmen and 2  dice for the Agile). Each Assassin receives 2  dice, the players decide to allocate the remaining  die to Alessandra. The players roll the  dice assigned to them: Alessandra rolls 2  and 1 ☹, so she loses 2  and Claudio gets 2 ☹: He does not lose any .*



*Example: Enemies must move North according to the "Shadow" Event card drawn at the beginning of the turn. They move in the following order:*

1 - Square **A**: The Guard located on this square cannot move: There is no square to the north. The Body (the miniature that has been laid down) will be removed from the Map when the 3 Guards on square B enter the square (see below).



## 32 HUNT

Whenever an exposed Assassin leaves a square containing 1+ Enemies, they are immediately Hunted by half of them, rounded up. Choose which Enemies participate in the Hunt among those who can move.

As long as an Assassin is Hunted, they cannot be incognito. Enemies stop the Hunt as soon as they can no longer move (see rule point 30).

*Reminder: A Guard does not move if he is on an Objective base or a square with 1+ .*

*Reminder: An exposed Assassin cannot use a Fast Travel Station or climb a Tower if there are 1+ Enemies on their square.*

*Tip: Enemies cannot Hunt an Assassin who is using a piece of Equipment that lets them glide, such as a parachute.*

*Example:*

**1** Dariâ is exposed. She is on a square with 1 Elite Guard and 2 Crossbowmen.

**2** She exits the square: The players decide that the 2 Crossbowmen are the ones to immediately Hunt her. They enter a square where Bastiano is incognito. The Guards perform a Detection Test and roll 1 : Bastiano becomes exposed!

**3** Dariâ, who was being Hunted, leaves the square. The Guards don't Hunt her: Bastiano's is on their square. She becomes incognito again on her destination square (her is then placed on it). This square contains a Fast Travel Station: Dariâ can use it to leave the Map.



## 33 BOSS

A Boss is a particularly powerful and difficult Enemy to Eliminate. When you face a Boss, place the number of corresponding to the number of Assassins on the Map on the Boss' card. *Reminder: Assassin Apprentices are considered as Assassins.*



*Example: 3 Assassins are in play. The Boss attacks with 4 dice and has 4 : Place 4 on the Boss' card.*

- ◆ A boss moves, performs Detection Tests and fights according to the same rules as the Guards, unless the Boss card states otherwise.
- ◆ When hit, he loses 1 if he takes a number of at least equal to the total of remaining on his card.
 

*Example: Alessandra is on the square of a Boss who has 4 . She attacks and rolls 5 . The Boss loses 1 (it took 4 , because the Boss has 4 ). The 5<sup>th</sup> is not enough to hit the Boss, but it can be assigned to another Enemy on the square targeted by the attack. If the total of is inferior to the Boss' total of , he is not injured. *Reminder: An Enemy Retaliates if 1+ dice roll 1+ .* An Assassin's attack or a Coordinated attack (multiple Assassins) can remove **several** of a Boss' . *Continuation of the previous example: Bastiano joins Alessandra on the square of the Boss who now has 3 . They each spend 1 to perform a Coordinated Attack. They roll the dice and get a total of 5 . The Boss loses 2 : 3 remove 1 , he now has 2 left. The 2 remaining remove 1 extra . He now has 1 .**
- ◆ A Boss is Eliminated when you remove their last . Their Body can be searched and hidden, unless the Boss card says otherwise.
- ◆ A Boss occupies 1 space on a square in the same way as a Guard would. If they should appear on a square that already contains the maximum number of Guards, remove 1 Guard from that square (return it to its reserve).

The number in the hexagon next to the Boss's name represents the amount of experience (XP) you will gain at the end of Memory after Eliminating him.



*Tip: Some powerful can directly remove 1+ from a Boss.*

*Reminders: When a Boss appears on a square containing 1+ Assassins, he performs 1 Detection Test. Any text referring to 1+ "Guards" does not apply to a "Boss".*

# CAMPAIGN

*Assassin's Creed®: Brotherhood of Venice* is played as a campaign. As you explore the game's Memories, your Assassins will level up and acquire Equipment that is increasingly powerful.

You will help the Venetian Brotherhood grow within your Headquarters and you will uncover the plot that is unfolding around you. The Diary of Memories will help you keep track of your progress and of all the 100% Syncs (optional Objectives) that you have successfully unlocked.

## 34 100% SYNC

100% Syncs measure the excellence of your team of Assassins. Each time you play a Memory, you can try to complete an optional Objective called "100% Sync". If you succeed and successfully complete the Memory (even if it required a second attempt), peel the corresponding sticker and place it onto its dedicated spot in the Diary of Memories located at the end of the Campaign Booklet.

Since practice makes perfect, you have just unlocked your first 100% Sync! Place this sticker on the corresponding location under Memory 0.1 block in the Diary of Memories located at the end of the Campaign booklet.



### IMPORTANT!

For each 100% Sync completed while playing **all or part** of a Memory in Easy mode, place the **gray** version of the 100% Sync sticker in the Diary of Memories. *Note: You can change the game's difficulty from Memory 0.2 onwards.*

*Note: Every 100% Sync you unlock in a campaign is valid for all the campaigns you played before. You can place the matching sticker on their Diaries as well.*

## 35 DIARY OF MEMORIES AND XP



*An Objective 1 is worth 2 XP.*

The Diary of Memories is located at the end of the Campaign Booklet. It is used to record your progress throughout the campaign. The Diary consists of 27 boxes (26 for the Memories and 1 for the Headquarters) and an experience track to record the experience, or XP, you will gain. After each completed Memory, add up the XP you have gained (shown at the back of Objective tokens, on Boss cards, etc.) and mark it on the experience track.

*Note: There are three copies of the Diary of Memories so you can play the campaign several times.*

## 36 VILLA

At the end of Memories 0.1 to 0.3, keep the cards and the 3 present on your Assassin boards. Recover your lost (your 3 initial and those added by your armor if you are wearing one).

Before starting the next Memory, you can freely trade and equip Equipment. You can also store or recover unused Equipment from the Villa envelope.

If you want to pause your campaign and save the game, go to rule point 42.

## 37 ADJUSTING THE NUMBER OF PLAYERS

You can change the number of Assassins of a campaign that is in progress. This change must be made between 2 Memories (never during a Memory).

### When an Assassin joins the campaign:

- ◆ If your Assassins are at level 0, take the level 0 card from the new Assassin's envelope. Add 4 (or 3 if you are playing Memory 0.1 ou 0.2) and 3 .
- ◆ If your Assassins are level 1 or higher, take from the Assassin's envelope and from the game box:
  - The Assassin card matching the Level of the other Assassins already in play.
  - Their Skill card(s).
  - Their and 4 .
- ◆ Equip the Assassin with the cards of your choice from the Villa envelope or from your Headquarters if you have it.

*Note: If you want to add an Assassin that has already been played previously, collect the entire contents from their plastic bag. You can then take cards (and/or place cards) in the Villa/Headquarters.*

### When an Assassin leaves the campaign:

- ◆ Put their Assassin card, , remaining card in the space 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 the Headquarters if you have it.

*Note: You can also swap your Assassin in full health for another during the Campaign by following the above rules, but you cannot swap an Apprentice for an Assassin this way.*



## 38 BLUEPRINT CARDS



Blueprint cards allow you to build unique items in your Headquarters' Workshop. You can reveal and read a Blueprint card before building it.

The object shown on the Blueprint must be built in the Headquarters' Workshop. You will have to use the number of black (■) and/or white (□) cards indicated on the Blueprint card to build it.

As long as a Blueprint has not been built, it must be placed in the Headquarters' Main Hall Blueprint face up.

## 39 LEVELING UP AND SKILLS

Each time you reach or pass a Level I, II, III or IV space on the Experience Track located in the Diary of Memories, **all** Assassins (including those not in play), level up: The special ability on their Assassin card is upgraded and they acquire a new Skill.

### LEVELING 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 Headquarters' Hospital, place the card in the Assassin's plastic bag.

### SKILLS

Take the 3 Skill cards matching the Level reached out of each Assassin's envelope. Choose 1 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. *Reminder: 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 the text on that card indicates otherwise. Each Skill card can only be used once per Memory. If the Memory fails, you can use these cards again for the 2<sup>nd</sup> attempt.

Some Skill cards have "Lvl. I, II, III or IV Headquarters required" written on them. You can pick one of these cards, but to use it, your Headquarters must be at the indicated Level.

## 40 HEADQUARTERS - ASSIGNMENT STEP

The Headquarters board will be placed on the table when you unlock them. It consists of the following Buildings:

- ◆ **The Hospital** to heal Assassins.
- ◆ **The Shop** to get Equipment.
- ◆ **The Main Hall** to store your surplus Equipment and Blueprints.
- ◆ **The Workshop** to build Special Equipment from Blueprints.
- ◆ **The Command Room** to improve your Headquarters by fulfilling Contracts, which will allow you to:
  - Heal your Assassins more effectively.
  - Unlock more Skill cards for them.
  - Benefit from certain advantages on the Map.



Each Building has spaces on which you place the miniatures that will operate it.

### HEADQUARTERS - STEPS

The Management of the Headquarters takes place during 2 steps:

- ◆ **Assignment** before the 1<sup>st</sup> attempt of each Memory.
- ◆ **Resolution** after each Memory completed.

### ACTIONS AVAILABLE IN THE HEADQUARTERS

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 Headquarters, read the following. Otherwise go directly to the “Assignments after Memory 1.1” paragraph. The Assignment step only takes place before the 1<sup>st</sup> attempt of each Memory (if you failed on the 1<sup>st</sup> attempt, miniatures cannot be reassigned before the 2<sup>nd</sup> attempt).

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. Do nothing else with this card for the time being (you will play it during the Resolution step). **Important: Do not shuffle Contract cards!**
4. Place all the cards contained in the Villa envelope in the Main Hall , then store the envelope inside the game box (it will no longer be used for this campaign).
5. Make up 2 groups of miniatures using your Assassins, the 4 Apprentices and your 4 Mercenaries / Courtesans (according to the chosen Headquarters):

**a) The “Memory” group** will be available for the next Memory. The following miniatures make up the “Memory” group:

- Your Assassins. Any Assassin on a red Hospital space is replaced by an Assassin Apprentice on the Map. **Important: You can never replace an Assassin who is in Hospital by another Assassin.**
- Ezio Auditore.
- 1 Mercenary/Courtesan (according to the chosen Headquarters).

**b) The “Headquarters” group** will be assigned to the Headquarters:

-  **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 .

## CALLING UPON AN ALLY FROM THE HEADQUARTERS DURING A MEMORY

Some Allies can be played either in the Headquarters or on the Map during a Memory. This is 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 make your Ally appear on the Map:



- ◆ Each time you use an Equipment card (Mercenaries / Courtesans).
- ◆ Each time you use a Skill card (Ezio).
- ◆ By meeting the conditions written on the Ally's brown card.

## ASSIGNMENTS AFTER MEMORY 1.1

The Assignment step only takes place before the 1<sup>st</sup> attempt of each Memory. Assign your miniatures and cards in the following order during each Assignment step:

1. Place each Eliminated Assassin miniature on a red Hospital space. If you wish, you may also place 1+ Injured Assassins there. In any case, put their Assassin card,  card,  card, level III and IV Skill cards and their remaining  inside a plastic bag (you will recover them as soon as they leave the Hospital). *Reminder: 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 located on the top of the Contract  deck in the Command Room is placed face down, reveal it. If this card has a gray text box, read/play what it says now (refer to the “Contract card” text box on the next page). If this is your 2<sup>nd</sup> attempt at fulfilling the Contract (you failed the 1<sup>st</sup> time), **you have to** place enough miniatures in the Command Room to succeed. Each  die that should be rolled automatically provides a  (no need to roll them).
4. Separate your miniatures into 2 groups: Those who will participate in the next Memory and those who will stay in the Headquarters.
5. Assign Allies and Assassin Apprentices of the “Headquarters” group in the Buildings of your choice. 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.



## CONTRACT CARDS

Each Contract card is divided into several text boxes which can be:

- ◆ **Gray:** To be played during the **Assignment** step (before the Memory).

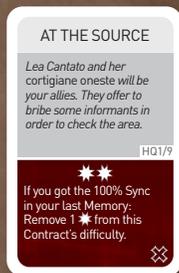
and/or

- ◆ **Red:** 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.

*Note: You can always read the entire text of a Contract card, even if you can't play it yet.*

*On the card above, you can read all of the text (gray box and red box), but you will have to wait for the Headquarters' Resolution step to play what is written in the red box.*



## II. ✦ WORKSHOP

Each Blueprint card has a manufacturing cost in small black (■) and white (□) cards. If you have placed 1 Blueprint card in the Workshop, you can build the object shown on the Blueprint by paying its cost with cards from the Main Hall and/or Assassin boards. These cards can be Equipment, Rewards, Chests, and Special Equipment (built from Blueprints). *Note: A Blueprint card that has not been manufactured is not considered as a ■.*

1. Determine the number of cards needed by looking at each brown card of the Allies/Assassin Apprentices in the Workshop. Used cards that bear a ✦ icon are permanently removed from the game, 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.



*Example: You have to spend 4 ■ and 3 □ to build the Flying Machine. Since the players have not placed any miniatures in the Workshop, they decide to permanently discard the Borgia cape and 3 common swords (4 ■, 2 parachutes and 1 smoke bomb (3 ■ to be returned to the Equipment deck). They now have the Flying Machine!*

If you no longer wish to build the item, put the Blueprint card in the Main Hall.

## III. ✦ SHOP

The Shop allows you to acquire additional Equipment cards. 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 Headquarters' Main Hall.

## 41 HEADQUARTERS - STEPS RESOLUTION

When returning from a successfully completed Memory or after you failed twice trying to complete it, resolve the effects of each Building, in the following order:

### I. 🏥 HOSPITAL

The Allies/Assassin Apprentices in this Building restore some 🩹 to the Assassins Injured/Eliminated in the Hospital. The number of 🩹 restored depends on the Headquarters' level (indicated on the back of the card on the top of the Contract 🗂 deck).

1. Determine the number of 🩹 to restore by checking the brown cards of the Allies/Assassin Apprentices on a white space in the Hospital.
2. Decide how to distribute the 🩹. Any Eliminated Assassin thus healed returns as either Injured or Full Health if they have recovered all their 🩹 (the starting 3 and those added by their armor). They may take part in the next Memory.
3. Remove all miniatures from the Hospital.

Allies and Assassin Apprentices do not need to be healed: If they have been Injured or even Eliminated, they will be available with all their 🩹 for the next Memory or for the second attempt at a Memory that was failed.



## IV. ⚔ COMMAND ROOM

Each Contract card requires a certain number of ★ to be completed. These Contracts improve the Headquarters' Level. *Reminder: The Headquarters' Level is shown on the back of the card that is on top of the Contract deck. The Headquarters' Level determines the amount of health restored to Assassins and allows them to use more Skill cards.*

1. If this is your 1<sup>st</sup> attempt at completing the Contract, determine 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 ★ (*Reminder: 1 ♣ counts for 1 ★*) is greater than or equal to the value indicated on the Contract card, you have succeeded: Remove the card from the game (🗑). The back of the new card thus revealed indicates the Headquarters' new level.  
If the total is lower, you have failed: Your Headquarters' level does not increase and the Contract remains face up on top of the deck. If this is your 2<sup>nd</sup> attempt, the Contract is automatically fulfilled. *Reminder: During the Assignment step, enough miniatures had to be placed in the Command Room in order to fulfill the Contract.*

2. Remove all miniatures from the Command Room.

*Example: A Contract requires 3 ★ to be completed on a first attempt. The players placed 4 Allies without any particular bonuses in the Command Room. They roll 4 🎲 dice, the result is 3 ★. That's just enough to complete the Contract!*

*If the result was 2 ★ (or less), the Contract would not have been completed: During the next Assignment step, players*

*should place enough miniatures in the Command Room (for example 3 Allies with no particular bonuses) to automatically obtain 3 ★ and fulfill the Contract.*

## 42 SAVING THE GAME

After each Memory, you can pause your campaign and save the game. If the Memory was unsuccessful, first follow steps 1 and 3 of rule point 6.

In any case, follow these steps:

### Assassins

Place the following items from each Assassin board inside a plastic bag:

- ◆ All cards.
- ◆ The 4 ♣ and the remaining 🎲. **Important: Put the 🎲 you have lost in the game box** (your Character will need to be healed to be able to recover them).
- ◆ Store your miniatures in the game box.

### Headquarters

If you have Headquarters:

- ◆ Store all cards (Allies, Assassin Apprentices, Contract, Equipment, Chest, Blueprints, and Reward) inside the Headquarters save box.
- ◆ Store your Allies' miniatures in the game box.

### Map

Place the Event, Chest and Equipment cards in a plastic bag. Store the rest in the game box.



# ADDITIONAL RULES

## 43 COLLAPSE

At the end of the turn in which a collapse occurs, remove the tile indicated in the relevant 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. The miniatures present on each removed tile are Eliminated (Enemies go back to their Reserve). *Note: In order to locate the tiles that will disappear, place a  token on each of them at the beginning of each game turn in which a collapse occurs.*

*Example: Tile 1 will disappear at the end of the first turn of the collapse, number 2 tiles will disappear at the end of the second turn, etc.*



## 44 ESCORT

You will sometimes have to escort an Ally. When 1+ Assassins complete an Objective where they have to escort an Ally, replace the Objective token by the matching miniature.

An Escorted Ally does not have . They can:

- ◆ Follow any Assassin present on their square each time an Assassin moves or uses a Fast Travel Station (in this situation, 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 1+ Assassins on their square provided there are 1+  dice printed on their character card. *Note: The Escorted Ally becomes exposed if a  icon is present on their card and they may have to incur a  if required.*
- ◆ Go into Critical Condition if they have 1+  on their card and lose all of them (if they have no  on their card, they cannot be attacked). If no one heals the Escorted Ally before the end of the next turn, they are Eliminated.

They 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.

## 45 DIFFICULTY LEVEL OF THE GAME

You can choose the game's difficulty level: Normal or Easy. This choice can be made before starting a Memory or even 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 100% Sync in the Diary of Memories.

### EASY DIFFICULTY

When attacking Enemies, ignore the Retaliation rule **for Crossbowmen only**. However, 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.

## 46 OPTIONAL MEMORY

Optional Memories will allow you to get 1+ specific Reward cards, a 100% Sync and a second chance to obtain a Chest that you missed before. You will also learn more about the past of your four Assassins.

You always get to choose: Either you play 1 Optional Memory when it is offered to you, or you ignore it **for good** (in this particular situation, continue the campaign by playing the next Memory).

### SET UP

When playing an Optional Memory, continue playing with all the cards and miniatures acquired or unlocked during the campaign (Equipment, Assassins, Events, Guards, etc.).

## 47 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 the specified number of turns. Use this deck to count the number of turns left on that Map and set 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 the next turns by drawing Event cards from the deck that was set aside.



## 48 LEONARDO DA VINCI'S MACHINES

- ◆ A Machine can accommodate a maximum of 1 Character. For 0 , 1 exposed or incognito Assassin on the same square as an unoccupied Machine can climb into it. Exiting it costs 1 : Place your miniature on the Machine's square (perform 1 Detection Test if 1+ Enemies are present).
- ◆ An Assassin who is inside a Machine is incognito. They can **only** carry out actions specific to this 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 of  written on the card. Similarly to a Boss, 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 1+ Enemies are present).
- ◆ When an Enemy attack targets a Machine containing an Assassin, all  dice are allocated to the Machine. If 1+ exposed Assassins are on the square of a Machine that is not controlled by a Guard, the Enemies'  dice are split equally between the Machine and the Assassins. *Note: Enemies never attack a Machine containing a Guard.*
- ◆ When a Machine attacks with  dice and rolls 1+ , the surviving Enemies on the target square Retaliate as usual.

*Note: 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.*

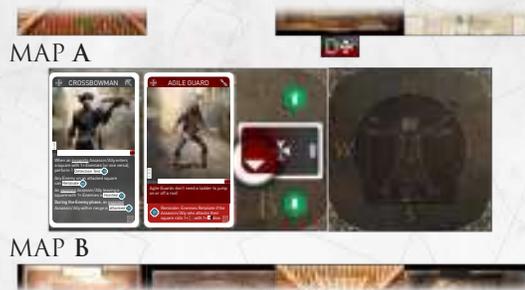
## 49 RESTRICTED AREA

In the Campaign Booklet, each square on a Map containing a  is considered a Restricted Area. Any Assassin who enters a square containing a Restricted Area token AND 1+ Enemies automatically becomes exposed (without Detection Test) and the Alert is triggered as usual. Likewise, when 1+ Enemies enter a square with a Restricted Area token containing 1+ Bodies/Assassins/Allies, they become automatically exposed, even if they are in a Hiding Spot, and the Alert State becomes .

## 50 SETTING UP TWO MAPS SIDE BY SIDE

When playing on two Maps side by side, flip the Enemy board to the side with the letters **A** and **B**, then place it between the two Maps, with the letter **A** next to Map **A** and the letter **B** next to Map **B**. Then place the second Alert State token, , side up, on its dedicated space.

*Reminder: The orientation of the Maps is important, make sure you always have both Maps facing north.*



*Example of a set up with the Enemy board in the middle.*

## 51 PLAYING ON TWO MAPS SIDE BY SIDE

### EVENT PHASE

Draw 1 Event card for each Map and apply its effect to the corresponding Map.

### ASSASSIN PHASE

Assassins use their  as usual.

### ENEMY PHASE

As long as both Maps are in play, reinforcements enter **only** on the Map pointed by the small white triangle located on the back of the card on top of the Enemy Reinforcement deck. *In the example above, the white triangle points to Map B.*

Play the Enemy Movement and Combat steps as usual on both Maps.

*Reminders: You can use a Fast Travel Station to move to another Fast Travel Station, even if it is on a different Map. Furthermore, the Enemy phase must always be played, even if no Assassin is present on a Map where there are still 1+ Objectives to accomplish.*

As soon as one of the two Maps contains neither Objectives nor Assassins, dismantle it as usual (return the Guards who were on it to their Reserve). During each subsequent turn, Reinforcements will enter the remaining Map until the end of Memory.

*Note: If an Alert is triggered on one Map it does not automatically trigger an Alert on the other Map.*



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## ICONS

-  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
-  Action cube
-  Health cube
-  Assassin attack die
-  Enemy attack die
-  Detection die
-  Attack Failed (Enemies)/Armor (Assassins)
-  Alert State inactive
-  Alert State active
-  Headquarters' Hospital
-  Hidden Blade
-  Number of Assassins in play
-  Headquarters' Main Hall
-  Escorted Ally
-  Retaliation
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