Assassin's Creed Rogue 100%

Sequence 1 Memory 1 – The way the wind blows – Port Menier

(10) - Templar map #1 that leads to Port Menier
(15) - Templar map #2 that leads to Harbour Deep

Location of the map #1 in Port Menier

Optional Objectives :

- Kill all british guards
- Remain undected

Sequence 1 Memory 1 – The way the wind blows – Leaving Port Menier

Leaving Port Menier, you can get the uncharted fragment without breaking the iceberg.

Sequence 1 Outside animus - Mission1

- To complete first puzzle :
  - Right click
  - Hold right
- Go back to your animus

Sequence 1 Memory 2 – Lessons and revelation

- Go to the training grounds
- Start with Liam's training
- When the checkbox that tells you to do Liam's training disapears, Pause and reload.
- Go to Hope's training
- When you assassinate the last dummy, Pause and reload.
- Go to Kasegowaase's training.
- Run under him while staying close enough so that he doesn't stop.
- Kill and skin the Elk
- Craft the pistol holders
- Pause and reload
- Go see Achiles
- Go see Liam on the deck to start Memory 3

Optional objectives :

- Finish Liam's training under 40 seconds
- Remain undected in Hope's training

Sequence 1 Memory 3 – Tinker Sailor Soldier Spy

- 1 – Get the fast travel at Glace Bay
- 2 – Stop by the rock, jump in the water, pause and exit the game
- 3 – Coming back in the game, talk to Chevalier

Sequence 1 Memory 3 – Tinker Sailor Soldier Spy

1. Get the fast travel at Miramichi
2. Board the british schooner
3. Complete Le Chameau shipwreck
4. Upgrade the ship from Percé
5. Take uncharted fragement
6. Get the fast travel from Grande-Entrée
7. Get uncharted fragment
8. Get the fast travel from Gros Morne
9. Get uncharted fragment
10. Complete the fight for the memory
11. Get the uncharted chest
12. Go to Anticosti

Optional Objectives :

- Do not lose more than 50% health while boarding
- Sink the ship within 3 minutes

Sequence 1 Memory 3 – Tinker Sailor Soldier Spy – Le Chameau shipwreck

We take everything counter clockwise and finish on the rowboat.

Sequence 1 Memory 3 – Tinker Sailor Soldier Spy

1. ~~Get the fast travel at Miramichi~~
2. ~~Board the british schooner~~
3. ~~Complete Le Chameau shipwreck~~
4. Upgrade the ship from Percé
    - Reload to skip ship CS
5. Take uncharted fragement
6. Get the fast travel from Grande-Entrée
7. Get uncharted fragment
8. Get the fast travel from Gros Morne
9. Get uncharted fragment
10. Complete the fight for the memory
    - Collect floating cargo after fight
11. Get the uncharted chest
12. Go to Anticosti
    - Reload when "meet the spy" appears

Optional Objectives :

- Do not lose more than 50% health while boarding
- Sink the ship within 3 minutes

Sequence 1 Memory 3 – Tinker Sailor Soldier Spy - Anticosti

1. Get the collectibles and then end the memory
2. Ater the cutscene, warp to River Valley entrance
3. Get the uncharted chest near before changing zones

- 2 Templar map #3 that leads to HMS Miranda

Sequence 1 Memory 4 – By invitation only

1. Get the chest
2. Cross the river
3. Get the fragment
4. Start the memory
5. Go to the Morrigan

Sequence 1 Memory 4 – By invitation only

1. Get Red Bank fast travel
2. Locate Washington's ship
3. Park the Morrigan
4. Complete Mount Vernon
5. Park at Two Bends, jump in the water to complete the memory.

Sequence 1 Memory 4 – By invitation only – Mount Vernon

4. Collect the air riffle
10. Trigger Washington's cutscene
12 . Kill Washington while blended
14. Go back to the Morrigan

Optional objectives:

- Use berserk darts on 4 guards
- Kill Washington while blended

Sequence 1 Memory 4 – By invitation only

1. ~~Get Red Bank fast travel~~
2. ~~Locate Washington's ship~~
3. ~~Park the Morrigan~~
4. ~~Complete Mount Vernon~~
5. Park at Two Bends, jump in the water to complete the memory.

Sequence 2 Memory 1 – One Little Victory

1. Get Port Aux Basques fast travel
2. Get Burgeo fast travel
3. Stop near a rock at 900m from the mission, pause and exit
4. After getting back in the game, dock at St John's

Sequence 2 Memory 1 – One Little Victory – St John's

1. Get the cave painting
2. Get templar map #4 which leads to Sleepy Hollow shipwreck
3. Get the letter
4. Start the mission

Sequence 2 Memory 1 – One Little Victory – St John's

1. Get the uncharted fragment
2. Locate Smith's ship
3. Fight the ships
4. Assassinate Smith

Optional objectives:

- Sink 3 gunboats with the puckle gun
- Air assassinate Smith

Sequence 2 Memory 2 – We The People

1. Get the uncharted view point
2. Get the animus fragment
3. Get the chest
4. Get the uncharted fragment
5. Go to Albany

Sequence 2 Memory 2 – We The People - Albany

1. Get Templar map #5 that leads to Rivière Aurifere
2. Start the mission
3. Get in the crowd
4. Air assassinate Wardrop
5. Get the fragment
6. Get the chest
7. Fast travel to Red Bank

Optional objectives:

- Sneak into the congress undetected
- Kill Wardrop with an air assassination

Sequence 2 Memory 3 – Fiat Lux – Red Bank

1. Complete the location and then take the row boat

Sequence 2 Memory 3 – Fiat Lux – Sleepy Hollow

2. Start the mission
5. Locate the guy
6. Loot the rod
9. Templar map #4
10. Templar Map #6 that leads to Grande-Entrée
11. Talk to Franklin
12. Warp to Two Bends

Optional objectives:

- Remain undetected until you loot the rod
- Do not swim

Location of the templar map #4

Sequence 2 Memory 4 – Kyrie Eleison

1. Same as Any%, there is no collectibles in this location

Sequence 2 Memory 5 – Freewill

1. Same as Any%, there is no collectibles in this location

Optional objectives:

- Do not take any damage
- Do not kill anyone

Sequence Paris – Memory 1

1. Run to the thieves
2. Air assassinate 1 of the 3 (2 if you're lucky)
3. Run on the road on the left of the thieves
4. Turn the corner to assassinate the last man standing.

Sequence 2 – Out of the animus

1. For the puzzle:
    1. 1st ring 1 tic left
    2. 2nd ring 2 tics left
    3. 3rd ring 3 tics left

Sequence 3 – Memory 1 The Color Of Right

1. Ram the thieve
2. Collect fragment
3. Complete the mission
4. Get the chest
5. Get the fragment
6. Get the prosperity
7. Get the view point
8. Get the fragment
9. Unlock tavern
10. Get the chest

Optional objectives :

- Do not get stun by smoke bomb
- Do not get shot

Sequence 3 – Memory 1 The Color Of Right – King's Farm

4 to 8 collected as you clear the gang HQ
16 Templar map #7 that leads to Aarushi
31 Start the next memory

Sequence 3 – Memory 2 A Long Walk And A Short Drop

1 Templar map #8 that leads to King's Farm
4 Saving Gist
9 Drop the flag
Warp to Albany

Optional objectives :

- Save Gist's hanging by shooting the rope
- Blow up 3 powder barrels with firecrackers

Sequence 3 – Memory 3 Circumstances - Albany

- Complete the gang HQ first
- Collect most of the middle things while in the assassin interception
- 18 Start the mission
- Go to Lock Cliff

Sequence 3 – Memory 3 Circumstances - Lock Cliff

- Take Twin Snake Path Fast travel
- Take everything except for the top left chest
- Complete the settlement while collecting most of the things
- Collect 7 & 8
- Cross the river

Sequence 3 – Memory 3 Circumstances - Vallée Verte

- Colect everything except the top part of the map
- After looting the warehouse, reload
- 8 Upgrade the ship
    - Sell Tobaco
    - Upgrade Ram x1
    - Upgrade mortars x2
    - Upgrade Puckle gun x1

Optional objectives :

- Hang the key holder with a rope dart
- Do not take damage while fighting Le Chasseur

Sequence 3 – Memory 3 Circumstances – Mont Saint Denis

- 1 Templar map #9 that leads to Burgeo
- After collecting the cave painting, reload

Sequence 3 – Memory 3 Circumstances – Fort La Croix

- 2 and 3 are the snipers you must kill for the memory
- After killing the 2nd sniper, reload
- For Le Chasseur, reflex shot him first, then aim and headshot
- Collect the rest of Fort La Croix
- Go see Gist to unlock the fleet
- Go see the fleet and exit right away
- Take the wheel

Optional objectives :

- Hang the key holder with a rope dart
- Do not take damage while fighting Le Chasseur

Sequence 3 – Memory 3 Circumstances

1. Collect the fragment
2. Collect the chest
3. Fast travel to Mont Saint Denis view point

Sequence 3 – Memory 3 Circumstances – Mont Saint Denis

- When finished, go towards Vallée Verte

Sequence 3 – Memory 3 Circumstances - Vallée Verte

- When done with Vallée Verte, fast travel to Twin Snake Path

Sequence 3 – Memory 3 Circumstances – Twin Snake Path

- We only complete the bottom part of Twin Snake Path since we need to get a templar artifact latter
- After getting the last collectible, fast travel to New York templar HQ

Sequence 3 – Memory 4 Keep Your Friends Close– Greenwich

- Collect some of the collectibles while going towards the next mission

Sequence 3 – Memory 4 Keep Your Friends Close – Lower Manhattan

- Complete the gang HQ first
- Do the renovation
- 9 Templar map # 10 that leads to Twin Snake Path
- Don't reload after breaking the door to get 19
- Collect 20 and 21 before destroying the last gaz tank

Optional objectives :

- Put 10 guards to sleep
- Kill 3 guards with a single sharpnel grenade

Sequence 4 – Memory 1 Honour and Loyalty

1. Complete Fort Louis
2. Get the collectibles while going to Pearl Island
3. Complete Pearl Island
4. Get the uncharted fragment
5. Fast travel to Burgeo and complete it

Sequence 4 – Memory 1 Honour and Loyalty – Fort Louis

1. Complete Fort Louis
2. Go towards Pearl Island

Sequence 4 – Memory 1 Honour and Loyalty

1. ~~Complete Fort Louis~~
2. Get the collectibles while going to Pearl Island
3. Complete Pearl Island
4. Get the uncharted fragment
5. Fast travel to Burgeo and complete it

Sequence 4 – Memory 1 Honour and Loyalty – Pearl Island

1. Collect everything and go back to your ship

Sequence 4 – Memory 1 Honour and Loyalty

1. ~~Complete Fort Louis~~
2. ~~Get the collectibles while going to Pearl Island~~
3. ~~Complete Pearl Island~~
4. Get the uncharted fragment
5. Fast travel to Burgeo and complete it

Sequence 4 – Memory 1 Honour and Loyalty – Burgeo

- Collect everything
- 11 is map #9
- Warp to Two Bends

- Location of the map

Sequence 4 – Memory 1 Honour and Loyalty – Two Bends

- Collect the left part of the map
- Complete the fort
- Cross the river after the renovation

Sequence 4 – Memory 1 Honour and Loyalty – Greystone

- Collect the top part first then complete the settlement
- After the renovation, go back to the Morrigan
- Go to Ash Creek

Sequence 4 – Memory 1 Honour and Loyalty – Ash Creek

- Collect everything and collect the warehouse
- After collecting everything, fast travel to Greystone and navigate to Marais Rocheux to start the mission

Sequence 4 – Memory 1 Honour and Loyalty – Marais Rocheux

- Collect everything except the top fragment and hunting challenge

- Obtional objectives :
  - Do not get detected
  - Do not take any damage

Sequence 4 – Memory 2 Armour and Sword

- Collect uncharted fragment and chest than go to Dekanawida and complete it

Sequence 4 – Memory 2 Armour and Sword - Dekanawida

- Collect everything then fast travel to Marais Rocheux's view point to complete it

- Native pilar solution :

Sequence 4 – Memory 2 Armour and Sword – Marais Rocheux

- Complete Marais Rocheux with the hunting challenge and the last fragment
- Fast travel to Dekanawida and travel to Old Growth Forest to get the fast travel

Sequence 4 – Memory 2 Armour and Sword

- Get fast travel from Old Growth Forest
- Get the uncharted chest
- Fast travel to Ash Creek and travel to St. Nicolas to complete it

Sequence 4 – Memory 2 Armour and Sword – St. Nicolas

- 6 Templar map #11 that leads to Fleur-De-Vent
- Collect everything and then travel to Black Ridge and complete it

Sequence 4 – Memory 2 Armour and Sword – Black Ridge

- After collecting the cave painting fast travel to the view point and go back to the ship
- Travel to Fort Soleil

Sequence 4 – Memory 2 Armour and Sword – Fort Soleil

- Complete Fort Soleil and travel to the uncharted fragment on the left side of the map

Sequence 4 – Memory 2 Armour and Sword

- Collect the uncharted fragment (we don't get the 2 collectibles on the right side now because we'll have a map that leads there latter)
- Fast travel to the bottom part of Old Growth Forest

Sequence 4 – Memory 2 Armour and Sword – Old Growth Forest

- Collect everything while traveling to the next mission
- 5 Templar Map #12 that leads to Cœur-De-L'Hiver
- Start the mission
- Take the prosperity

Sequence 4 – Memory 2 Armour and Sword – Otetiani

- Complete Otetiani and then go to the cross river
- Solution for the native pilar :

Sequence 4 – Memory 2 Armour and Sword – Orenda

- 7 Templar Map #13 that leads to Uncharted spot near Lewisporte
- 8 to cross the river
- 10 Loot the camp
- After hunting challenge, call the ship back
- Sail to Lac Eternal and complete it

No optional objectives

Sequence 4 – Memory 2 Armour and Sword – Lac Eternal

- Collect everything while completing the Gang HQ
- Go back to the Morrigan

Sequence 4 – Memory 2 Armour and Sword

- Collect uncharted chest
- Get the fast travel from Rivière Aurifere
- Fast travel to Orenda
- Sail to Fleur-De-Vent and complete it

Sequence 4 – Memory 2 Armour and Sword – Fleur-de-Vent

- Collecet everything including the warehouse
- 9 is templar map #11
- After collecting everything, go back to the Morrigan and sail to Ruisseau du Renard

- Location of the map :

Sequence 4 – Memory 2 Armour and Sword – Fleur-de-Vent

- Park the ship on th bottom part of the island
- Collect everything and then fast travel to Sleepy Hollow

Sequence 4 – Memory 2 Armour and Sword – Sleepy Hollow

- Complete the rest of Sleepy Hollow
- Sail toward next mission and collect things on the way

Sequence 4 – Memory 2 Armour and Sword

- Sail toward next mission and collect things on the way
- Start the next mission

Sequence 4 – Memory 3 Scars

- We already completed Albany so we are just completing memory 3 with full sync
- After saving Monroe, collect the last chest near fort Arsenal

Optional objectives :

- Do not get detected whil reaching the fort
- Kill Kasegowaase with a puckle gun

Sequence Paris – Memory 2

- ALT-F4 After the end of the templar cutscene
- Complete the mission with full sync

Optional objectives :

  - Kill 3 criminals with air assassination
  - Kill all criminals before time runs out

Sequence 5 – Memory 1 – Men o' War

- There might be a convoy near, if yes, complete that
- Sail to The Sapphire shipwreck and complete it
- Collect 2 uncharted fragments
- Complete Lewisporte
- Get uncharted chest and templar map #13
- Get Harbour Deep fast travel
- Get St. Antony fast travel
- Get uncharted fragment
- Complete HMS Miranda including artifact
- Start the mission

Sequence 5 – Memory 1 – Men o' War – Sapphire shipwreck

- Collect everything then use the rowboat
- 1 Templar map #14 that leads to Nerepis

Sequence 5 – Memory 1 – Men o' War

- ~~There might be a convoy near, if yes, complete that~~
- ~~Sail to The Sapphire shipwreck and complete it~~
- Collect 2 uncharted fragments
- Complete Lewisporte
- Get uncharted chest and templar map #13
- Get Harbour Deep fast travel
- Get St. Antony fast travel
- Get uncharted fragment
- Complete HMS Miranda including artifact
- Start the mission

Sequence 5 – Memory 1 – Men o' War – Lewisporte

- Collect everything then return to the Morrigan

Sequence 5 – Memory 1 – Men o' War

- ~~There might be a convoy near, if yes, complete that~~
- ~~Sail to The Sapphire shipwreck and complete it~~
- ~~Collect 2 uncharted fragments~~
- ~~Complete Lewisporte~~
- Get uncharted chest and templar map #13
- Get Harbour Deep fast travel
- Get St. Antony fast travel
- Get uncharted fragment
- Complete HMS Miranda including artifact
- Start the mission

Location of the templar map #13

Sequence 5 – Memory 1 – Men o' War – HMS Miranda Shipwreck

- Collect everything then return to the Morrigan with the rowboat

- Templar map 3 location

Sequence 5 – Memory 1 – Men o' War

- ~~There might be a convoy near, if yes, complete that~~
- ~~Sail to The Sapphire shipwreck and complete it~~
- ~~Collect 2 uncharted fragments~~
- ~~Complete Lewisporte~~
- ~~Get uncharted chest and templar map #12~~
- ~~Get Harbour Deep fast travel~~
- ~~Get St. Antony fast travel~~
- ~~Get uncharted fragment~~
- ~~Complete HMS Miranda including artifact~~
- Start the mission

Sequence 5 – Memory 1 – Men o' War

- Complete the mission with full sync

Optional objectives :

- Sink 10 ships with mortars
- Do not get damaged by fire ships

Sequence 5 – Memory 2 – Bravado

- Collect uncharted fragment and chest
- Fast travel to Fort La Croix

Sequence 5 – Memory 2 – Bravado

- At Fort La Croix, upgrade the ship
  - Prioritise mortar and heavy shots
  - Keep arround 150 metal for future renovation
- Sail to Le Bras Du Seigneur and complete it
- Get the fast travel of Or-Du-Nord
- Sail to Aarushi and complete it
- Complete Fort Blanc
- Collect uncharted fragments and chest
- Get Vieile Carrière fast travel
- Fast travel to Lac Eternal, sail to Rivière Aurifere and complete it
- Fast travel to Or-Du-Nord and complete it
- Fast travel to Vieille Carrière and complete everything except the templar map
- Start the mission

Sequence 5 – Memory 2 – Bravado – Le Bras Du Seigneur

- Collect everything and use the row boat

Sequence 5 – Memory 2 – Bravado

- ~~At Fort La Croix, upgrade the ship~~
  - ~~Prioritise mortar and heavy shots~~
  - ~~Keep arround 150 metal for future renovation~~
- ~~Sail to Le Bras Du Seigneur and complete it~~
- Get the fast travel of Or-Du-Nord
- Sail to Aarushi and complete it
- Complete Fort Blanc
- Collect uncharted fragments and chest
- Get Vieile Carrière fast travel
- Fast travel to Lac Eternal, sail to Rivière Aurifere and complete it
- Fast travel to Or-Du-Nord and complete it
- Fast travel to Vieille Carrière and complete everything except the templar map
- Start the mission

Sequence 5 – Memory 2 – Bravado – Aarushi

- 1 Templar map 7
- After pilar, fast travel to view point and go back to the Morrigan

Templar map location :

Native pilar solution :

Sequence 5 – Memory 2 – Bravado

- ~~At Fort La Croix, upgrade the ship~~
  - ~~Prioritise mortar and heavy shots~~
  - ~~Keep arround 150 metal for future renovation~~
- ~~Sail to Le Bras Du Seigneur and complete it~~
- ~~Get the fast travel of Or-Du-Nord~~
- ~~Sail to Aarushi and complete it~~
- Complete Fort Blanc
- Collect uncharted fragments and chest
- Get Vieile Carrière fast travel
- Fast travel to Lac Eternal, sail to Rivière Aurifere and complete it
- Fast travel to Or-Du-Nord and complete it
- Fast travel to Vieille Carrière and complete everything except the templar map
- Start the mission

Sequence 5 – Memory 2 – Bravado – Fort Blanc

- Collect everything then go back to the Morrigan and sail towards south where the uncharted stuff are.

Sequence 5 – Memory 2 – Bravado

- ~~At Fort La Croix, upgrade the ship~~
  - ~~Prioritise mortar and heavy shots~~
  - ~~Keep arround 150 metal for future renovation~~
- ~~Sail to Le Bras Du Seigneur and complete it~~
- ~~Get the fast travel of Or-Du-Nord~~
- ~~Sail to Aarushi and complete it~~
- ~~Complete Fort Blanc~~
- Collect uncharted fragments and chest
- Get Vieile Carrière fast travel
- Fast travel to Lac Eternal, sail to Rivière Aurifere and complete it
- Fast travel to Or-Du-Nord and complete it
- Fast travel to Vieille Carrière and complete everything except the templar map
- Start the mission

Sequence 5 – Memory 2 – Bravado – Rivière Aurifere

- 9 Templar map #5

Templar map location :

Sequence 5 – Memory 2 – Bravado

- ~~At Fort La Croix, upgrade the ship~~
  - ~~Prioritise mortar and heavy shots~~
  - ~~Keep arround 150 metal for future renovation~~
- ~~Sail to Le Bras Du Seigneur and complete it~~
- ~~Get the fast travel of Or-Du-Nord~~
- ~~Sail to Aarushi and complete it~~
- ~~Complete Fort Blanc~~
- ~~Collect uncharted fragments and chest~~
- ~~Get Vieile Carrière fast travel~~
- ~~Fast travel to Lac Eternal, sail to Rivière Aurifere and complete it~~
- Fast travel to Or-Du-Nord and complete it
- Fast travel to Vieille Carrière and complete everything except the templar map
- Start the mission

Sequence 5 – Memory 2 – Bravado – Or-Du-Nord

- 13 Templar map #15 that leads to Havre Saint Pierre

Sequence 5 – Memory 2 – Bravado

- ~~At Fort La Croix, upgrade the ship~~
  - ~~Prioritise mortar and heavy shots~~
  - ~~Keep arround 150 metal for future renovation~~
- ~~Sail to Le Bras Du Seigneur and complete it~~
- ~~Get the fast travel of Or-Du-Nord~~
- ~~Sail to Aarushi and complete it~~
- ~~Complete Fort Blanc~~
- ~~Collect uncharted fragments and chest~~
- ~~Get Vieile Carrière fast travel~~
- ~~Fast travel to Lac Eternal, sail to Rivière Aurifere and complete it~~
- ~~Fast travel to Or-Du-Nord and complete it~~
- Fast travel to Vieille Carrière and complete everything except the templar map
- Start the mission

Sequence 5 – Memory 2 – Bravado – Vieille Carrière

- When finished with the hunting callenge, you should be in range to start the mission
- When the mission starts, park the ship near the bottom of Vieille Carrière and collect the supply camp and map
- 16 Templar map #16 that leads to Greystone
- When done, cross the river to Cœur-De-L'hiver

Sequence 5 – Memory 2 – Bravado – Cœur-De-L'Hiver

- 3 Templar map #12
- Complete the tavern last, it unlocks with the settlement
- Reload the game when finished
- Sail to Genessee and complete it

Location of the templar map ------->

Sequence 5 – Memory 2 – Bravado – Genessee

- When done collecting, reload

Native Pilar solution :

Sequence 5 – Memory 2 – Bravado

- Collect uncharted fragment and chest
- Park the ship at île Des Pins to continue the memory

Sequence 5 – Memory 2 – Bravado - île Des Pins

- We can't do the assassin interception and the hunting challenge while in a memory
- 9 Templar map #17 that leads to Lock Cliff
- After collecting the map, continue the memory
- Kill Adéwalé
- ALT-F4 when the animus loading starts

Sequence 6 – Memory 1 – The Heist

1. Get the view point
2. Complete the gang HQ and collect the things
3. Collect the prosperity
4. Collect the letter and do the renovation
5. Start the mission
6. Collect the fragment while chasing the thief on the roof
7. After the mission, collect the bottom part and fast travel to the last view point synchronised

- 17 Templar Map #18 that leads to Black Ridge

Optional objectives :

- Loot all the chest in the HQ
- Lockpick 2 doors

Sequence 6 – Memory 1 – The Heist – SV Farm

- Follow the arrows and collect rest of Waterfront, rest of Lower Manhattan
- 2 Templar Map # 19 that leads to Gros Mourne
- Start the mission

Sequence 6 – Memory 2 – Caress of Steel

- Collect chest 1 and 2 before triggering the CS on the roof
- 7 Templar map #8
- 9 Templar map #20 that leads to Pearl Island
- Complete SV Farm
- Fast travel to Port aux Basques, sail to Port La Joye and complete it

Optional objectives :

- Don't take damage from poison
- Do not get detected while getting to Hope

Templar map 8 location

Sequence 6 – Memory 2 – Caress of Steel – Port La Joye

- When completed, fast travel to Port Aux Basques and complete it

Sequence 6 – Memory 2 – Caress of Steel – Port Aux Basques

- 4 Templar map #21 that leads to an uncharted location near Fort Soleil
- When completed, fast travel to Miramichi and complete it

Sequence 6 – Memory 2 – Caress of Steel – Miramichi

- After collecting everything, fast travel to Grande-Entrée

Sequence 6 – Memory 2 – Caress of Steel – Grande-Entrée

- After collecting everything, fast travel to Gros Morne
- 1 Templar map #6

Location of the templar map :

Sequence 6 – Memory 2 – Caress of Steel – Gros Morne

- After collecting everything, fast travel to Percé
- 1 Templar map #19

Location of the templar map :

Native Pilar solution :

Sequence 6 – Memory 2 – Caress of Steel – Percé

- Upgrade the ship / replenish amunition before starting the mission
- Complete Percé and start the mission

Sequence 6 – Memory 3 – No Laws But Our Own - Anticosti

- Collect the things on the tower while getting back to the Morrigan
- When finishing the memory, sail to the legendary battle

Sequence 6 – Memory 3 – No Laws But Our Own

- Collect uncharted fragment
- Complete the legendary battle
- Complete Sept-Île
- Complete Havre Saint Pierre
- Fast travel to Percé if needed for amunition to complete the Fort Baie Rouge
- Fast travel back to Havre Saint Pierre
- Collect uncharted chest
- Complete Fort Baie Rouge
- Fast travel to St. Antony

Sequence 6 – Memory 3 – No Laws But Our Own – Sept Îles

- 2 Templar map #22 that leads to East Village in New York
- Collect everything and use the row boat

Sequence 6 – Memory 3 – No Laws But Our Own

- ~~Collect uncharted fragment~~
- ~~Complete the legendary battle~~
- ~~Complete Sept-Île~~
- Complete Havre Saint Pierre
- Fast travel to Percé if needed for amunition to complete the Fort Baie Rouge
- Fast travel back to Havre Saint Pierre
- Collect uncharted chest
- Complete Fort Baie Rouge
- Fast travel to St. Antony

Sequence 6 – Memory 3 – No Laws But Our Own – Havre Saint Pierre

- Collect everything and go back to the Morrigan
- 1 Templar map #15

Location of the templar map :

Sequence 6 – Memory 3 – No Laws But Our Own

- ~~Collect uncharted fragment~~
- ~~Complete the legendary battle~~
- ~~Complete Sept-Île~~
- ~~Complete Havre Saint Pierre~~
- Fast travel to Percé if needed for amunition to complete the Fort Baie Rouge
- Fast travel back to Havre Saint Pierre
- Collect uncharted chest
- Complete Fort Baie Rouge
- Fast travel to St. Antony

Sequence 6 – Memory 3 – No Laws But Our Own – Fort Baie Rouge

- Complete Fort Baie Rouge
- Fast travel to St. Antony and complete it

Sequence 6 – Memory 3 – No Laws But Our Own – St. Antony

- Complete St. Antony
- Fast travel to Harbour Deep
- 9 Templar map #23 that leads to Terra Nova

Sequence 6 – Memory 3 – No Laws But Our Own – Harbour Deep

- Complete Harbour Deep
- Fast travel to Terra Nova

- 1 Templar map #2

Location of the templar map :

Sequence 6 – Memory 3 – No Laws But Our Own – Terra Nova

- Complete Terra Nova
- Fast travel to St. John's
- 10 Templar map #23

Location of the templar map :

Native pilar solution :

Sequence 6 – Memory 3 – No Laws But Our Own – St John's

- Complete St. John's
- *12 is a shanty that is not shown here
- When done with St. John's, replenish ship's ammo and sail to the uncharted chest

Sequence 6 – Memory 3 – No Laws But Our Own – St John's

- Collect the uncharted chest
- Complete legendary battle
- Fast travel to view point on Pearl Island to get the templar map #20
- Fast travel to St.John's
- Start the next mission

Location of the templar map :

Sequence 6 – Memory 4 – Cold Fire

- Complete the memory while trying to keep arround 10 mortars
- Complete the legendary battle
- Collect the uncharted chest
- Complete Fogo
- Fast travel to Glace Bay and sail to Halifax to complete it

Optionnal objectives :

- Don't hit any icebergs
- Do not take damage when trying to kill Chevalier

Sequence 6 – Memory 4 – Cold Fire - Fogo

- Complete Fogo and fast travel to Glace Bay

Native Pilar solution :

Sequence 6 – Memory 4 – Cold Fire

- Collect uncharted fragment and chest
- Complete Halifax
- (farm 2-3 ressource ship if needed)
- Complete Yarmouth
- Collect uncharted chest
- Complete last legendary battle
- Complete Nerepis
- Fast travel to Glace Bay and complete it

Sequence 6 – Memory 4 – Cold Fire - Halifax

- Complete Halifax
- Replenish ammo before leaving
- If needed, farm 2-3 ressources ship to upgrade at least, max mortars
- 8 Templar map #24 that leads to Glace Bay

Sequence 6 – Memory 4 – Cold Fire

- ~~Collect uncharted fragment and chest~~
- ~~Complete Halifax~~
- ~~(farm 2-3 ressource ship if needed)~~
- Complete Yarmouth
- Collect uncharted chest
- Complete last legendary battle
- Complete Nerepis
- Fast travel to Glace Bay and complete it

Sequence 6 – Memory 4 – Cold Fire - Yarmouth

- Complete Yarmouth and sail to the uncharted chest, then to the legendary battle

Sequence 6 – Memory 4 – Cold Fire

- ~~Collect uncharted fragment and chest~~
- ~~Complete Halifax~~
- ~~(farm 2-3 ressource ship if needed)~~
- ~~Complete Yarmouth~~
- Collect uncharted chest
- Complete last legendary battle
- Complete Nerepis
- Fast travel to Glace Bay and complete it

Sequence 6 – Memory 4 – Cold Fire - Nerepis

- Complete Nerepis
- Fast travel to Glace Bay
- 6 Templar map #14

Location of the templar map :

Sequence 6 – Memory 4 – Cold Fire – Glace Bay

- Complete Glace Bay
- Fast travel to GreyStone to collect templar map #16
- 6 Templar map #24

Templar map #24 location

Sequence 6 – Memory 4 – Cold Fire – Glace Bay

- Collect templar map
- Fast travel to Twin Snake path view point
- 1 Templar map #16

Templar map location

Sequence 6 – Memory 4 – Cold Fire – Twin Snake Path

- Collect sword and templar map
- Fast travel to Lock Cliff view point
- 2 Templar map #10

Templar map location

Sequence 6 – Memory 4 – Cold Fire – Lock Cliff

- Collect chest and templar map
- Fast travel to Black Ridge
- 1 Templar map #17

Templar map location

Sequence 6 – Memory 4 – Cold Fire – Black Ridge

- Collect chest and templar map
- Fast travel to Fort Soleil
- 1 Templar map #18

Templar map location

Sequence 6 – Memory 4 – Cold Fire – Near Fort Soleil

- Collect uncharted chest, fragement and templar map
- Fast travel to Île Des Pins
- 1 Templar map #21

Templar map location

Sequence 6 – Memory 4 – Cold Fire – Île Des Pins

- Complete hunting challenge and assassination interception
- Fast travel to Greenwich templar HQ

Sequence 6 – Memory 4 – Cold Fire – Greenwich

- Collect the reste of the collectibles
- Complete the last assassination interception
- Fast travel to East Village view point

Sequence 6 – Memory 4 – Cold Fire – East Village

- 1 Templar map #22
- Fast travel to Fogo
- Start the last mission

Templar map location :

Sequence 6 – Memory 4 – Non Nobis Nomine

- Complete the memory with full sync

Optionnal objectives :

- Do not get hit by beam walls
- Do not get shot by Liam

Sequence Paris – Memory 3

- Finaly done !